

## Re: Can't compile this code

**Source:** [http://coding.derkeiler.com/Archive/C\\_CPP/alt.comp.lang.learn.c-cpp/2004-11/0669.html](http://coding.derkeiler.com/Archive/C_CPP/alt.comp.lang.learn.c-cpp/2004-11/0669.html)

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**From:** Chris \ ( Val \ ) (*chrisval\_at\_bigpond.com.au*)

**Date:** 11/25/04

Date: Thu, 25 Nov 2004 22:18:49 +1100

"Morten Gulbrandsen" <Morten.Gulbrandsen@rwth-aachen.de> wrote in message  
news:30ls7cF30n7etU1@uni-berlin.de...  
| #include <iostream>

[snip]

I thought I gave you all the clues you needed :-)

```
| int main()
| {
| Cat frisky = new Cat(5,3); // cannot convert from 'class Cat *' 'class
```

Here is your first problem.

The operator 'new', returns a pointer to allocated memory, if it was successful, otherwise it throws an 'std::bad\_alloc()' exception, in it's default mode of operation.

So if 'new' returns a pointer to memory for a 'Cat' object, then we need to store that returned pointer in a 'Cat\*' object type, therefore, what we need to do is this:

```
Cat* PtrToCat = new Cat( 5, 3 );
```

Since we are now working with a pointer to a 'Cat' object, the rules have changed slightly, in the way that we access it's internal parts. In this case, we need to use a very different member access operator '->' instead, thus we can now complete our task with:

```
PtrToCat -> Meow( 3 );
```

```
| Cat'
| frisky.Meow(3);
|
```

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```
| return 0;  
| }  
|  
|  
| ===  
|  
| Only one error left,  
|  
| What can I do ?
```

[snip]

You could purchase some good beginner books.

Do you have any ?

Perhaps we can offer some suggestions, if you indicate your level of experience(s) ?

Cheers.  
Chris Val