Subject: Re: |SOLVED] Vector of object: cast to inherited class
Posted by Xemuth on Mon, 16 Sep 2019 07:35:37 GMT
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Hello Novo,

Quote:Why the code below is working the way it is working (printing out "Hello from A" instead of "Hello from B")? Smile

That's because we didn't define any destructor on B.

Edit : I just tried to define B destructor and A destructor is still called after B destructor call.
That's not the behaviour I would have imagined but it's quite logique.

Quote:A hint: I'm not using a keyword class. I'm using struct instead. This makes code shorter and cleaner.
Also Except Struct is well aligned in memory and you didn't set accessor flag to public, what's the difference between class and struct ?

Thanks in advance.