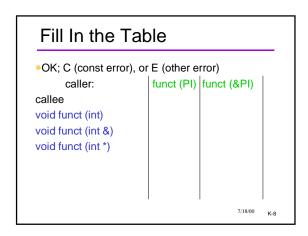
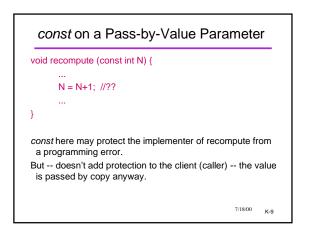
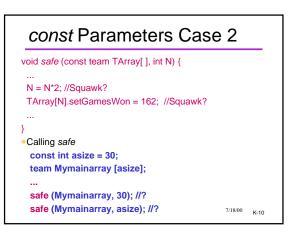
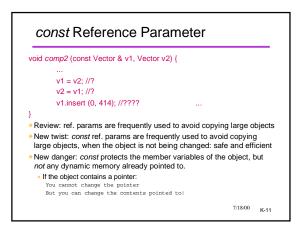


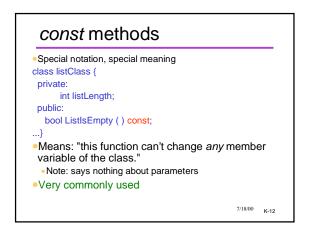
<i>const</i> Argument, Reference Parameter		_
void comp2 (int & N) {		
 N = N+1; //?		
 Calling comp2 const int asize = 30; 		
int bsize = 4; comp2 (asize); //?		
comp2 (bsize); //? comp2 (4); //?		
	7/18/00	K-7











const Advice

- For true constants, use *const* variables
 with whatever scope is appropriate
 remember that these cannot be passed to non-const reference parameters
- •Use const on member functions whenever possible
- Use *const* on parameters when appropriate • const on a value parameter is a check on the implementer • const on a ref. parameter protects the caller, too.
- Adding const retroactively sometimes causes cascades of changes, so... put them in from the start!

^{7/18/00} K-13

•OK; C (const error), or E (other error)					
callee					
void f1(int)					
void f1(const int)					
void f1(int &)					
void f1(const int &)					
void f1(int *)					
void f1(const int *)					
				^{7/18/00} K-14	