
Subject: Re: is there U++ coding style reference?
Posted by [dolik.rce](#) on Tue, 27 Jul 2010 09:06:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

kohait00 wrote on Tue, 27 July 2010 08:19: thanks dolik

what about indention, tabs / spaces?
brackets on new line?

class definition style, ctor/dtor position (often seen at bottom of cpp or h file, why?)

slight programming guide on when and how to properly design class (virtual dtor etc..) i know this depends on one's own skills as well, but a checklist would help for starters.

cheers

You really want a lot of details I usually don't even think about

Prefered indention is using tabs (better recognized in the ide).

Brackets are mostly on the same line. The only exception I can think of is in function definitions.

One important thing is putting spaces around operators etc. It increases the readability a lot.

I'm not sure if there is anything specific about classes, only the fact that U++ mostly uses single header per package and one cpp for each class (or group of closely related classes). I don't know about the ctor/dtor positions, but I strongly prefer having them on top of file, because they usually contain important info (e.g. callback bindings to widgets).

The programming style is even harder to describe. The main point would be probably that new and delete should be hidden in implementation, not exposed used in user interface and pointers are used just to point to things. The rest are usual things, like effective but readable code, reusable classes etc.

Any other ideas? Anybody?

Honza