
Subject: gentle criticism of source organization
Posted by [jadeite](#) on Sun, 20 Aug 2006 15:14:33 GMT
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Hi Folks,

U++ 605

Please don't take this the wrong way, I am not trying to criticize in a negative way.

A couple of things I have found that make U++ hard to learn, is the organization of source in uppsrc and folder/file/class names. For example, when I look in uppsrc, I see a subset of folders named:

Core
CppBase
CtrlCore
CtrlLib
Draw
TCore
TCtrlLib
TDraw

Now, it is not clear what the difference is between Core and CppBase. If I want to look at the painting of a control, such as a button, would I look in CtrlCore, CtrlLib, TCtrlLib, Draw, or TDraw? What about event architecture? Is that something likely to be in Core?

When I look in TCore folder, I see dd_cpp.h and dd_h.h. These appear to be something related to a database, but it is not clear what it is for or why the name dd_cpp and dd_h were chosen.

The online documentation does help with some of this. It might be nice to have a section describing the source organization, to help the user decide where to look for various features.

Regarding Button, I look in CtrlLib and find Button.cpp, which has the implementation for class Pusher and class Button. So, I go to find the declaration of these classes in a header, and alas, there is not a Button.h file. I finally make my way to PushCtrl.h and find class Pusher and class Button (along with other 'push-related' classes. This is all confusing. Perhaps a comment is in order in some .cpp files to clarify what .h files the various classes are declared in.

Cheers.
