Subject: Re: inheritance in C++ important question
Posted by Aleksandra Wronska on Mon, 16 Mar 2009 14:39:11 GMT
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Dear Christian,

the result of your example is what I would expect. This is how the virtuality mechanism works, isn't it? So if you want always to have the functions of daughter classes executed, even after casting to mother class, why don't you make these functions virtual? I am not getting your point...

Concerning the PndSttRecoHit and PndDchRecoHit2, there was a discussion how to solve it in the forum some weeks ago. The hits are very similar and originally I even derived my dch hit from stt one, but for tidyness and dependency reasons we separated it, keeping the common WirepointHitPoilicy in the genfit directory.

However, there are tiny but important differences in the detPlane(...) functions of those classes, so these functions have to be reimplemented in the dch and stt reco hits. As for the getDetPlane(...), I think we can remove it from our classes (Lia and Susanna, correct me if I am wrong). Is this what you meant?

cheers,
ola