
Subject: Re: User lists of "bad" naming of classes, functions etc in U++...

Posted by [mirek](#) on Wed, 18 Nov 2009 11:48:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:

GUI_APP_MAIN // U++ initialization is hidden by this macro

Quote:

int main(int argc, char *argv[]) // it is possible to write

Possible, but not really standard. And GUI_APP_MAIN does more than just Application app(argc, argv).

I am not really happy about these macros too, but they really DO encapsulate a lot of platform specific stuff.

Quote:

Back to naming conventions if you're using STL with camelCase you may make the difference between your functions, algorithms, etc. and those provided by STL and say: Hey this Sort is provided by U++ not STL (because different naming conventions). However Mirek if you are supposed to re-create U++ which naming convention would you use?

Next time, I might consider camelCase, but I would most likely use InitCaps anyway....

Mirek
