NAME

get_type – get type object

SYNOPSIS

```
#include <ShoreApp.h>

      ////////////////////////////////////////////
      // Return the OID of T’s persistent type object
      ////////////////////////////////////////////
shrc     Ref<T>::get_type(LOID &type_loid) const;

      ////////////////////////////////////////////
      // The combination of the macro TYPE_OBJECT
      // and the method isa() lets you cast references:
      //
      // returns a Ref<T>
      // if "any" points to a T or subclass of T;
      // otherwise they return a null ref:
      //
      // pardon the pseudo-code ...
      ////////////////////////////////////////////
const Ref<T> TYPE_OBJECT(T).isa(const Ref<U> &any);

{
    Ref<any>     aref;
    Ref<I>       iref;

    iref = TYPE_OBJECT(I).isa(a);
}
```

DESCRIPTION

The first form of **get_type** returns the logical oid of the object’s type object. If the ref is nil, *LOID::null* is returned.

The CPP macro **TYPE_OBJECT(T)** yields a reference to the compiled-in C++ type object for T. Uses of **TYPE_OBJECT** will not compile if the SDL language binding for T is not included at compile time.

The second form of **get_type** returns a pointer to the given object’s C++ type object, even if the SDL language binding for T is not included at compile time. In that case, the C++ type object is constructed from the type’s persistent object. A null pointer is returned if the reference is not to a Shore object.

Get_type obtains a SH-mode (share-mode) lock on the object.

The method **isa** returns typed references:

```
iref = TYPE_OBJECT(T).isa(a);
```

If *any* points to a T or subclass of T, *any* is cast to a *Ref<T>* and returned. If not, a null reference is returned.

VERSION

This manual page applies to Version 1.1 of the Shore software.

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SEE ALSO

ref(cxxlb), stat(oc), ostat(cxxlb).