A Note About Implicit Constructors

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The subtleties of implicit conversions are explained here. The rule to remember is that C++ will only perform implicit conversions with a one-argument constructor. More accurately, it will perform the conversion if the class has a constructor that can be called with one argument. For example, consider the class definition:

```cpp
class MyClass
{
public:
    MyClass(int a=0, int b = 0): x(a), y(b) {}
private:
    int x;
    int y;
};
```

The following is a legal implicit conversion of an integer to an object of type MyClass:

```cpp
MyClass A = 6;  // converts 6 into the object with x=6, y = 0 and copies it into A
```

but

```cpp
MyClass B = {4,5};
```

is illegal because it attempts to convert an aggregate structure into a class object.

Note that it makes no difference whether the object is a class or a struct. If I replace the definition with

```cpp
struct MyClass
{
public:
    MyClass(int a=0, int b = 0): x(a), y(b) {}
private:
    int x;
    int y;
};
```

the same conversions are allowed.