

# Run-time type id and Inheritance

**Source:** [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.cpp/2005-02/1051.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2005-02/1051.html)

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**From:** Michael H Lees (*mhl\_at\_cs.nott.ac.uk++*)

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Is there any possible way to determine if a class A inherits from class B at run-time.

So if I have an Abstract Base Class called Grandparent, then a class which inherits from GrandParent called Parent and finally a class which inherits from Parent called Child. Something like...

```
class GrandParent{
public:
    virtual bool IsYoung(){return false;}
    //...
};
```

```
class Parent : public GrandParent{
public:
    // ...
};
```

```
class Child : public Parent{
public:
    bool IsYoung(){return true;}
    //...
};
```

```
GrandParent *gp_ptr;
Child c;
```

```
gp_ptr=&c;
```

is there anyway to determine that gp\_ptr is now pointing to something which inherits from Parent? Do I just attempt to cast the gp\_ptr to a Parent?

Thanks