
Subject: Re: tutorial check completed - "bugs" and bug
Posted by [fudadmin](#) on Sun, 20 Aug 2006 19:44:14 GMT
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Werner wrote on Sun, 20 August 2006 20:33luzr wrote on Sun, 20 August 2006 20:23Werner wrote on Sun, 20 August 2006 05:55There is a minor "bug" in tutorial "Gui14", "Gui15", "Gui20a", "Gui20b", and "Gui20c":

The respective line
`typedef MyApp[Window] CLASSNAME;`
is unnecessary.

That is true, but in this case, I think I will keep it as it is. Adding this typedef for GUI class is a good practice in U++.... (because you soon will need some THISBACK anyway

Mirek

Apologies for being insistent , but might I suggest that you reconsider your decision ?

After all the tutorials are not production code, or are they? They are meant to demonstrate a certain topic. And here the KISS principle applies: Keep it short and simple! If you do prefer to retain the line in question - and it goes without saying that your "good practice" argument is compelling - please consider to document this line. There are probably a lot of users like me who are not professional programmers and have to strive hard to analyze code undocumented to a large extent .

Werner

May I suggest, that it should just mentioned somewhere with big letters that "typedef is not "a must" but "a good practice" for THISBACK macro callbacks"
