

Re: Subclass hiding method problem.

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- *From:* "jmarc" <jmarc@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
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-

Define the superclass Delete() as virtual...

Then, redefine this method (no agr)
within the private section of your subclass..
along to the untouched other method (with arg)
No need to define em as virtual this time!

If the superclass still can be instantiated
as before if it is not a pure class.

You wont need to specify the class::
to call the right method, from your
client... The instance will know with one
to use...

jmarc...

See..!.....

```
class DllExport LSDBTable
{
public:
virtual bool Delete();
};
```

```
class DllExport LSDBOtherTable : public LSDBTable
{
public:
bool Delete(long RecNo);

private:
bool Delete();
};
```

"AliR (VC++ MVP)" <AliR@xxxxxxxxxxxxxxxxxxxxx> wrote in message
[news:SMZJh.5630\\$Um6.4457@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:SMZJh.5630$Um6.4457@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Hi guys,

Re: Subclass hiding method problem.

I can't wrap my head around this problem. I have two classes in a DLL that inherit from each other. They both have a method called Delete but with different parameters. If I have an instance of the subclass and try to call the delete that's defined in the superclass the compiler says "function does not take 0 arguments"

here are the definitions

```
class DllExport LSDBTable
{
public:
bool Delete();
};

class DllExport LSDBOtherTable : public LSDBTable
{
public:
bool Delete(long RecNo);
};

void main()
{
LSDBOtherTable Table;
...
Table.Delete();

Table.LSDBTable::Delete(); //compiles fine
}
```

DllExport is defined as

__declspec(dllexport) when compiling the dll

and

__declspec(dllimport) when compiling the app that includes the dll

Any ideas why Table.Delete() would cause an error?

AliR.