

DOCUMENTING CEPH

CODE DOCUMENTATION

C and C++ can be documented with [Doxygen](#), using the subset of Doxygen markup supported by [Asphyxiate](#).

The general format for function documentation is:

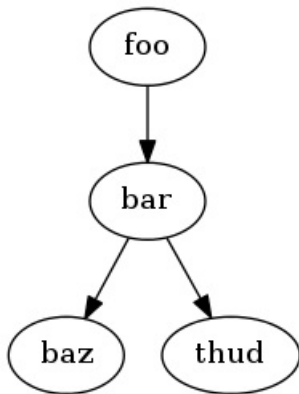
```
/**
 * Short description
 *
 * Detailed description when necessary
 *
 * preconditons, postconditions, warnings, bugs or other notes
 *
 * parameter reference
 * return value (if non-void)
 */
```

This should be in the header where the function is declared, and functions should be grouped into logical categories. The [librados C API](#) provides a complete example. It is pulled into Sphinx by [librados.rst](#), which is rendered at [Librados \(C\)](#).

DRAWING DIAGRAMS

GRAPHVIZ

You can use [Graphviz](#), as explained in the [Graphviz extension documentation](#).

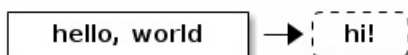


Most of the time, you'll want to put the actual DOT source in a separate file, like this:

```
.. graphviz:: myfile.dot
```

DITAA

You can use [Ditaa](#):



BLOCKDIAG

If a use arises, we can integrate [Blockdiag](#). It is a Graphviz-style declarative language for drawing things, and includes:

- **block diagrams**: boxes and arrows (automatic layout, as opposed to **Ditaa**)
- **sequence diagrams**: timelines and messages between them
- **activity diagrams**: subsystems and activities in them
- **network diagrams**: hosts, LANs, IP addresses etc (with **Cisco icons** if wanted)

INKSCAPE

You can use Inkscape to generate scalable vector graphics. <http://inkscape.org> for restructuredText documents.

If you generate diagrams with Inkscape, you should commit both the Scalable Vector Graphics (SVG) file and export a Portable Network Graphic (PNG) file. Reference the PNG file.

By committing the SVG file, others will be able to update the SVG diagrams using Inkscape.

HTML5 will support SVG inline.
