Subject: Re: inheritance in C++ important question
Posted by Anonymous Poster on Mon, 16 Mar 2009 13:48:40 GMT
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Hi Stefano,

thanks for your interest. My main interst lies in the second doit call (not so much the third, which I think is obvious). But the second call does something confusing. Since in C the doit method is not virtual, in fact the call to y->doit() (y is a C*) calls the code in C, and not the iherited D class. This is clear to me, since there is no vtable for that method.

But: This is dangerous. When I write a method in the super class I would like to prohibit people to reimplement this method, because they mistakenly will assume that their code will be called. However if the object is accessed through a super class pointer, like in my example C* y = new D; the code you implement in D will never be called through the super class pointers.

Any clearer? Please keep asking what I didnt make clear. This one is really important for all object oriente code. I naively assumed that the compiler would prohibit you from doing that!

Cheers, Christian