
Subject: Re: Building & using U++ without TheIDE
Posted by [sergei](#) on Mon, 10 Sep 2007 13:53:53 GMT
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Include stuff is interesting. Does that mean that any `#include <>` could be replaced with `#include ""`?

I didn't add to include upsrc dir. But I don't think I should - it's also the root of the project in `Code::Blocks`, so compiler should be able to find whatever it needs, right? Or maybe I have to since `#include <>` and not `#include ""` is used in many sources?

I don't quite understand why such a structure is optimal for very large projects (especially if precompiled headers exist), but my problem with it is that it seems (to me, at least) incorrect. Not in terms that I don't like the style, but due to the fact that there are files (headers) that use classes/structures defined in other files (headers), without including them. `t.h` uses `LngEntry__` defined in `i18n.h` without including it. `i18n.h` uses `String` class without including `Core/String.h` (actually `i18n.h` only includes the miniature `t_.h`, but it also uses `FileOut` defined in `Core/Stream.h`). AFAIK this means that these files are supposed to be compiled later than the files declaring classes they use, but without referencing them through include, how is the compiler supposed to know that?

It's the first time I encounter such coding style. Are there other (more simple) examples of relying on existence of classes (without explicit including)? It just doesn't seem to be correct C++ coding (does it conform to C++ standards?).

And what exactly is the problem with the classic CPP+H pairs? Just headers (like WTL) is problematic due to, well, huge headers. But why not create a pair of CPP and H for every class / several classes, include the H in the CPP, and in the H use guarding `ifndefs`, and include all dependencies? Any header will be included at most once, and only the necessary pairs will be used.

One more thing, does BLITZ solve all these problems by finding what needs what and placing it in the correct order? Where could I find info on BLITZ (Google thinks I'm looking for Blitz Basic).