Posted by nejnadusho on Sun, 09 Dec 2012 15:45:56 GMT
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Hi,

I cant figure that out.
I want to have a parameter of array reference and I am doing the following.

.h File

```
class DataTransfer{
  public:
   typedef DataTransfer CLASSNAME;
   DataTransfer();
   void FetchData(const String& className, const String & value, Array<String>& getData);


  private:

};
```


.cpp File

```
DataTransfer::DataTransfer(){}


  if (className == "Tables"){
   if (value == "Initiate"){
    InitiateWorkplace(getData);
   }
  }

 }




  String start = "Tables";
  String start = "Tables End";
  getData.


 }
```

When I get to the getData. and I want to add something to the array it does not work.

and I am calling this class from somewhere like this.

```
Array<String> arrrr;
String x = "Hi";
String y = "Why";
DataTransfer trans;
trans.FetchData(x,y,arrrr);
```

What am I doing wrong?

Thank you very much.

Best,
Georgi