
Subject: Re: About string, String and const char *
Posted by [mirek](#) on Thu, 28 Dec 2006 11:01:24 GMT
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Quote:

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

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

It is because exception handling...

Mirek
