
Subject: Re: is there U++ coding style reference?
Posted by [dolik.rce](#) on Sat, 31 Jul 2010 20:07:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

mdelfede wrote on Sat, 31 July 2010 00:05dolik.rce wrote on Tue, 27 July 2010 00:16

.....

and that the code should be clean without unnecessary comments

The point there is to define what's "unnecessary" and how many years you'd like to remember what your code do without having to re-examine it for a week..... I'm still thinking that over-commenting is better than under-commenting.

Same discussion in as wine development. "No unnecessary comments", than just a bunch of people (4-5, I guess, among hundreds of wine contributors) can understand what the hell is happening inside gdi core code. Bah.

Max

Hi Max!

Proper documentation does not have to be written as comments. Theide is actually very good at it. The topic++ system let's you describe each functions inputs, outputs and also how it works in "reference" section of documentation, which can be swiftly shown in code editor just by moving the mouse pointer to the squares on the left side gutter. Wider ideas and concepts should be in "implementation" section and end user manuals in "app" section.

I am well aware that writing documentation this way is not as simple and fast as just typing the comments into the code. But I prefer the little extra work if it keeps the code clean.

Also, well named functions and a good structured code can make wonders

That said, I agree that non-documented code that is not understandable to anyone is useless. I just wanted to point out that there is more than one way to do it

Best regards,
Honza