

# JCloneable

The template class `JCloneable` resides in the name space `JLANG` and constitutes an auxiliary interface for cloning of objects. It defines the virtual method `clone()`.

A possible implementation of class `JCloneable` is.

```
template<class JCloneable_t>
struct JCloneable<JCloneable_t>
{
    typedef JCloneable_t*          clone_type;

    virtual ~JCloneable()
    {}

    virtual clone_type clone() const = 0;
};
```

To make this work, an interface `X` should simply derive from `JCloneable`.

```
struct X :
    public JCloneable<X>
{
    virtual void x() const = 0;
};
```

A concrete class that derives from the interface `X` should then provide an implementation of both virtual methods `clone()` and `x()`.

The class `JCloneable` allows for a second template parameter. In that case, an implementation of the virtual method `clone()` is provided based on the copy constructor of the derived class. In addition, the interface itself (i.e. first template argument) is defined. For example.

```
struct A :
    public JCloneable<A>
{
    virtual int get() const = 0;
};

struct B :
    public JCloneable<A, B>
{
    static const int value = 1;

    virtual int get() const override
    {
        return value;
    }
};

struct C :
    public JCloneable<A, C>
{
    static const int value = 2;

    virtual int get() const override
    {
        return value;
    }
};
```

```
B b;
C c;
```

```
A* p[] = { b.clone(), c.clone() };
```

```
cout << p[0]->get() << ' ' << p[1]->get() << endl;
```

```
delete p[0];  
delete p[1];
```

will produce

1 2