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Subject: Link error when using polymorphism  
Posted by [lucpolak](#) on Sat, 03 May 2008 18:14:20 GMT  
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Hi all,  
i'm Lucas and i'm new in using TheIDE. I have a problem.

I have an abstract class named DBConnector and a derived class MySqlConnection.  
When compiling, all is ok but i always have the link error :

```
vtable for VirtualSofts::SQL::DBConnector(referenced from
d:\ultimate++\out\easybat\mingw.debug_full.gui.main.noblitz\ erpsystem.o:290;
.text$_ZN12VirtualSofts3SQL11DBConnectorC2Ev; Vir
tualSofts::SQL::DBConnector::DBConnector(void);
VirtualSofts::SQL::DBConnector::DBConnector())
```

I've tried to declare a constructor for DBConnector but the problem persists.

Here the code of DBConnector :

```
namespace VirtualSofts
{
    namespace SQL
    {
        class DBConnector
        {
        protected:
            bool m_Connected;
            String m_errorState;

        public:
            virtual ~DBConnector()
            {
                Disconnect();
            }
            //-----

            //-----
            virtual bool Connect(String db);
            virtual bool Disconnect();

            //-----
            // Accesseurs
            //-----
            inline bool IsConnected() const { return m_Connected; }

            //-----
        }
    }
}
```

```

//-----
virtual int SQLExecDML(const String &request);
virtual cResultSet SQLExecQuery(const String &request);

//-----
// Gestion des Erreurs
//-----
String GetLastError() const {return m_errorState;}

};
}
}

```

and here the code of MySQLConnector :

```

namespace VirtualSofts
{
namespace SQL
{
class MySQLConnector: public DBConnector
{
    //...

public:
//-----

//-----
virtual bool Connect(String db);
virtual bool Disconnect();

//-----

//-----
virtual int SQLExecDML(const String &request);
virtual cResultSet SQLExecQuery(const String &request);

};
}
}

```

The problem appears when i instantiate the object by this way :  
DBConnector \*dbcnx = new MySQLConnector();

The code is ok ?  
If i not use the virtual functions, all is ok...

Thanks for help ^,

Lucas

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