

Posted by [koldo](#) on Sun, 31 Jul 2011 21:52:48 GMT

Hello all

I have a doubt with polymorphic Arrays. In my cases methods are called properly but the destructor called is the one of the base class.

For example:

```
struct Number {
    virtual double Get() const = 0;
};
```

```
struct IntegerNumber : public Number {
    int n;
    virtual double Get() const { return n; }
```

```
IntegerNumber(int n) : n(n) {}  
};
```

```
struct StringNumber : public Number {
    String n;
    virtual double Get() const { return atof(n); }
```

```
StringNumber(String n) : n(n) {}
};
```

If you include this in your code:

```
Array<Number> num;  
num.Add(new IntegerNumber(3));  
num.Add(new StringNumber("15.5555555555555555555555555555555555"));
```

you will get a "HEAP LEAKS" error when deletion, as for all Array members the Number destructor is called, instead of StringNumber or IntegerNumber.