Subject: Re: QrCode image generation And debuging QR symbology
Posted by Klugier on Sat, 31 Oct 2015 21:39:30 GMT

Hello Sergey,

I understand that you can use your own coding standard in your private project. But if you want to post things in bazzar it should be a little bit more standardize. It is important, because users didn't want to read code that it is different than others. This is probably the reason why i don't like code in bazzar. The interesting thing here is that all core ultimate++ packages look very similar. Even when i contributed code to ultimate++ (look at the Android Builder code) I always wanted it to be compatibility with the rest of the code. And yes i used different coding standard for my "private" apps.

Please notice that some things in you code like "using namespace Upp" in header can lead to error in the future. It happens when user want to include your file, but didn't want to use namespace Upp.

You can also use const reference in String parameter:

Image QrEncode::QrEncode_To_Image(const String& s1)

Sincerely and thanks for discussion,
Klugier