
Subject: Re: inheritance in C++ important question
Posted by [StefanoSpataro](#) on Mon, 16 Mar 2009 13:27:12 GMT
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Hi,

sorry but I have not understood well what is your concern.

Of course with `((D*)y)` you force to use the functions of the base class "D" for y, and not the ones of the inherited C. This should be always taken into account when using "brute force" casting, and the compiler does not complain. I think this is a feature of C++ and it cannot be avoided at all.

For the RecoHit businnes maybe one should move the function from the daughter class to the mother one (if possible, maybe using some flags), in order to avoid problems. But I have not yet digged inside the code so I am not completely aware on how the problem rises in the execution.
