

# Re: passing this object

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2008-11/msg00741.html>

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- *From:* David Wilkinson <[no-reply@xxxxxxxxxxxxx](mailto:no-reply@xxxxxxxxxxxxx)>
  - *Date:* Thu, 27 Nov 2008 06:19:52 -0500
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Jung, William wrote:

I would like to pass "this" object to a constructor of socket class – Sock which extends CSocketComm.

Once the socket class processed the data, the socket class use the reference of CVirtualScreen (this object) – screen.setMessage function to pass back the message to CVirtualScreen.

Is the following a correct syntax of implementing it?

should I involve reference / pointer in this case?

Please advice the incorrect area of the following code.

```
=====
class CVirtualScreen {
public:
    CVirtualScreen();
    ~CVirtualScreen();
    Sock *sock;
}
=====
CVirtualScreen::CVirtualScreen() {
// QUESTION //////////////////////////////////////
// IS IT CORRECT WAY OF PASSING
// THIS OBJECT TO SOCKET CLASS??
// SHOULD I USE & REFERENCE??
// SHOULD I USE POINTER??
sock = new Sock(this);
}

// function must take std::string as parameter
CVirtualScreen::setMessage( std::string message ) {
//setMessage to queue
}
=====
class Sock : public CSocketComm
{
```

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```
public:
Sock(CVirtualScreen screen);
~Sock();

// QUESTION //////////////////////////////////////
// DO I DECLARE REFERENCE TO CVirtuaqlScreen LIKE THIS WAY??
CVirtuaqlScreen screen;

virtual void OnDataReceived(const LPBYTE lpBuffer, DWORD dwCount);
bool StartServer();

};
=====
Sock::Sock(CVirtualScreen screen) {
// QUESTION //////////////////////////////////////
// CAN I SET REFERENCE TO CVirtualScreen LIKE THIS??
// SHOULD I USE POINTER??
screenObject = screen
StartServer();
}
Sock::~Sock() {
StopComm();
}
void Sock::OnDataReceived(const LPBYTE lpBuffer, DWORD dwCount)
{
// do some stuff and output the std::string object
std::string message = ... etc
// QUESTION //////////////////////////////////////
// ONCE SOCKET PROCESSED THE MESSAGE AND EXTRACT THE DATA
// SOCKET WILL PASS THE MESSAGE BACK TO CVirtualScreen TO
// INSERT MESSAGE INTO A MESSAGE QUEUE
// IS THE FOLLOWING COORECT SYNTAX TO PASS MESSAGE BACK TO //
CVirtualScreen CLASS??
screen.setMessage ( message );
}
```

William:

A question like this can most easily be answered by trying to compile your code. Your code will generate a number of errors.

You should use a pointer member variable `CVirtualScreen*` in your `Sock` class, and pass your "this" object to it as a `CVirtualScreen*`.

I would advise you to get a much better grasp of C++ before you try to use it for socket programming.

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Visual C++ MVP

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