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Subject: Difficulty with Class declaration

Posted by [brokndodge](#) on Wed, 31 Mar 2010 16:25:10 GMT

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I am experienced with GTK-Perl and of course Bash scripting, but those languages simply are not suited for the project I am working on now. I figured since it only took two days to learn perl - I could handle C++ with the help of UPP. Class is giving me some difficulty tho. I can run everything inline, but that would make for a very difficult to maintain source tree. I am trying to break the entire project up into classes for easier maintenance.

My difficulty is in trying to call a member function of a derived class from the base class. I have reviewed various example's and read every resource I can find on classes, references and pointers. I simply do not understand references and pointers.

My first test case is a simple call to a help window. I know there is probably a better way to display a help window, there is a method to my madness here in that I am trying to understand HOW to call a member of a derived class. Most of the functionality of my project will be in these derived classes with only the parent gui being in the base class. I am getting compile errors talking about non-class types and other such with every test I run. I'm not just looking for the answer, I need to understand the why and how of it.

Here is what I'm working with:

```
main.h
```

```
#ifndef _main_main_h_
```

```
#define _main_main_h_
```

```
#include <CtrlLib/CtrlLib.h>
```

```
#include <TabBar/TabBarCtrl.h>
```

```
// included Popups.h for complete definition of
```

```
// derived class Popups
```

```
#include <main/Popups.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <main/main.lay>
```

```
#include <CtrlCore/lay.h>
```

```
//forward declaration of derived class
```

```
class Popups;
```

```
// UDMS is my base class
```

```
struct UDMS : TopWindow {
```

```
private:
```

```
    Popups lilpop;
```

```
    void ProspectDetailTab(void);
```

```
public:
```

```
    typedef UDMS CLASSNAME;
```

```

UDMS();

};

#endif // #define _main_main_h_

Popups.h
#ifndef _main_popups_h_
#define _main_popups_h_

#include <main/main.h>

using namespace Upp;

#define LAYOUTFILE <main/popups.lay>
#include <CtrlCore/lay.h>

struct UDMS;
class Popups : UDMS
{

private:

    WithQNHHelpLayout<ParentCtrl> qnhelp;

    void close();

public:
    typedef Popups CLASSNAME;
    Popups();
    //core gui's

    //prospect gui's
    void QNHHelpPopup(void);

};

#endif // #define _main_popups_h_

main.cpp
#include "main/main.h"
// omitted 99% of app code to just
//include the offending function here.

void UDMS::ProspectDetailTab(void)
{

```

```
struct lilpop;
Popups lilpop;

detail.QNHelpButton.WhenAction = THISBACK(lilpop.QNHelpPopup);

};
```

Popups.cpp

```
#include "main/Popups.h"
```

```
Popups::Popups()
{ ///Title("Unified Dealer Management System").Sizeable();
  //AddFrame(menu);
```

```
  //CtrlLayout(*this, "Unified Dealer Management System");
  CtrlLayout(qnhelp);
```

```
};
```

```
// this is the member of derived class Popups i'm trying to call
void Popups::QNHelpPopup(void)
{
```

```
  CtrlLayout(qnhelp);
```

```
  qnhelp.QNHelpText.SetText(" CCI - Customer Called IN \n"
    " RMC - Returned my Call \n"
    " NA - No Answer \n"
    "DC1,2,3,w - Phone 1,2,3,work Disconnected \n"
    "LM1,2,3,w - Left Message on phone 1,2,3,work \n"
    "APPT - Set Appointment (open appointment popup) \n"
    " AC - Appointment Confirmed \n"
    " NS - Didn't Show for Appointment \n"
    "KEPT - Kept Appointment \n"
    " NN - Enter New Note \n"
    "Find - Open Find Prospect Popup");
```

```
  qnhelp.DoneButton.WhenAction = THISBACK(close);
```

```
};
```

```
void Popups::close(void) {
```

```
delete this;
};
```

errors from mingw when I execute with ctrl+f5

popups.cpp

main.cpp

```
In file included from C:/MyApps/main/main.h:5,
      from C:/MyApps/main/Popups.h:4,
      from C:\MyApps\main\popups.cpp:1:
```

```
C:/upp/bazaar/TabBar/TabBarCtrl.h: In constructor `Upp::TabBarCtrl::Item::Item()':
```

```
C:/upp/bazaar/TabBar/TabBarCtrl.h:37: warning: converting of negative value `-0x000000001' to
`Upp::dword'
```

```
In file included from C:/MyApps/main/Popups.h:4,
      from C:\MyApps\main\popups.cpp:1:
```

```
C:/MyApps/main/main.h: At global scope:
```

```
C:/MyApps/main/main.h:19: error: field `lilpop' has incomplete type
```

```
In file included from C:/MyApps/main/main.h:5,
      from C:\MyApps\main\main.cpp:1:
```

```
C:/upp/bazaar/TabBar/TabBarCtrl.h: In constructor `Upp::TabBarCtrl::Item::Item()':
```

```
C:/upp/bazaar/TabBar/TabBarCtrl.h:37: warning: converting of negative value `-0x000000001' to
`Upp::dword'
```

```
In file included from C:/MyApps/main/main.h:6,
      from C:\MyApps\main\main.cpp:1:
```

```
C:/MyApps/main/Popups.h: At global scope:
```

```
C:/MyApps/main/Popups.h:13: error: expected class-name before '{' token
```

```
C:\MyApps\main\main.cpp: In member function `void UDMS::ProspectDetailTab()':
```

```
C:\MyApps\main\main.cpp:74: error: ISO C++ forbids taking the address of a bound member
function to form a po
```

```
inter to member function. Say `&Popups::QNHlpPopup'
```

```
main: 2 file(s) built in (0:04.54), 2274 msec / file, duration = 4688 msec, parallelization 100%
```

There were errors. (0:05.03)

Just like I said previously, I don't just want a solution. I need to understand the why and how. I am learning as fast as I can.

## File Attachments

1) [main.zip](#), downloaded 376 times

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