Subject: Re: SurfaceCtrl, 3D viewer of Multiple file format and Surface class
Posted by Xemuth on Sun, 20 Sep 2020 14:45:55 GMT
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Hello Klugier, Thanks for this code analysis, all the think you said help me to become better !
Thanks a lot !

Klugier wrote on Sun, 20 September 2020 00:11
- In Definition.h "#define GL GLCtrl" this is not needed explicit GLCtrl is fine and additional define
can be pass to the user.
- "enum Camera_Movement {CM_FORWARD,CM_BACKWARD,CM_LEFT,CM_RIGHT};"
modernized to enum class you will much better type control.
- Camera_Movement CamerMovementDirection shold be enough. I think _ is not needed in public
API.

fixed / applied

Klugier wrote on Sun, 20 September 2020 00:11
- noexcept - why it is used in so many places. I think it obscures readability and can be ommited. I
do not see noexcept such common in uppsrc.

I have read in a book about advanced C++ that compiler will remove all stuff about exception
when compiling a function if it is marked as noexcept, so it optimize the code to run faster. May
the result is not high enought to obstruct readability ?

Klugier wrote on Sun, 20 September 2020 00:11
- "void MoveAllSelectedObjects(glm::vec3 move)noexcept; //Move all selected object" - this
comment is redurdant to the method signature (it occures in many places). If you want
documentation just use Topic++.

indeed
Klugier wrote on Sun, 20 September 2020 00:11
- Long functions are implemented in the header file. If function is not one liner then it should be
moved to .cpp file.

What about header only file ? should I create A cpp file even if in my header only class there is
somethings like 3 function which take more than one line ?

Klugier wrote on Sun, 20 September 2020 00:11
- Shader managment can be placed to separate package. I know we have some shader related
stuff in GLDraw, but would be nice if we can unify this. Please check the code behind it

I will take a look, since modern OpenGL use (90% of time (because fixed pipeline is strongly
deprecated)) shaders are the good way to work .Maybe it would be good to create a GLShader
package which goes with GLCtrl package ?
Maybe I can developpe something in that way ?

Klugier wrote on Sun, 20 September 2020 00:11
- public method/members should go first - then you should place private variables. The first thing I want to examin is the class public API. I do not want to analyze implementation

Applied

Klugier wrote on Sun, 20 September 2020 00:11
- French comments "//Gestion of alpha" - anyway in the modern programming comments should be avoided - your code should be clear enough to exist without comments. Of course, sometimes this rule may be deviated from, but in very rare cases.

I guess you are right but atm my code is full of comments so, to remove them I must need documentation but it take time. I will try to remove them in futurs update

Klugier wrote on Sun, 20 September 2020 00:11
- Magic numbers - what is 20000. For more info please visit https://clang.llvm.org/extra/clang-tidy/checks/readability-m agic-numbers.html. Optimally you should define constexpr variables.

Indeed, the readability is better, I will update my code in this sense

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