Subject: About string, String and const char *
Posted by mirek on Thu, 28 Dec 2006 09:16:45 GMT
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Well, I have just down an interesting investigation (because of some discussion thread in comp.alt.c++.moderated) which also nicely explains why in U++ we are using "const char*" instead of String so often.

```
#include <string>

void foo(const std::string& x);
void foo2(const char *s);

void Test1()
{
 foo("just a test");
}

void Test2()
{
 foo2("just a test");
}
```

Now Test1 has 115 bytes, Test2 12 bytes... (and it is similar for String too).

Mirek