Section 1.1 C++11

Defaulted Functions

Despite the defaulted copy constructor, **Connection** will not be copy-constructible as **std::unique_ptr** is a noncopyable type. Some compilers *might* produce a warning on the declaration of **Connection(const Connection&)**, but they are not required to do so since the example code on the previous page is well formed and would produce a compilation failure only if an attempt were made to default-construct or copy a **Connection.**⁴

If desired, a possible way to ensure that a defaulted special member function has indeed been generated is to use **static_assert** (see Section 1.1."**static_assert**" on page 115) in conjunction with an appropriate trait from the <type_traits> header:

Routinely using such compile-time testing techniques can help to ensure that a type will continue to behave as expected at no additional runtime cost, even when member and base types evolve as a result of ongoing software maintenance.

See Also

- "Deleted Functions" (§1.1, p. 53) describes a companion feature, = delete, that can be used to suppress access to implicitly generated special member functions.
- "static_assert" (§1.1, p. 115) describes a facility that can be used to verify at compile time that undesirable copy and move operations are declared to be accessible.
- "*Rvalue* References" (§2.1, p. 710) provides the basis for **move operations**, namely, the move-constructor and move-assignment **special member functions**, which too can be defaulted.

 $^{^{4}}$ Clang 8.0.0 (c. 2019) and later produces a diagnostic with no warning flags specified. MSVC 12.0 (c. 2013) produces a diagnostic if /Wall is specified. As of this writing, GCC 12.1 (c. 2021) produces no warning, even with both -Wall and -Wextra enabled.