Subject: Polymorphic XML
Posted by mdelfede on Mon, 11 Jan 2010 12:57:32 GMT
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I need to save/restore a class hyerarchy to/from stream; the result should be something like that :

```
<Pages>
   <Page class = "myclass">
   ....here object content, as per Xmlize
   </Page>
</Pages>
```

I already have a class factory able to create class by name, but I don't know how to put all together. In particular, I need to work with streams, not files; the code should be able to read/write from the current byte of stream, and leave it positioned on next data.
Assuming 'Page' is my hierarchy base class, it should be :

```
Page *CreatePage(const char *className);  <== DONE
Array<String> GetAvailablePages(void);    <== DONE

class page
{
   protected:
      virtual void Xmlize(XmlIo xml) = 0;  <== EASY, I think
   public:
      static Page *LoadStream(Stream &s);  <== ???
      virtual bool SaveStream(Stream &s);  <== ???

}
```

Any hint on how to do it ?

Ciao

Max