

jsonToBatProject

Generated on Tue Feb 27 2024 15:26:08 for jsonToBatProject by Doxygen 1.9.8

Tue Feb 27 2024 15:26:08

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Chapter 1

README

Doxygen Documentation

Sonar Cloud

1.1 README

Current workflows:

- build
 - build and test the application on:
 - * windows with cl
 - * ubuntu with g++
 - * ubuntu with clang++
- buildWithPrecompiled
 - Same as build but with the precompiled libraries
- CodeQL
 - Code security
- Doxygen Action
 - Generate Doxygen documentation
 - Deploys generated documentation to gh-pages
- Microsoft C++ Code Analysis
- pages-build-deployment
- SonarCloud
 - Static code analysis *For Scanning Alerts -> Security*

Regarding coding style (?):

- no classes in global namespace
- no "using NAMESPACE"
- 4 space indenting
- ? *setup astyle options?*

Git (?):

- no direct commits onto main (only via pull-requests)
-

Libraries

- jsoncpp
- Easyloggingpp
- Catch2

Libraries can be found in `./lib`. They are subprojects and will be compiled when building the project for the first time. Alternatively compiled versions can be found at `./lib/compiled`. As is, this approach works on linux (gcc, clang) and Windows (Mingw). As steps found in the tutorial (checking for compiler in cmake) are not necessary.

1.1.1 Precompiled

By setting the flag `-DPRECOMPILED=ON` when initialising the cmake project, the precompiled versions of the libraries will be used.

Chapter 2

Todo List

Global `main (int argc, char *argv[])` .

Github

- "Dev-Ops"
- Doxygen settings
- Template-Comment
- Template-Header-Comment

Global `WIP::exampleEasyLogging ()` .

Configure easylogging properly

- outsource easylogging config
 - e.g. startup class?

Chapter 3

Namespace Index

3.1 Namespace List

Here is a list of all namespaces with brief descriptions:

WIP	Includes for test	9
-----	-----------------------------	---

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

src/ main.cpp	11
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Chapter 5

Namespace Documentation

5.1 WIP Namespace Reference

Includes for test.

Functions

- void [exampleEasyLogging](#) ()

Example of how to use easylogging with a configuration file.

5.1.1 Detailed Description

Includes for test.

Namespace for work in progress.

Namespace I used for testing and trying out new things To be deleted

5.1.2 Function Documentation

5.1.2.1 [exampleEasyLogging\(\)](#)

```
void WIP::exampleEasyLogging ( )
```

Example of how to use easylogging with a configuration file.

- This function is an example of how to use easylogging
- The configuration file is located in ../conf
- Before proper integration, config has to be done properly

[Todo](#)

Definition at line [55](#) of file [main.cpp](#).

Chapter 6

File Documentation

6.1 README.md File Reference

6.2 src/main.cpp File Reference

```
#include "easylogging++.h"
#include <iostream>
#include "catch2/catch_all.hpp"
#include "json/json.h"
```

Namespaces

- namespace [WIP](#)
Includes for test.

Functions

- void [WIP::exampleEasyLogging](#) ()
Example of how to use easylogging with a configuration file.
- int [main](#) (int argc, char *argv[])
Main function.

6.2.1 Function Documentation

6.2.1.1 main()

```
int main (
    int argc,
    char * argv[] )
```

Main function.

Codeconvention:

- Formatter: `astyle`

[Todo](#)

Definition at line [26](#) of file [main.cpp](#).

References [WIP::exampleEasyLogging\(\)](#).

6.3 main.cpp

[Go to the documentation of this file.](#)

```
00001 #include "easylogging++.h"
00002 #include <iostream>
00003
00005 #include "catch2/catch_all.hpp"
00006 #include "json/json.h"
00007
00008 namespace WIP {
00009     void exampleEasyLogging();
00010 }
00011
00026 int main(int argc, char* argv[])
00027 {
00028     WIP::exampleEasyLogging();
00029     std::cout << "Hello, World!" << std::endl;
00030     return 0;
00031 }
00032
00033 INITIALIZE_EASYLOGGINGPP
00041 namespace WIP {
00055     void exampleEasyLogging()
00056     {
00057         el::Configurations conf("conf/easylogging.conf");
00058         el::Loggers::reconfigureLogger("default", conf);
00059         el::Loggers::reconfigureAllLoggers(conf);
00060         LOG(INFO) << "My first info log using default logger";
00061     }
00062 } // namespace WIP
```


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