
Subject: Re: About string, String and const char *
Posted by [unodgs](#) on Thu, 28 Dec 2006 10:50:15 GMT
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luzr wrote on Thu, 28 December 2006 04:16 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

Quite huge difference. If Test1 is translated to sth like this:

```
void Test1()
{
    const std::string x("just a test");
    foo(x);
}
```

..it is still interesting that creating string object needs 103 bytes more.
