

[Aller plus loin] Aliasing et const avec les indirections

Aliasing

main.cpp

```
#include <iostream>
#include <string>

int x = 3;

const int& GetX() {
    return x;
}

void DoStuff() {
    x = 5;
}

int main() {
    const auto& myConstX = GetX();
    std::cout << "x: " << myConstX << "\n"; // prints 3
    DoStuff();
    std::cout << "x: " << myConstX << "\n"; // prints 5
}
```

const

main.cpp

```
#include <iostream>
#include <string>

void what_happens(int & i, int const& j) {
```

```
    i += 5;
    if(i == j) std::cout << "Giggity.\n";
}

int main() {
    int val = 17;
    what_happens(val, val);
    return 0;
}
```

<https://isocpp.org/wiki/faq/const-correctness>

Chapitre précédent	Sommaire principal	Chapitre suivant
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