Syntax

Syntax

dynamic\_cast<new\_type>( expression )

Return:

1. If the cast is successful, dynamic\_cast returns a value of type new\_type.
2. If the cast fails and new\_type is a pointer type, it returns a null pointer of that type.
3. If the cast fails and new\_type is a reference type, it throws an exception that matches a handler of type std::bad\_cast.

Safely converts pointers and references to classes up, down, and sideways along the inheritance hierarchy.

# END