
Subject: Derivating from Vector<>

Posted by [victorb](#) on Sat, 03 Mar 2007 19:12:13 GMT

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I am trying to derivate a class from Vector<...> but I can't get it to work. Any help from the Upp community would be welcome.

Here is some sample code:

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

```
using namespace Upp;
```

```
class IntVector : public DeepCopyOption<IntVector, Vector<int> >
```

```
{
```

```
public:
```

```
IntVector(){Cout() << "IntVector\n"; }
```

```
virtual ~IntVector(){Cout() << "~IntVector\n";}
```

```
IntVector(const IntVector &src, int) {
```

```
  ::new IntVector;
```

```
  Vector<int>(src, 0);
```

```
  name = src.name;
```

```
  Cout() << "DCC\n";
```

```
}
```

```
String name;
```

```
String ToString(void) {
```

```
  String dump;
```

```
  dump << name << " ";
```

```
  if (IsPicked()) return dump << "Picked";
```

```
  for (int i = 0; i < GetCount(); i++) {
```

```
    dump << At(i) << " ";
```

```
  }
```

```
  return dump;
```

```
}
```

```
};
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
  Cout() << "iv\n";
```

```
  IntVector iv;
```

```
iv.name = "IV";

iv.Add(5);
iv.Add(6);

Cout() << "iv2\n";
IntVector iv2(iv, 0);

Cout() << iv.ToString() << "\n";
Cout() << iv2.ToString() << "\n";

}
```

I expect iv2 to be equal to iv at the end. There is probably something wrong with the deep copy constructor but I really can't figure it out.

Victor
