

The C++ generateUUID Function

Universally-unique identifiers (UUIDs) are often used in the [identities](#) of Ice objects. The C++ standard does not include a function for generating UUIDs, therefore Ice provides the `IceUtil::generateUUID` function for use in portable applications. The signature of `generateUUID` is:

C++

```
std::string generateUUID();
```

The function returns a string like the following:

```
02b066f5-c762-431c-8dd3-9b1941355e41
```

Each invocation returns a new identifier that differs from all previous ones.

See Also

- [Object Identity](#)