

Section 3.2 C++14

decltype(auto)

```

decltype(lvref()) v1 = lvref(); // deduced as int&
decltype(auto)   v2 = lvref(); // equivalent to v1

decltype(rvref()) v3 = rvref(); // deduced as C1&&
decltype(auto)   v4 = rvref(); // equivalent to v3

decltype(c1)     v5 = c1;       // deduced as C1
decltype(auto)   v6 = c1;       // equivalent to v4

decltype((c1))   v7 = c1;       // deduced as C1&
decltype(auto)   v8 = (c1);     // equivalent to v7

decltype(cc1)    v9 = cc1;       // deduced as const C1
decltype(auto)   v10 = cc1;     // equivalent to v9
decltype((cc1)) v11 = cc1;     // deduced as const C1&
decltype(auto)   v12 = (cc1);   // equivalent to v11

decltype({ 3 })  v13 = { 3 };    // Error, not an expression
decltype(auto)   v14 = { 3 };    // Error, not an expression
    
```

The semantics of the `decltype` operator, when applied to an expression consisting of a single variable, cause `decltype(c1)` to yield type `C1` and `decltype((c1))` to yield reference type `C1&`, as in the definitions of `v5` and `v7`, respectively; variables `v6` and `v8`, therefore, also have the types `C1` and `C1&`. A braced-initializer list such as `{ 3 }` is not an expression; thus, `v13` and `v14` are both invalid.

Note that functions returning **scalar types** discard top-level cv-qualifiers on their return types, so a type deduced from a call to such a function will not reflect top-level cv-qualifiers even when defined with `decltype(auto)`:

```

template <typename T> T f();

decltype(auto) v15 = f<const C1>(); // deduced as const C1
decltype(auto) v16 = f<const int>(); // " " int
decltype(auto) v17 = f<const int&>(); // " " const int&
decltype(auto) v18 = f<const char* const>(); // " " const char*
    
```

The top-level `const` qualifier on the class type, `const C1`, and on the reference type, `const int&`, are preserved but not on the scalar type, `const int`. The **constness** of the pointer itself, in `const char* const`, is similarly discarded, as it is the top-level cv-qualifier on a scalar type.

When a function name is used as the initializer expression, it automatically decays to a pointer type when initializing a variable declared with type `auto` but does not decay when