
Subject: Re: Polymorphic XML
Posted by [mdelfede](#) on Tue, 12 Jan 2010 09:42:08 GMT
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luzr wrote on Tue, 12 January 2010 08:05

```
__LamelPageArray &LamelPageFactory()  
{  
    static One<__LamelPageArray> pages;  
  
    if(!pages)  
        pages = new __LamelPageArray;  
  
    return *pages;  
}
```

Why not

```
__LamelPageArray &LamelPageFactory()  
{  
    static __LamelPageArray pages;  
    return pages;  
}
```

?

Yep, better... and it could be made a static member of Page class, also.

Quote:

Also, I believe that

```
void CreateClassInstance(One<BaseClass>& x);
```

(Note that you can do x.Create<DerivedClass>())

or even in some cases

```
void CreateClassInstance(Array<BaseClass>& x);
```

is cleaner class factory interface. (But depends on your taste).

Mirek

mhhh... I don't understand your point. I need the class creation at runtime by name, so an ascii

string, not a type.

Anyways, thinking about it, all the stuff could be polished a bit, also using callbacks, maybe, instead of function pointers.

BTW, yesterday I was in a hurry because the problem was starting boring me, so I solved it quick and dirty

Ciao

Max
