

Coding Guidance

Working With Strings

In order to support localization **YOU SHOULD NOT** have hardcoded UI display strings in your code. Instead, use resource files to consume strings.

For CPP

Use [StringTable](#) [resource](#) to store the strings and resource header file(`resource.h`) to store Id's linked to the UI display string. Add the strings with Id's referenced from the header file to the resource-definition script file. You can use [Visual Studio Resource Editor](#) to create and manage resource files.

- `resource.h` :

XXX must be a unique int in the list (mostly the int ID of the last string id plus one):

```
#define IDS_MODULE_DISPLAYNAME          XXX
```

- `StringTable` in resource-definition script file `validmodulename.rc` :

```
STRINGTABLE
BEGIN
    IDS_MODULE_DISPLAYNAME          L"Module Name"
END
```

- Use the `GET_RESOURCE_STRING(UINT resource_id)` method to consume strings in your code.

```
#include <common.h>

std::wstring GET_RESOURCE_STRING(IDS_MODULE_DISPLAYNAME)
```

For C#

Use [XML resource file\(.resx\)](#) to store the UI display strings and [Resource Manager](#) to consume those strings in the code. You can use [Visual Studio](#) to create and manage XML resources files.

- `Resources.resx`

```
<data name="ValidUIDisplayString" xml:space="preserve">
  <value>Description to be displayed on UI.</value>
  <comment>This text is displayed when XYZ button clicked.</comment>
</data>
```

- Use [Resource Manager](#) to consume strings in code.

```
System.Resources.ResourceManager manager = new
System.Resources.ResourceManager(baseName, assembly);
```

```
string validUIDisplayString = manager.GetString("ValidUIDisplayString",  
resourceCulture);
```

In case of Visual Studio is used to create the resource file. Simply use the `Resources` class in auto-generated `Resources.Designer.cs` file to access the strings which encapsulate the [Resource Manager](#) logic.

```
string validUIDisplayString = Resources.ValidUIDisplayString;
```

More On Coding Guidance

Please review these brief docs below relating to our coding standards etc.

- [Coding Style](#)
- [Code Organization](#)