Subject: Re: How to do interation on Vector<String> Posted by fudadmin on Sat, 21 Jul 2007 10:25:09 GMT

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johnevans77 wrote on Sat, 21 July 2007 06:48

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1. But i usually using cout to output something to console.

Waste of time, very bad and stupid. Don't be insulted it's not at you. It's at a bit of a joke at the habit from pre-historic (pre-GUI) computers age...

Seriously, Why?

- 1. Is your apps interface mostly console?
- 2. The result is temporary:
- 3. you don't have "written" proof to show to other people
- 4. can't compare to the other tests or runs.
- 5. can't have history.
- 6. have to wait while console opens
- 7. have to close the console window.
- 8. can't use that piece of code in real app.
- 9. ...

Strong advice:

- 1. do tests with your real small GUI's (or one for that purpose)
- OR/AND learn and use ingenious U++ logging system!!!
- 3. AND/OR create a file, include it into the pr-aux package and do outputs to it (or use "always awake" editor like ADIE)

johnevans77 wrote on Sat, 21 July 2007 06:48

2. When i try to use std::cout, the compilation produced many errors.

Does any other console apps from examples work?
Have you setup your console package correctly (CONSOLE macro & CONSOLE flag)?

johnevans77 wrote on Sat, 21 July 2007 06:48

3. I can forget std namespace if there is alternative.

I didn't say forget... but the alternative is very clear

johnevans77 wrote on Sat, 21 July 2007 06:48 4.In this case, how to output the 'out' variable to console?

. . .

anyone with a clever answer?

P.S. to be continued (have to go..)