
Subject: Re: NEW: Tree<T> container

Posted by [kohait00](#) on Fri, 30 Jul 2010 12:00:12 GMT

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Quote:You know that won't work at all right? You've completely mixed up the data type and the storage type, there's mis-casts from Tree<T> to T all over the place.

well i've forgotten to provide how to use it , sorry..just like that, youre perfectly right. the aproach is leaning on how it's done in Link<T> , so here comes how to setup a node.

```
class Node
: public Tree<Node>
{
public:
typedef Node CLASSNAME;
///.... your data, maybe this
String name;
Value value;
};
```

then using it, maybe like that

```
root.name = "/";
root.SetCount(3);
Node & child = root[2];
child.name = "any child";
rood.Add().name = "another child";
RLOG(child.GetParent()->name);
RLOG(root.GetCount());
```

this way it works good. the pointer casts do their job well, just like in Link<T>, i'll take a look at your proposal as well.
