
Subject: Re: Documentation how-to...

Posted by [mirek](#) on Sun, 07 Sep 2008 06:59:06 GMT

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cbpporter wrote on Sat, 06 September 2008 15:05 Documentation for Size_. Friend methods and OS dependent stuff not covered.

Well, it seems like we are picking some steam now

Style discussion:

Creates a Size_ object and initializes it with a Point object.

pt.....the point object

Well, maybe the separate list of parameters is not really needed, especially if parameter names are there with different color. You use the same style in other methods:

Size_(const Point_<T>& pt)

Creates a Size_ object and initializes it with a Point object *pt*.

(besides, I would not call pt the object, but "Point value" or just "Point"

Mirek
