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Subject: method passed as parameter in function  
Posted by [BetoValle](#) on Sun, 03 Oct 2021 13:04:25 GMT  
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Hi,

These methods below within the class do not allow it to be compiled this way! is it possible something analogous so that the fx\_ method inside the class compile on u++? If positive how would it be?

Thanks!

```
class ab {
public:
    String fx1( Value v1){

        return "fx1";
    }
    String fx2( Value v2){

        return "fx2";
    }
    String fx3( Value v3){

        return "fx3";
    }
    String fx_( Value v , String (ab::*func)(Value) ){

        return func(v);

    }

};

CONSOLE_APP_MAIN
{

    Value v=1;
    ab f
    String x= f.fx_( v, ab::&fx1);
    Cout() << x << EOL;
}
```

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