Subject: Re: |SOLVED] Vector of object: cast to inherited class
Posted by Novo on Mon, 16 Sep 2019 15:44:53 GMT
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Xemuth wrote on Mon, 16 September 2019 10:47Novo wrote on Mon, 16 September 2019 16:31Xemuth wrote on Mon, 16 September 2019 03:35
Quote:Why the code below is working the way it is working (printing out "Hello from A" instead of "Hello from B")?

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

This is not a correct answer.

Since B inherite from A, B will call A's destructor right after exection of is own destructor.
This particular statement is correct, but Hello() is a virtual method and it is supposed to print "Hello from B".

```
B b;
A* a = &b;
a->Hello();
```

This code will print "Hello from B".
Why the code in quiz is working differently?