
Subject: Re: Vector of object: cast to inherited class
Posted by [Novo](#) on Sun, 15 Sep 2019 15:31:20 GMT
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No problem.

A quiz for you.

Why the code below is working the way it is working (printing out "Hello from A" instead of "Hello from B")?

```
struct A {  
    virtual ~A() {  
        Hello();  
    }  
    virtual void Hello() const {  
        Cout() << "Hello from A" << EOL;  
    }  
};
```

```
struct B : A {  
    void Hello() const {  
        Cout() << "Hello from B" << EOL;  
    }  
};
```

```
CONSOLE_APP_MAIN  
{  
    Array<A> arrA;  
    arrA.Create<B>();  
}
```