Subject: How to call the methods of a class from another class
Posted by forlano on Wed, 05 Apr 2006 15:44:36 GMT
View Forum Message <> Reply to Message

The game is becoming hard. I need some interaction among widgets. The following problem is more general of what may appear.

The problem: in our class App we have a menu, status bar and 3 tabs. In particular the status bar has the InfoCtrl info1 that it is time begin to work (a lazy man can't see other doing nothing).

I would like that it shows the number of the records added in the arrayctrl. So I did the following (naive) steps:

1. define a method in class App able to modify the info1 ctrl:

```
void UpdateInfo(String s)  { info1 = s;}
```

It works when it is called from inside the class App (by the way, the operator <<= now doesn't work with info1, is it normal?).

2. At the end of the method AddPlayer() I have added the line:

```
App.UpdateInfo(" from tab1!");
```

3. run

... the compiler start to cry and complain as I were a criminal. Now that I was enjoing with C++ something happened. Who knows how to let the things work?

Luigi

Subject: Re: How to call the methods of a class from another class
Posted by fudadmin on Wed, 05 Apr 2006 16:13:11 GMT
View Forum Message <> Reply to Message

forlano wrote on Wed, 05 April 2006 16:44

... the compiler start to cry and complain as I were a criminal. Now that I was enjoing with C++ something happened. Who knows how to let the things work?

Luigi

Could you post for lazy people at least a few lines of that cry?
Edit: and/or post small testing apps...

Subject: Re: How to call the methods of a class from another class
Posted by forlano on Wed, 05 Apr 2006 16:49:20 GMT
View Forum Message <> Reply to Message

edifudadmin wrote on Wed, 05 April 2006 18:13
Could you post for lazy people at least a few lines of that cry?
Edit: and/or post small testing apps...

... sorry, here it is the compiler message and editmask.lay (the cpp file is attached. In it look for the line with
App.UpdateInfo(" from tab1!");)

It seems the compiler do not see some declaration. I've tried to exchange the relative position of the class but with no positive result.

Luigi

====================== compiler ========================
main2.cpp
C:\MyApps\tabs\main2.cpp: In member function `void Tab1::AddPlayer()':
C:\MyApps\tabs\main2.cpp:94: error: `App' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:94: error: (Each undeclared identifier is reported only once for each function it appears in.)

C:\MyApps\tabs\main2.cpp: At global scope:
C:\MyApps\tabs\main2.cpp:206: error: `struct App' used prior to declaration
C:\MyApps\tabs\main2.cpp:239: error: `App' has not been declared
C:\MyApps\tabs\main2.cpp: In function `void SubSubMenu(Bar&)':
C:\MyApps\tabs\main2.cpp:241: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:241: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:241: error: `ShowNumber' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp: At global scope:
C:\MyApps\tabs\main2.cpp:245: error: `App' has not been declared
C:\MyApps\tabs\main2.cpp: In function `void FileMenu(Bar&)':
C:\MyApps\tabs\main2.cpp:246: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:246: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:246: error: `EnableNumbers' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:246: error: `numbers_enabled' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:247: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:247: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:248: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:248: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:248: error: `Exit' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp: At global scope:
C:\MyApps\tabs\main2.cpp:253: error: `App' has not been declared
C:\MyApps\tabs\main2.cpp: In function `void EditMenu(Bar&)':
C:\MyApps\tabs\main2.cpp:254: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:254: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:254: error: `TestEdit' undeclared (first use this function)

C:\MyApps\tabs\main2.cpp:255: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:255: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:255: error: `Dummy' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:256: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:256: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:257: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:257: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp: At global scope:
C:\MyApps\tabs\main2.cpp:261: error: `App' has not been declared
C:\MyApps\tabs\main2.cpp: In function `void HelpMenu(Bar&)':
C:\MyApps\tabs\main2.cpp:263: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:263: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:263: error: `Dummy' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:264: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:264: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp: At global scope:
C:\MyApps\tabs\main2.cpp:268: error: `App' has not been declared
C:\MyApps\tabs\main2.cpp: In function `void TopMenus(Bar&)':
C:\MyApps\tabs\main2.cpp:269: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:269: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:270: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:270: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:271: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:271: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp: At global scope:
C:\MyApps\tabs\main2.cpp:275: error: `App' has not been declared
C:\MyApps\tabs\main2.cpp:276: error: ISO C++ forbids declaration of `App' with no type
C:\MyApps\tabs\main2.cpp: In function `int App()':
C:\MyApps\tabs\main2.cpp:276: error: `int App()' used prior to declaration
C:\MyApps\tabs\main2.cpp:278: error: `numbers_enabled' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:279: error: `menu' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:279: error: `AddFrame' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:280: error: invalid use of `this' in non-member function
C:\MyApps\tabs\main2.cpp:280: error: `CLASSNAME' has not been declared
C:\MyApps\tabs\main2.cpp:283: error: insufficient contextual information to determine type
C:\MyApps\tabs\main2.cpp:286: error: `status' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:286: error: `info1' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp: In function `void GuiMainFn_()':
C:\MyApps\tabs\main2.cpp:294: error: `Title' has not been declared
C:\MyApps\tabs\main2.cpp:294: error: request for member of non-aggregate type before '(' token
1 file(s) compiled in (0:07.18) 7188 msec/file

========== editmask.lay ==========

```
LAYOUT(Tab1Layout, 704, 368)
 ITEM(LabelBox, dv___0, SetLabel(t_("Edit Player")).LeftPosZ(16, 684).TopPosZ(16, 80))
 ITEM(Label, dv___1, SetLabel(t_("Name")).SetAlign(ALIGN_CENTER).LeftPosZ(28,
132).TopPosZ(32, 19))
```

```
 ITEM(Label, dv___2, SetLabel(t_("Fed")).SetAlign(ALIGN_CENTER).LeftPosZ(192,
40).TopPosZ(32, 19))
 ITEM(Label, dv___3, SetLabel(t_("Birthday")).SetAlign(ALIGN_CENTER).LeftPosZ(236,
56).TopPosZ(32, 19))
 ITEM(Label, dv___4, SetLabel(t_("Gender")).SetAlign(ALIGN_CENTER).LeftPosZ(288,
56).TopPosZ(32, 19))
 ITEM(Label, dv___5, SetLabel(t_("Title")).SetAlign(ALIGN_CENTER).LeftPosZ(344,
40).TopPosZ(32, 19))
 ITEM(Label, dv___6, SetLabel(t_("ID FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(396,
48).TopPosZ(32, 19))
 ITEM(Label, dv___7, SetLabel(t_("RAT FIDE")).SetAlign(ALIGN_CENTER).LeftPosZ(460,
48).TopPosZ(32, 19))
 ITEM(Label, dv___8, SetLabel(t_("ID Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(524,
48).TopPosZ(32, 19))
 ITEM(Label, dv___9, SetLabel(t_("Rat Nat")).SetAlign(ALIGN_CENTER).LeftPosZ(584,
48).TopPosZ(32, 19))
 ITEM(Label, dv___10, SetLabel(t_("K")).SetAlign(ALIGN_CENTER).LeftPosZ(644,
24).TopPosZ(32, 19))
 ITEM(EditString, editName, MaxLen(26).LeftPosZ(28, 160).TopPosZ(56, 19))
 ITEM(EditString, editCountry, MaxLen(4).NotNull(true).LeftPosZ(196, 32).TopPosZ(56, 19))
 ITEM(EditInt, editNatId, Min(0).Max(99999999).NotNull(true).LeftPosZ(516, 60).TopPosZ(56, 19))
 ITEM(EditString, editBirth, MaxLen(11).NotNull(true).LeftPosZ(236, 56).TopPosZ(56, 19))
 ITEM(EditInt, editFIDERat, Min(0).Max(9999).NotNull(true).LeftPosZ(460, 48).TopPosZ(56, 19))
 ITEM(Option, tsex, SetLabel(t_("Male")).LeftPosZ(300, 42).TopPosZ(56, 20))
 ITEM(DropList, editTitle, DisplayAll(true).LeftPosZ(348, 42).TopPosZ(56, 20))
 ITEM(EditInt, editFIDEId, Min(0).Max(99999999).NotNull(true).LeftPosZ(396, 56).TopPosZ(56,
19))
 ITEM(Button, btnModify, SetLabel(t_("Modify Player")).LeftPosZ(152, 96).TopPosZ(116, 24))
 ITEM(EditInt, editNatRat, Min(0).Max(9999).NotNull(true).LeftPosZ(584, 44).TopPosZ(56, 19))
 ITEM(EditInt, kcoeff, Min(0).Max(99).NotNull(true).LeftPosZ(648, 24).TopPosZ(56, 19))
 ITEM(Button, btnClear, SetLabel(t_("Clear Data")).LeftPosZ(280, 96).TopPosZ(116, 24))
 ITEM(Button, btnAdd, SetLabel(t_("Add Player")).LeftPosZ(24, 96).TopPosZ(116, 24))
 ITEM(ArrayCtrl, arr, Moving(true).Removing(true).AppendLine(true).LeftPosZ(16,
680).TopPosZ(172, 184))
END_LAYOUT
```

File Attachments

1) main2.cpp, downloaded 2004 times

Subject: Re: How to call the methods of a class from another class
Posted by fudadmin on Wed, 05 Apr 2006 17:00:16 GMT
View Forum Message <> Reply to Message

I knew this. You are the criminal! Especially, if you practice like making dead things to be alive and work for you!

App is not an instance! So it's dead.
Moreover, if it's declared below your call. It's double dead!

And you want this to work?!
Edit: This supposed to be humor

Subject: Re: How to call the methods of a class from another class
Posted by fudadmin on Wed, 05 Apr 2006 17:07:23 GMT
View Forum Message <> Reply to Message

main2.cpp
C:\MyApps\tabs\main2.cpp: In member function `void Tab1::AddPlayer()':
C:\MyApps\tabs\main2.cpp:94: error: `App' undeclared (first use this function)
C:\MyApps\tabs\main2.cpp:94: error: (Each undeclared identifier is reported only once for each function it appears in.)

C:\MyApps\tabs\main2.cpp: At global scope:
C:\MyApps\tabs\main2.cpp:206: error: `struct App' used prior to declaration
C:\MyApps\tabs\main2.cpp:239: error: `App' has not been declared

---

Subject: Re: How to call the methods of a class from another class
Posted by fudadmin on Wed, 05 Apr 2006 17:16:59 GMT
View Forum Message <> Reply to Message

And remember you interact with class instances not classes!!!

Subject: Re: How to call the methods of a class from another class
Posted by fudadmin on Wed, 05 Apr 2006 19:05:17 GMT
View Forum Message <> Reply to Message

You can redeem half of your sinn...
To prevent the complain from compiler of "not declared" you
can use "forward declaration", that is,

class App;

by putting it above your calling class.
But this doesn't help to get the real App object(instance) and reference to it by name because it's encapsulated in main() with GUI_APP...
So, to avoid dealing with dead world you should think about alternatives...
1. Travel up (in terms of controls) with GetParent() up to TopWindow... which is not very nice
2. Travel down (in terms of your code) up to your App and use UpdateInfo from where it is

declared...
3. Or think other possibilities...

P.S. I will write soon about 2. but you can try yourself.
Hint: you might need to make some objects more public...

Subject: Re: How to call the methods of a class from another class
Posted by forlano on Wed, 05 Apr 2006 19:12:43 GMT
View Forum Message <> Reply to Message

fudadmin wrote on Wed, 05 April 2006 19:16And remember you interact with class instances not classes!!!

Oh my God, how criminal I am.

As 'dead things' are concerned at the end I resolved the problem!
It was necessary to move all the class definition in the top of the cpp file and sort them in a good manner (there were 4 classes, and the Murphy law say that the good permutation will be only the last one. In fact it was necessary many trials before to found the good one). When I got the solution I've understood why it was so.
Then I've defined a global class instance

App app;

and pronunciate the magic word

```
GUI_APP_MAIN
{
  app.Title("Menu, Tabs and Status -v1").Zoomable().Sizeable().Run();
}
```

For today it is enough. Tomorrow I hope to do a new mistake not less interesting.

Luigi

Subject: Re: How to call the methods of a class from another class
Posted by fudadmin on Wed, 05 Apr 2006 22:38:47 GMT
View Forum Message <> Reply to Message

I would also suggest you to think if you really need to display the count of records in the status bar. Maybe it's better to make this count appear somewhere near your ArrayCtrl... or maybe to have a variable in App class...

Subject: Re: How to call the methods of a class from another class
Posted by forlano on Thu, 06 Apr 2006 08:56:33 GMT
View Forum Message <> Reply to Message

fudadmin wrote on Thu, 06 April 2006 00:38I would also suggest you to think if you really need to display the count of records in the status bar. Maybe it's better to make this count appear somewhere near your ArrayCtrl... or maybe to have a variable in App class...

In this case the count need to be seen from all tab pages. So the status bar is the more appropriate.
Any way this case was very useful for me. Even in future I need some little interaction among widget that are in different tabs. I hope this will be not a problem.
Luigi