

---

Subject: [SOLVED] Vector of object: cast to inherited class

Posted by [Xemuth](#) on Fri, 13 Sep 2019 14:32:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

Is it possible to do something like that :

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class A : public Moveable<A>{
public:
    A(){}
    virtual void Hello(){
        Cout() << "Hello from A" << "\n";
    }
};
```

```
class B :public A, public Moveable<B>{
public:
    B(){}
    void Hello(){
        Cout() << "Hello from B" << "\n";
    }
};
```

```
CONSOLE_APP_MAIN
```

```
{
    Vector<A> myVector;

    static_cast<B&>(myVector.Add()).Hello();
    //Looking for "Hello from B"
}
```

Without using Vector of ptr or reference ?

Thanks in advance

Best regard.

---