
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 hierarchy 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
