Subject: Re: Polymorphic XML
Posted by mirek on Tue, 12 Jan 2010 13:22:04 GMT

mdelfede wrote on Tue, 12 January 2010 04:42Quote:
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.

No, it is not about the class name, but you avoid "naked" pointer (naked in sense that it points to the heap and is the only reference to the heap object).