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

Subject: Re: About string, String and const char *
Posted by fallingdutch on Thu, 28 Dec 2006 09:40:29 GMT
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Ultimate++ rocks

Bas

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 04:16Well, 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.

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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.

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
