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Subject: Re: C++ Parser

Posted by [Novo](#) on Tue, 25 Oct 2011 15:53:11 GMT

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mirek wrote on Tue, 25 October 2011 11:36

I believe that the real trouble is not C++ parser alone, working on single file, but how to make all files work together (with all macros and headers and such).

AFAIK, clang is a real compiler, so, it has to parse all included files. The difference with gcc is that internal data structure is more high level and it stores more info for each parsed element. As a result you can use it not just to jump/navigate among files but also to regenerate file back (or to do some refactoring and generate files after that). It is a real parser and you have real type info about each node. The only question is performance. But XCode is based on clang and seems to work fine.

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