

## jsonToBatProject

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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++
- 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. Alternately 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.



## 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:

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# Chapter 4

## File Index

### 4.1 File List

Here is a list of all files with brief descriptions:

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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 [54](#) 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 "json/json.h"
#include "catch2/catch_all.hpp"
```

#### 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 "json/json.h"
00006 #include "catch2/catch_all.hpp"
00007
00008 namespace WIP {
00009 void exampleEasyLogging();
00010 }
00011
00026 int main(int argc, char *argv[]) {
00027     WIP::exampleEasyLogging();
00028     std::cout << "Hello, World!" << std::endl;
00029     return 0;
00030 }
00031
00032 INITIALIZE_EASYLOGGINGPP
00040 namespace WIP {
00054 void exampleEasyLogging() {
00055     el::Configurations conf("conf/easylogging.conf");
00056     el::Loggers::reconfigureLogger("default", conf);
00057     el::Loggers::reconfigureAllLoggers(conf);
00058
00059     LOG(INFO) << "My first info log using default logger";
00060 }
00061 } // namespace WIP
```



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