

# 1 Rezolvarea erorilor

## 1.1 Profiler + VS Code error

În fișierul Profiler.h ai următoarele linii începând cu linia 11:

```
1 // OS detection
2 #if defined(WIN32) || defined(_WIN32) || defined(__WIN32__)
3     || defined(__NT__)
4         #define PROFILER_WINDOWS
5 #elif __APPLE__
6     #define PROFILER OSX
7 #elif __linux__
8     #define PROFILER_LINUX
9 #endif
10
11 #ifdef PROFILER_WINDOWS
12     #include <Windows.h>
13     #include <Shellapi.h>
14 #else
15     #include <unistd.h>
16 #endif
```

Trebuie să le modifici în felul următor:

```
1 // OS detection
2 #if defined(__MINGW32__) || defined(__CYGWIN__)
3     #define PROFILER_VSCODE
4 #elif defined(WIN32) || defined(_WIN32) || defined(__WIN32__)
5     || defined(__NT__)
6         #define PROFILER_WINDOWS
7 #elif defined(__APPLE__)
8     #define PROFILER OSX
9 #elif defined(__linux__)
10     #define PROFILER_LINUX
11 #endif
12
13 #if defined(PROFILER_WINDOWS) || defined(PROFILER_VSCODE)
14     #include <Windows.h>
15     #include <Shellapi.h>
16 #else
17     #include <unistd.h>
18 #endif
```

Mai jos sunt capturile de ecran (în jur de 80% din lățimea textului), încadrate ca figure:

```

(DWORD, PCVOID, DWORD, DWORD, LPWSTR, DWORD, va_list *);

In file included from c:\users\ardel\mingw\include\windows.h:48:0,
                 from C:\Users\ardel\Downloads\Test\Profiler.h:21,
                 from C:\Users\ardel\Downloads\Test\example1.cpp:1:
c:\users\ardel\mingw\include\winuser.h:4351:50: error: 'va_list' has not been declared
WINUSERAPI int WINAPI wsprintfA (LPTSTR, LPCSTR, va_list arglist);
                                         ^
c:\users\ardel\mingw\include\winuser.h:4352:52: error: 'va_list' has not been declared
WINUSERAPI int WINAPI wsprintfW (LPWSTR, LPCWSTR, va_list arglist);
                                         ^
In file included from C:\Users\ardel\Downloads\Test\example1.cpp:1:0:
C:\Users\ardel\Downloads\Test\Profiler.h: In member Function 'int Profiler::showReport()':
C:\Users\ardel\Downloads\Test\Profiler.h:11263:35: error: 'localtime_s' was not declared in this scope
    localtime_s(&now, &crtTime);
                                         ^
C:\Users\ardel\Downloads\Test\Profiler.h:11282:9: error: '_snprintf_s' was not declared in this scope
    );
                                         ^
C:\Users\ardel\Downloads\Test\Profiler.h:11284:40: error: 'fopen_s' was not declared in this scope
    fopen_s(&fout, reportName, "wb");
                                         ^
Build finished with error(s).

```

Figure 1: Eroarea inițială în VS Code Profiler

```

5 #define _CRT_SECURE_CPP_OVERLOAD_STANDARD_NAMES 1
6 #endiff
7
8 #define _CRT_SECURE_NO_DEPRECATED
9 #define _CRT_SECURE_NO_WARNINGS
10 //OS detection
11 #if defined(_WIN32) || defined(_CYGWIN_)
12 # define PROFILER_WINDOWS
13 #endiff
14 #ifndef defined(WIN32) || defined(_WIN32) || defined(_NT_)
15 # define PROFILER_WINDOWS
16 #eliff __APPLE__
17 # define PROFILER OSX
18 #eliff __linux
19 # define PROFILER_LINUX
20 #endiff
21
22 #ifdef PROFILER_WINDOWS
23 # include <windows.h>
24 # include <shellapi.h>
25 #else
26 # include <unistd.h>
27 #endiff
28
29 #include <stdio.h>
30 #include <string.h>
31 #include <stdlib.h>

```

Figure 2: Captura de ecran originală (before fix)

```

...   C Profiler.h  C example1.cpp
C Profiler.h > ...
...   C Profiler.h  C example1.cpp
C Profiler.h > ...

1 #ifndef _PROFILER_H
2 #define _PROFILER_H
3
4 #ifndef _CRT_SECURE_CPP_OVERLOAD_STANDARD_NAMES
5 #define _CRT_SECURE_CPP_OVERLOAD_STANDARD_NAMES 1
6 #endiff
7
8 #define _CRT_SECURE_NO_DEPRECATED
9 #define _CRT_SECURE_NO_WARNINGS
10 //OS detection
11 #if defined(_WIN32) || defined(_WIN32) || defined(_WIN32) || defined(_NT_)
12 # define PROFILER_WINDOWS
13 #endiff
14 #eliff __APPLE__
15 # define PROFILER OSX
16 #eliff __linux
17 # define PROFILER_LINUX
18 #endiff
19
20 #ifdef PROFILER_WINDOWS
21 # include <windows.h>
22 # include <shellapi.h>
23 # eliff
24 # include <unistd.h>
25 #endiff
26
27 #include <stdio.h>
28 #include <string.h>
29 #include <stdlib.h>
30 #include <time.h>
31
32 #include <typeinfo>
33 #include <map>
34 #include <vector>
35 #include <algorithm>
36 #include <functional>
37 #include <string>

```

Figure 3: Captura de ecran după actualizare (after fix)