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

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

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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.

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