

# Introduktion til Programmering og Problemløsning (PoP)

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2020/09/07

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# Dokumentation - simpel

Summary felt efter dokumentationsstandarden



```
/// The discriminant of a quadratic equation with parameters a, b, and c  
let discriminant a b c = b ** 2.0 - 4.0 * a * c // Note that F# will automatically typecast to float  
(* This function needs to be tested! *)
```

Almindelig kommentarer udenfor dokumentationsstandarden



```
/// <summary>Find x when  $0 = ax^2 + bx + c$ .</summary>
```

```
/// <remarks>Negative discriminants are not checked.</remarks>
```

```
/// <example>
```

```
/// The following code:
```

```
/// <code>
```

```
/// let a = 1.0
```

```
/// let b = 0.0
```

```
/// let c = -1.0
```

```
/// let xp = (solution a b c +1.0)
```

```
/// printfn "0 = %.1fx^2 + %.1fx + %.1f => x_+ = %.1f" a b c xp
```

```
/// </code>
```

```
/// prints <c>0 = 1.0x^2 + 0.0x + -1.0 => x_+ = 0.7</c> to the console.
```

```
/// </example>
```

```
/// <param name="a">Quadratic coefficient.</param>
```

```
/// <param name="b">Linear coefficient.</param>
```

```
/// <param name="c">Constant coefficient.</param>
```

```
/// <param name="sgn">+1 or -1 determines the solution.</param>
```

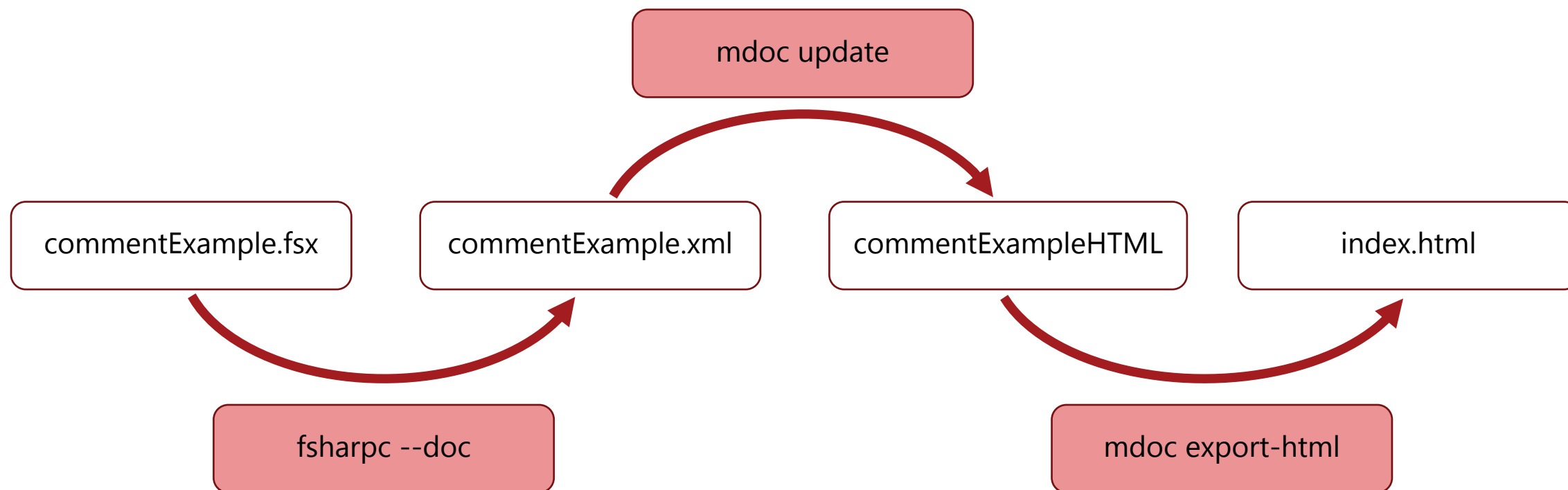
```
/// <returns>The solution to x.</returns>
```

```
let solution a b c sgn =
```

```
    let d = discriminant a b c // We assume that  $d \geq 0$ 
```

```
    (-b + sgn * sqrt d) / (2.0 * a)
```

# XML dokumentationspipeline



~~fsharpc --doc:commentExample.xml commentExample.fsx~~

~~mdoc update -o commentExample -i commentExample.xml commentExample.exe~~

~~mdoc export html -out commentExampleHTML commentExample~~

# Resumé

I denne video hørte du om:

- Dokumentation og dokumentationsstandarden