
Subject: Re: Polymorphic Array doubt

Posted by [dolik.rce](#) on Mon, 01 Aug 2011 05:46:52 GMT

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Hi Koldo,

You need to provide a virtual destructor in your base class, so that the compiler knows it should look in the derived classes as well:

```
struct Number {  
    virtual double Get() const = 0;  
    virtual ~Number(){}  
};
```

This will cause both `~Number()` and `~{Integer,String}Number()` to be called upon deletion. Which in turn removes the leak

Best regards,
Honza
