

---

Subject: Re: ArrayMap / Polymorphism question  
Posted by [mirek](#) on Sat, 17 Feb 2018 07:43:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Kozaluss wrote on Fri, 16 February 2018 22:03Hello everyone!

I've discovered U++ yesterday and would really like to use it's potential.  
But these were years since I've last used C++ - now I mainly work in Clarion - job reasons.

I am trying to write an application - it is supposed to have many different classes (machines)  
derived from one base class (base machine).

Then on top of that I need an array of pairs int and someclass from the set above.  
I understand, that I should declare this like this:

```
ArrayMap<int,BaseMachine> ML;
```

where BaseMachine is the base class for all other machine classes.  
So when I add some derived type machine, I do it this way:

```
ML.Add( NUID, MasterMachine() ); // NUID is generated int
```

```
ML.Create<MasterMachine>(NUID);
```

---