

# HiveX Doc Test

1.0.1.0

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# Contents



# Chapter 1

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### 1.1 File List

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<a href="#">source_file_example.cpp</a>	HiveX Source Template File (A brief descprition here)	??



## Chapter 2

# File Documentation

### 2.1 header\_file\_example.h File Reference

HiveX Header Template File (A brief description here)

```
#include "HiveX_Middleware/HiveX_pins.h"
#include "HiveX_Middleware/HiveX_common.h"
```

#### Functions

- void `func1` ()  
*Some Function for demo. (MUST)*
- int `someFunc` (float var1, char var2)  
*Some Function for demo. (MUST)*

#### 2.1.1 Detailed Description

HiveX Header Template File (A brief description here)

##### Author

Your Name, Other Name

##### Date

26 Nov 2017

##### Version

1.0.1.0

This is little program that reads a list of names from a specified file or from standard input and then sorts the names in ascending order and prints them to standard output. (More detailed description here)

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## 2.1.2 Function Documentation

### 2.1.2.1 func1()

```
void func1 ( )
```

Some Function for demo. (MUST)

More detailed description about main function. (OPTIONAL) Some more detailed description about main function.

Definition at line 73 of file source\_file\_example.cpp.

```
74 {  
75  
76 }
```

### 2.1.2.2 someFunc()

```
int someFunc (  
    float var1,  
    char var2 )
```

Some Function for demo. (MUST)

More detailed description about main function. (OPTIONAL) Some more detailed description about main function.

#### Parameters

<i>var1</i>	Age of a person. (MUST if there)
<i>var2</i>	Persons name. (MUST if there)



**Returns**

Describe what the function returns. (MUST)

**See also**

<http://website/> (OPTIONAL)

**Note**

Something to note. (OPTIONAL)

**Warning**

Some warning. (OPTIONAL)

< A randon var with description

Definition at line 58 of file source\_file\_example.cpp.

```
59 {
60     int h = 1;
61
62     // Normal process comments (optional)
63     i++;
64 }
```

## 2.2 source\_file\_example.cpp File Reference

HiveX Source Template File (A brief descprition here)

```
#include <a.h>
#include <b.h>
```

**Functions**

- int [someFunc](#) (float var1, char var2)  
*Some Function for demo. (MUST)*
- void [func1](#) ()  
*Some Function for demo. (MUST)*
- void [main](#) ()  
*Main Function (MUST)*

**Variables**

- int [a](#)  
*A randon var with description.*
- struct some [thing](#)  
*Use triple slash and '<' for variables.*

### 2.2.1 Detailed Description

HiveX Source Template File (A brief description here)

**Author**

Your Name, Other Name

**Date**

26 Nov 2017

**Version**

1.0.1.0

This is a little program that reads a list of names from a specified file or from standard input and then sorts the names in ascending order and prints them to standard output. (More detailed description here)

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### 2.2.2 Function Documentation

#### 2.2.2.1 func1()

```
void func1 ( )
```

Some Function for demo. (MUST)

More detailed description about main function. (OPTIONAL) Some more detailed description about main function.

Definition at line 73 of file source\_file\_example.cpp.

```
74 {  
75  
76 }
```

### 2.2.2.2 main()

```
void main ( )
```

Main Function (MUST)

More detailed description about main function. (OPTIONAL)

Definition at line 84 of file source\_file\_example.cpp.

```
85 {  
86     // Normal Comments  
87 }
```

### 2.2.2.3 someFunc()

```
int someFunc (  
    float var1,  
    char var2 )
```

Some Function for demo. (MUST)

More detailed description about main function. (OPTIONAL) Some more detailed description about main function.

#### Parameters

<i>var1</i>	Age of a person. (MUST if there)
<i>var2</i>	Persons name. (MUST if there)

#### Returns

Describe what the function returns. (MUST)

#### See also

<http://website/> (OPTIONAL)

#### Note

Something to note. (OPTIONAL)

#### Warning

Some warning. (OPTIONAL)

< A random var with description

Definition at line 58 of file source\_file\_example.cpp.

```
59 {  
60     int h = 1;  
61  
62     // Normal process comments (optional)  
63     i++;  
64 }
```

### 2.2.3 Variable Documentation

#### 2.2.3.1 a

```
int a
```

A random var with description.

Definition at line 39 of file source\_file\_example.cpp.

#### 2.2.3.2 thing

```
struct some thing
```

Use triple slash and '<' for variables.

Definition at line 40 of file source\_file\_example.cpp.