

## Ceph - Cleanup #3977

### Do a great stream operator const cleanup!

01/31/2013 05:57 PM - Greg Farnum

<b>Status:</b>	Resolved	<b>% Done:</b>	0%
<b>Priority:</b>	Low	<b>Spent time:</b>	4.00 hours
<b>Assignee:</b>	Jos Collin		
<b>Category:</b>			
<b>Target version:</b>			
<b>Tags:</b>		<b>Affected Versions:</b>	
<b>Backport:</b>		<b>Pull request ID:</b>	
<b>Reviewed:</b>			

#### Description

I just spent a little while trying to figure out why the compiler couldn't resolve operator<< (the stream operator) on a function whose operator<< function was included in the list of candidates. The calling function was const and the stream operator didn't mark it that way, was why. A quick grep indicates that a number of such sins remain in the code base. Clean them up!

#### History

##### #1 - 04/21/2017 02:28 AM - Jos Collin

Greg,

Is this appears as an error during make ? Could you please show me an example of your Description ?

Thanks,  
Jos Collin

##### #2 - 04/21/2017 05:53 PM - Greg Farnum

Woah, blast from the past! :)

The issue described here is that we had a bunch of operator<< functions with non-const inputs. That precludes using them inside of other const contexts, which isn't a problem with building the existing source but makes ongoing development a bit more annoying.

##### #3 - 05/30/2017 08:13 AM - Jos Collin

- Assignee set to Jos Collin

##### #4 - 05/30/2017 03:19 PM - Jos Collin

- Status changed from New to Fix Under Review

Fixed the instances inside src/ folder utmost. This fix avoids the following directories inside src: rocksdb/ zstd/ boost/ rapidjson/ googletest/ Beast/.

<https://github.com/ceph/ceph/pull/15364>

##### #5 - 05/31/2017 06:03 AM - Jos Collin

- Status changed from Fix Under Review to In Progress

**#6 - 06/10/2017 08:21 AM - Jos Collin**

*- Status changed from In Progress to Resolved*