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| **VisitorDoubleDispatching** |
| **Line** | **Code** |
| **1****2****3****4****5****6****7****8****9****10****11****12****13****14****15****16****17****18****19****20****21****22****23****24****25****26****27****28****29****30****31****32****33****34****35****36****37****38****39****40****41****42****43****44****45****46****47****48****49****50****51****52****53****54****55****56****57****58****59****60****61****62****63****64****65****66** | **using** System;**namespace** VisitorDoubleDispatching { **class** SpaceShip { **public virtual string** GetShipType() { **return** "SpaceShip"; } } **class** ApolloSpacecraft : SpaceShip { **public override string** GetShipType() { **return** "ApolloSpacecraft"; } } /\*\*/ **class** Asteroid { **public virtual void** CollideWith(SpaceShip ship) { Console.WriteLine("Asteroid hit a SpaceShip"); } **public virtual void** CollideWith(ApolloSpacecraft ship) { Console.WriteLine("Asteroid hit an ApolloSpacecraft"); } } **class** ExplodingAsteroid : Asteroid { **public override void** CollideWith(SpaceShip ship) { Console.WriteLine("ExplodingAsteroid hit a SpaceShip"); } **public override void** CollideWith(ApolloSpacecraft ship) { Console.WriteLine("ExplodingAsteroid hit an ApolloSpacecraft"); } } /\*\*/ **class** Program { **static void** Main(**string**[] args) { //Single Dispatching #region /\* SpaceShip ship = new ApolloSpacecraft(); Console.WriteLine(ship.GetShipType()); \*/ #endregion #region /\* Asteroid theAsteroid = new Asteroid(); ExplodingAsteroid theExplodingAsteroid = new ExplodingAsteroid(); SpaceShip theSpaceShip = new SpaceShip(); ApolloSpacecraft theApolloSpacecraft = new ApolloSpacecraft(); theAsteroid.CollideWith(theSpaceShip); theAsteroid.CollideWith(theApolloSpacecraft); theExplodingAsteroid.CollideWith(theSpaceShip); theExplodingAsteroid.CollideWith(theApolloSpacecraft); \*/ #endregion #region /\*\*/ //Double Dispatch issue Asteroid theExplodingAsteroid = **new** ExplodingAsteroid(); SpaceShip theApolloSpacecraft = **new** ApolloSpacecraft(); theExplodingAsteroid.CollideWith(theApolloSpacecraft); /\*\*/ #endregion Console.ReadKey(); } }} |