### Source-Code Information Capture

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### 1 Class source\_location [reflection.src\_loc]

# 1.1 Header <source\_location> Synopsis [reflection.src\_-loc.intro]

```
{\tt namespace std}\ \{
       struct source_location {
         constexpr source_location() noexcept;
         constexpr uint_least32_t line() const noexcept;
         constexpr uint_least32_t column() const noexcept;
         constexpr const char* file_name() const noexcept;
         constexpr const char* function_name() const noexcept;
         static consteval source_location current() noexcept;
    }
   [Note: The intent of source_location is to have a small size and efficient
   copying.— end note ]
   constexpr source_location() noexcept;
1
        Effects: Constructs an object of class source_location.
2
        Remark: The values are implementation-defined.
   constexpr uint_least32_t line() const noexcept;
3
        Returns: The presumed line number (16.8) represented by this object.
   constexpr uint_least32_t column() const noexcept;
```

the start of the line represented by this object.

Returns: An implementation-defined value representing some offset from

```
constexpr const char* file_name() const noexcept;
```

5 Returns: The presumed name of the current source file (14.2) represented by this object as an NTBS.

```
constexpr const char* function_name() const noexcept;
```

Returns: If this object represents a position in the body of a function, returns an implementation-defined NTBS that should correspond to the function name. Otherwise, returns an empty string.

static consteval source\_location current() noexcept;

- Returns: When invoked by a function call whose postfix-expression is a (possibly parenthesized) id-expression naming current, returns a source\_-location with an implementation-defined value. The value should be affected by #line (14.4) in the same manner as for \_\_LINE\_\_ and \_\_FILE\_\_. If invoked in some other way, the value returned is unspecified.
- 8 Remark: When a brace-or-equal-initializer is used to initialize a non-static data member, any calls to current should correspond to the location of the constructor or aggregate initialization that initializes the member.
- [Note: When used as a default argument (9.3.6), the value of the source\_-location will be the location of the call to current at the call site. end note |

```
[Example:
 struct s {
   source_location member = source_location::current();
   int other_member;
   s(source_location loc = source_location::current())
      : member(loc) // values of member will be from call-site
   {}
   s(int blather) : // values of member should be hereabouts
      other_member(blather)
   {}
   s(double) // values of member should be hereabouts
   {}
 void f(source_location a = source_location::current()) {
   source_location b = source_location::current(); // values in b represent
  this line
 }
 void g() {
   f(); // f's first argument corresponds to this line of code
   source_location c = source_location::current();
   f(c); // f's first argument gets the same values as c, above
- end example ]
```

## 2 Feature macro

We recommend the feature macro  $\_\mathtt{cpp\_lib\_source\_location}$  for this feature