

c++ : a baseclass, derived classes, a list of baseclass pointers, a problem.

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Hello out there..
I have a problem and no idea how to fix it..
The language is c++.

I have a base class, for example:

```
class a{
public:
virtual void func1(void) { }
};
```

Then i have some derived classes, maybe c, d, e..
I overwrote the virtual function func1() in each derived class.

Now i created a list of pointers to insances of the baseclass within stl.

```
list<a*>mylist;
```

This is used to store pointers of the instances from classes c, d, e.
So I could use this in one list..

The only Problem is:
If i go trough the list in a for loop,
and execute the func1-
How can I execute the right function?
I use a pointer to the baseclass to loop trough

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the list.

I think i should determine which class it really is,
so i can cast the pointer to the right type,
because now theres always the function of the baseclass
executed.

Is this idea right?
How can i find out, which class the instance is of,
from outside of the class?
Or how could i execute the right function on an
easy way?

it's a little bit tricky...
But can i do this without a huge workaround?

Thanks for now

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