JMultiEquals

The template class JMultiEquals resides in the name space JLANG and constitutes an auxiliary *base* class. Like the template class JEquals, it implements the (not-)equal operators == and != of a derived class. In this case, the class can be derived from multiple other base classes, some of which providing for the policy method equals. Here, a second template argument is used that corresponds to a type list. The (not-)equal operators of the derived class corresponds to the (not-)equal operators of the base classes in the type list. The type list can conveniently be specified with class JTYPELIST.

For example, the following classes A and B derive from JEquals.

```
struct A :
   public JEquals<A>
 {
   A(int value) :
     value(value)
   {}

   bool equals(const A& object) const
   {
     return this->value == object.value;
   }

   int value;
 };
```

```
struct B :
  public JEquals<B>
{
  B(int value) :
    value(value)
  {}

  bool equals(const B& object) const
  {
    return this->value == object.value;
  }

  int value;
};
```

Here, the classes C and D derive from JMultiEquals but with different type lists.

```
 struct C :
   public A,
   public B,
   public JMultiEquals<C, A>
 {
   C(const int a,
     const int b) :
     A(a),
     B(b)
   {}
 };
```

```
struct D :
  public A,
  public B,
  public JMultiEquals<D, JTYPELIST<A, B>::typelist>
{
  D(const int a,
    const int b) :
    A(a),
    B(b)
  {}
};
```

The following example

```
C c1(1,1);
C c2(0,1);
C c3(1,0);

cout << (c1 == c1) << endl;
cout << (c1 == c2) << endl;
cout << (c1 == c3) << endl;
```

will produce

```
1
0
1
```

and

```
D d1(1,1);
D d2(0,1);
D d3(1,0);

cout << (d1 == d1) << endl;
cout << (d1 == d2) << endl;
cout << (d1 == d3) << endl;
```

will produce

```
1
0
0
```

Note that without `JMultiEquals`, the compiler would have detected an error due to the ambiguity of the the (not-)equal operators.