
Subject: Re: C++ Parser

Posted by [unodgs](#) on Tue, 25 Oct 2011 12:27:29 GMT

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

I did some further work on integration of clang and code editor. Here's the result

When I fix some bugs I will upload binaries here so everybody could see how it works. I'm also trying to parse all the upp project functions/methods. When it's ready I'll publish the results about accuracy and speed of parsing. Anyway for now clang seems to be quite promising.

File Attachments

1) [clangeditor.png](#), downloaded 1344 times

```

Code editor + clang

public:
    String()
    {
    }
    String(const char* s)
    {
    }
    char operator[](int n)
    {
        return buff[n];
    }
    int GetLength()
    {
        String ss;
        ss.|
        ret
    }
String&
{
    ret
}
};

#define SS Stri

int Test(int a)
{
    return a * 2;
}

```

↑ Priority	Kind	Completion
34	Method	operator[](int n)
34	Method	GetLength()
34	Method	GetTypo()
34	Method	operator=(const String &)
34	Destructor	~String()
35	Field declaration	length
35	Field declaration	buffer
75	Class	String::