

## Re: Modifying through pointer-to-const

**Source:** [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.cpp/2004-04/3461.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-04/3461.html)

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**From:** Russell Hanneken ([rghanneken\\_at\\_pobox.com](mailto:rghanneken_at_pobox.com))

**Date:** 04/19/04

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Dave wrote:

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>
> In the code below, I am able to modify data through the pointer-to-const
> DynGapRec parameter. The last two lines show this.
> Is there any circumstance where this should be legal, or
> do I definitely have a compiler bug (VC++ 7.1)?
>
> void CInstrProcEngine::AggregateDynamicGapRecords(const CAccount*
> iAcct, const SingleInstr* pInstr,
> const int* evPoints,
> const CGapInt* pGap,
> const DynGap* DynGapRec,
> CDate forecastDate,
> int RateType,
> int startPd,
> int endPd)
> {
[. . .]
> DynGaRec->MvPeriod[index] = currentEvPt; // ILLEGAL!!!
> DynGapRec->GapInteval[index] = pGap->i_GapEndMt[gapRecCnt]; //
> ILLEGAL!!!
```

Dave,

This would be legal if MvPeriod and GapInteval are pointers to non-const data. Assuming this is the case, you're changing the values of data being pointed to, not the values of the pointers per se. Since the pointers are members of DynGap, and the data being pointed to are not, the assignments don't affect the state of DynGapRec (as far as the compiler is concerned, anyway).

If this is not what you want, you might consider hiding MvPeriod and GapInterval, and providing non-const member functions to alter the data they point to.

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