

Re: C# inheritance broken?

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- *From:* groups@xxxxxxxxxxxxxxx
 - *Date:* 30 Jan 2007 07:55:12 -0800
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Jake Stevenson's posted an example earlier on this thread.

That's all fine, but it does not get around the cost of *copying* the object.

I suppose that what I really want here is a sort of "reference" constructor, something like the "Attach" method in ATL's CComPtr class. Come to think of it, CComPtr actually "wraps" the interface being used, but its wrapper is generated automatically by a preprocessor. Too bad C# doesn't have an automatic wrapper generator similar to the #import directive in C++!

Tony

On Jan 30, 7:55 am, "Michael D. Ober" <obermd.@.alum.mit.edu.nospam> wrote:

Tom,

Do you have a an example of how to do this with reflection?

Mike Ober.

"Tom Shelton" <tom_shel...@xxxxxxxxxxxxxxx> wrote in message news:XqGdnV7R6qfTjyHYnZ2dnUVZ_oWdnZ2d@xxxxxxxxxxxxxxx

On 2007-01-27, Bruce Wood <brucew...@xxxxxxxxxxx> wrote:

A generalized method of converting a base class into a derived class with the knowledge that the derived class may still require some initialization would definitely be useful, even if you had

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to do it via a constructor
that
takes an object of the base class as it's
argument. The missing syntax,
in
vb is

```
mybase = objBaseClass
```

In C# I think it would be

```
base = objBaseClass
```

In either case, since this is occurring in a
constructor in place of the
base.New() or mybase.New statement, the
programmer knows he still has to
instantiate and initialize all other private and
protected objects in
the
derived class.

Mike Ober.

Agreed. That would be nice. I wouldn't need it often, but it
would get
one out of some tricky corners. My only point was that the
whole "I
have a base class instance and I want to treat it as though it
were a
derived class instance" is completely unsafe and therefore
runs
against the grain of what .NET is supposed to be all about.
Being able
to copy state, though, would be handy.

Reflection :)

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Tom Shelton- Hide quoted text -- Show quoted text -