Section 3.1 C++11

noexcept Specifier

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whether any part of the expression — the function as well any expressions used in its arguments — might throw. Failing to grasp this subtlety can result in a function being marked noexcept(false) even when the expression required by the implementation does not throw. Consider a function template eval1 that takes an invocable object f of the template parameter type F and calls it with a string argument, stringArg, of type const std::string&. We want eval1 to have the same exception specification as f::operator():

```
#include <string> // std::string
template <typename F>
void eval1(F f, const std::string& stringArg) noexcept(noexcept(f(""))) // Bug
{
    f(stringArg);
}
```

Here, we are making a concerted effort to pass the exception specification from f through to the exception specification of eval1. For conciseness, we pass an empty string as a placeholder for the string argument in the expression given to the **noexcept** operator, reasoning that the expression is *unevaluated* and hence can be safely abbreviated. Alas, if the argument to f has type const std::string&, then passing "" requires a call to the potentially throwing converting constructor, std::string(const char*). Consequently, **noexcept(f(""))** would be **false** because **noexcept(std::string(""))** is **false** regardless of whether the call to f is guaranteed not to throw when called with an already constructed std::string, such as the object referred to by stringArg.

The obvious fix in this case is to use exactly the same expression in the **noexcept** specifier that is used in the return statement, i.e., f(stringArg). Before we explore this approach, let's consider a couple of alternatives that might be more appealing in the case of more complex expressions. The argument to f must be a nonthrowing expression that can bind to a **const** std::string& without invoking any possibly throwing conversions. A simple fix in this case, therefore, would be to simply switch our placeholder string to an invocation of the default constructor for std::string, which is declared **noexcept**:

```
#include <string> // std::string
template <typename F>
void eval2(F f, const std::string& stringArg)
    noexcept(noexcept(f(std::string()))) // OK
{
    f(stringArg);
}
```

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This fix, however, does not generalize to the case where F is passed an argument that is dependent on a template parameter type, perhaps using **perfect forwarding** (see Section 2.1."Forwarding References" on page 377). Because the type of the argument to f is not known until the template is instantiated, it is not known whether it has a default constructor nor whether any such default constructor is **noexcept**. Rather than place an