

## Annotated Code Sample 2

### Test.cc

```
#include stuff.h

int goodbye(void) {

    int c << testme
    int d

    d = m.noreally_goodbye()

    return 0
}

int noreally_goodbye(void) {

    int x << testmeagain

    return 0
}
```

**Lines 13-18:** New function, noreally\_goodbye

**Line 6, 8:** Allocate space for return value, call new function.



Beware calls in this context! Because:

- There
- Are
- Some
- Nasty
- Consequences...