

Run-Time Type Identification

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CSE687 – Object Oriented Design

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Typeid

- The function:

```
const typeinfo typeid(arg)
```

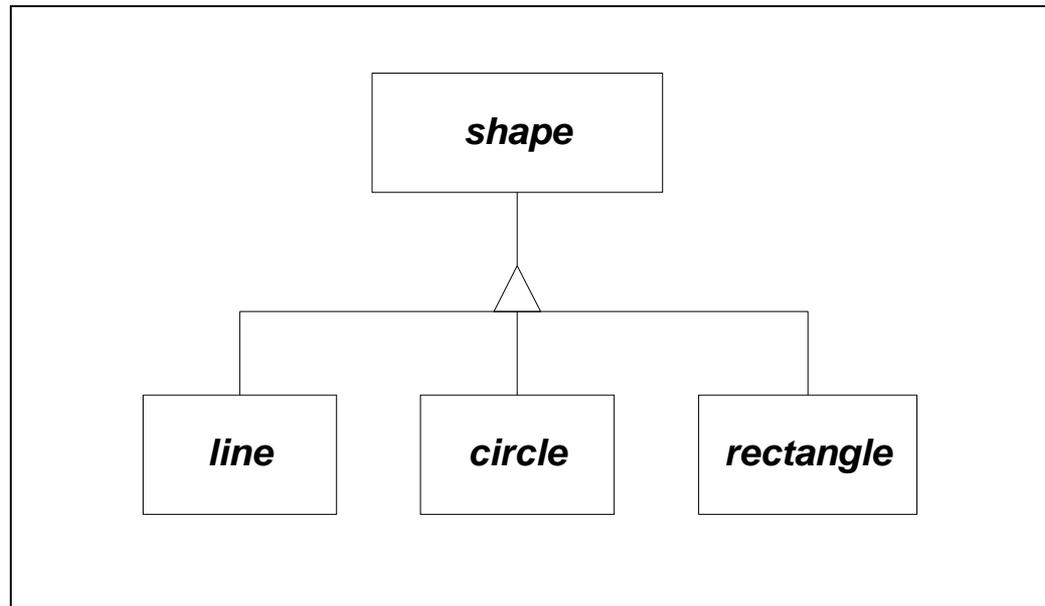
returns a const typeinfo object when passed an object, reference, or pointer.

- Typeinfo:

```
class type_info {  
public:  
    virtual ~type_info();  
    int operator==(const type_info& rhs) const;  
    int operator!=(const type_info& rhs) const;  
    int before(const type_info& rhs) const;  
    const char* name() const;  
    const char* raw_name() const;  
private:  
    ...  
};
```

Examples of typeid() use

- `class foo { ... };`
`typeid(foo).name()` returns “foo”
- `foo *ptr;`
`typeid(ptr).name()` returns “foo*”
`typeid(*ptr).name()` returns “foo”
- `class derived : public base { ... };`
`typeid(base).before(typeid(derived))` returns true



- `Shape *sp = new circle;`

`typeid(shape) == typeid(*sp)` returns false

`typeid(shape).before(typeid(*sp))` returns true

`typeid(sp).name()` returns "circle*"

`typeid(*sp).name()` returns "circle"

dynamic_cast<...>(...)

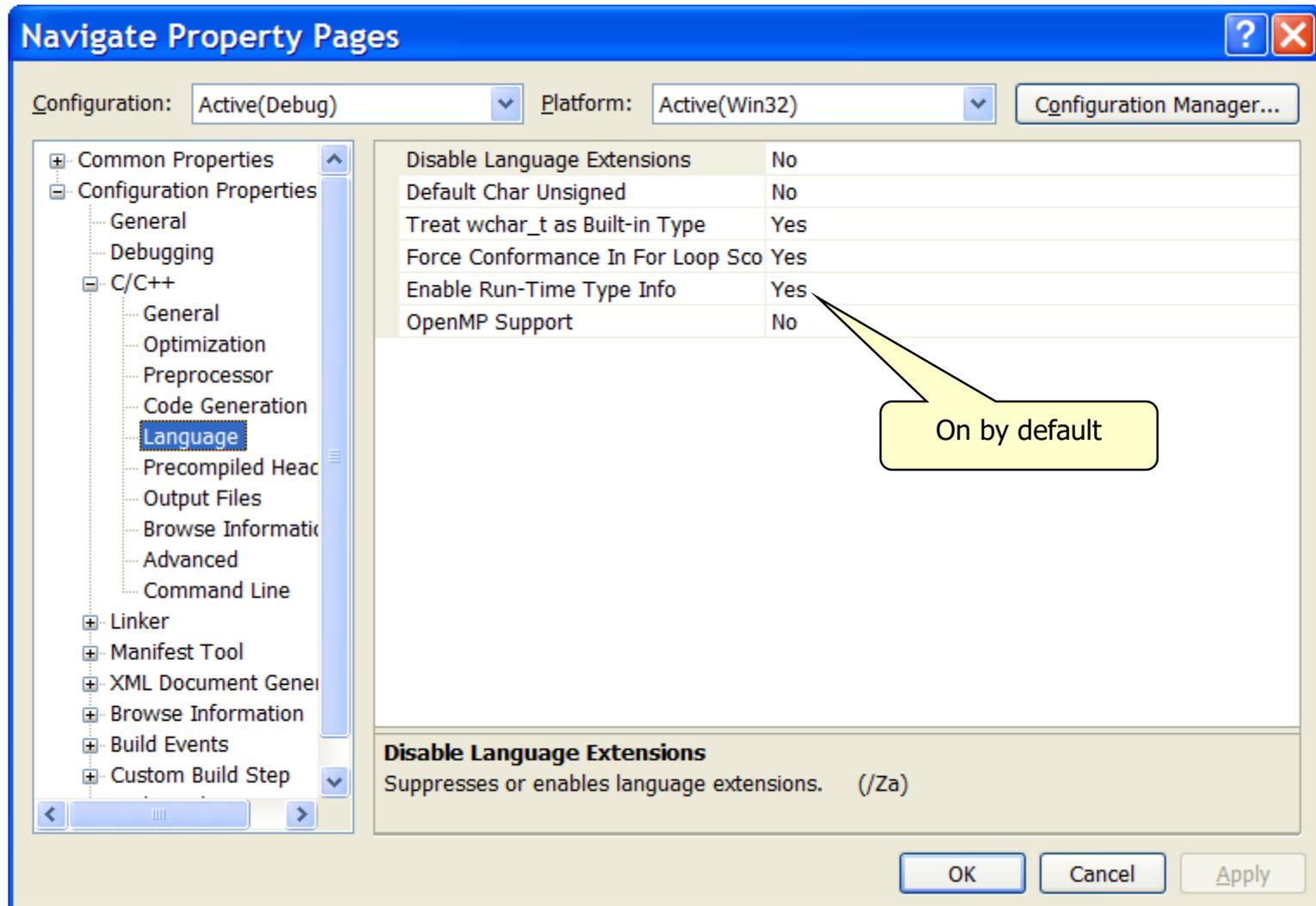
- Dynamic casts support safe down-casting (casting down an inheritance hierarchy):

```
Line* lptr = new line;
circle* cptr = new circle;
rectangle* rptr = new rectangle;
shape* array[3] = { lptr; cptr, rptr };
for(int i=0; i<3; i++)
    if(dynamic_cast<circle*>(array[i]))
        cout << "circle" << endl;
    else
        cout << "non-circle" << endl;
```

Caution

- `Typeid` and `dynamic_cast` information is carried in a class's virtual function pointer table and is intended to be used only with polymorphic classes, e.g., those with at least one virtual function.
- `Typeid` works for non-polymorphic classes, but returns only static type info, e.g., based on the static pointer type, not on the type of the object pointed to.
- You must enable run-time type information (RTTI) in your project settings (C/C++ tab, C++ language category). Your program will crash if you use `dynamic_cast` or RTTI and forget to do this.

Enabling RTTI



End of Presentation