Subject: Re: #include "_uses_.h"
Posted by mirek on Tue, 19 Aug 2008 08:57:01 GMT
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mr_ped wrote on Tue, 19 August 2008 03:28luzr wrote on Mon, 18 August 2008 20:30Maybe, after editing in package organizer, we could create _uses_.h file in each package directory and automatically generate a list of include of used packages there.

That way you would not have to add individual #includes after adding a package to the project, just keep single #include in main .h.

Maybe it's too early in the morning for me (well, not maybe, it IS), but I don't get it.

Simply including the very first header would work in most cases.

We can add some more logic about this of course.... Plus, using _uses_ is not mandatory after all...

Quote:
This way just the needed .h would be included, yet the programmer would not need to write any "include" lines (I believe it's just wasted time of programmer, and I believe it *can* be solved by CPU, so this idea is IMHO feasible, but maybe I'm overlooking some complex catch).

Well, not this is "going too far" for me

Quote:
With BLITZ enabled including just single file will make the source easier to read (although it will hide some information ... I rather prefer cleanness by simplicity, not by obscurity) and the speed of compilation would be still good, but with BLITZ off including just used .h files can have tremendous impact on compilation speed.

Technically, that is correct. But the current state of U++ sources is exactly the same... IMO it is OK to depend on BLITZ during development and with eventual source form deployment (without theide) the time to build the stuff does not matter that much.

Quote:
Anyway, if you go by the "_used_.h" route, it will pollute the source directory again like "init" files? *frowned look*

Yep. :-\

Mirek