1. 静态对象强制类型转换

Company \*company = new TechCompany(“APPLE”,”Iphone”);

TechCompany \*techCompany = company;//错误

Company \*company = new TechCompany(“APPLE”,”Iphone”);

TechCompany \*techCompany = (TechCompany \*)company;//强制转化

注意不能删除\*company 又删除\*techCompany

1. 动态对象强制类型转换

万一被强制转换的类型和目标类型结构完全不同

static\_cast<new\_type> (expression)

dynamic\_cast<new\_type> (expression)

const\_cast<new\_type> (expression)

reinterpret\_cast<new\_type> (expression)

Company \*company = new TechCompany(“APPLE”,”Iphone”);

TechCompany \*techCompany = dynamic\_cast<TechCompany \*> (company);//强制转化

if(techCompany==NULL)

{

std::cout<<”悲催@!”;

}