Subject: Re: Order of member initialization
Posted by peterh on Tue, 20 Sep 2022 15:48:45 GMT
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I cannot discuss this, multiple inheritance is too advanced for me.

This however seems to work.
The array is allocated by new and so it is constructed before all classes are constructed and instantiated.

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

using namespace Upp;

class A{
public:
 Array<int> &array;
 A(Array<int> &array_) : array(array_){
  Cout() <<"construct A\n";
  array.SetCount(0);
  Cout() << "Array Initial item count in A = " << array.GetCount() << "\n";
 }
};

class B : public A{
public:
 Array<int> &b_array;
 B() : A(*(new Array<int>)),b_array(A::array){
  Cout() <<"construct B\n";
  Cout() << "Array Initial item count in B = " << b_array.GetCount() << "\n";
 }
};

CONSOLE_APP_MAIN{
 B b;
 Cout() <<"Fertig\n";
 Sleep(1000000);
}
```