

```

1: #include <algorithm>
2: #include <iostream>
3: #include <cmath>
4: using namespace std;
5:
6: class A{
7: public:
8:     A(double x) : _x(x), _n(1) {};
9:
10:    A(A const & rhs) = default;
11:    A(A && rhs) = default;
12:    A& operator=(A const & rhs) = delete; // not available with const member
13:    A& operator=(A & rhs) = default;
14:    ~A() = default;
15:
16:    double pow() const
17:    {
18:        return std::pow(_x, _n);
19:    }
20:
21:    void SetPower(int n)
22:    {
23:        const_cast<int&>(_n) = n; // trick
24:    }
25:
26: private:
27:     double _x;
28:     const int _n;
29: };
30: ↵ const Member der Klasse
31: int main()
32: {
33:     //----- change const member -----
34:     A xa(1.2345);
35:
36:     xa.SetPower(3);
37:     cout << xa.pow() << endl;
38:
39:     // -----
40:     A xb(xa);
41:     A xc(xa);

```

const Member → Zuweisung nicht möglich,

// not available with const member

const-cast und Referenz
↑
Schreiben

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```
42:     xb.SetPower(4);
43: //xc = xb;      // not available with const member
44:
45:
46:     return 0;
47: }
48:
```