

Habits for C++ Code Quality

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Content

- What does this mean?
- C++
- General

What?

- It (software) is harder than anything else I've ever had to do. -- Donald Knuth --
- 2 main purposes:
 - Easier to read → code is for human first
 - Avoid potential unexpected things → sleep well

C++ Proficiency



Header file

- Avoid to include the same header file
- Using namespace
- Define name space
- Forward declaration

Pointer and Reference

- If you use pointer→ Know well ownership and life-cycle
 - Who is responsible
 - Set virtual destructor
- Use a const reference (avoid overhead):
 - Parameters of a function, return of a function
 - Left value

```
void QQmlEngine::addImageProvider(const QString &providerId,  
    QQmlImageProviderBase *provider)
```

Sets the *provider* to use for images requested via the *image:* url scheme, with host *providerId*.
The *QQmlEngine* takes ownership of *provider*.

Resource acquisition is initialization (RAII)

C++ idioms

- A resource is tied to object lifetime
- Common case: Scope-based Resource Management
- Example:
 - `shared_ptr`, `unique_ptr`, etc.
 - `lock_guard`
 - `QFile`
 - Any other things require Open/Close, Acquire/Release

STL

- vector: operator [] or at() function
- Map: operator[] or value
- If you have to use it
 - Assert index value (like at() of std::vector)

Take advantage of STL

- Many are available:
 - Basic ones: `max`, `min`, `swap`, etc.
 - How many students got A → `count_if`
 - Show albums contain a song → `find`
- Names are meaningful
- Why use standard containers but ignore standard algorithms?

Utilize enum class

- enum is not int
- Prefer enum class

```
Traffic_light& operator++(Traffic_light& t)
// prefix increment: ++
{
    switch (t) {
        case Traffic_light::green:
            return t=Traffic_light::yellow;
        case Traffic_light::yellow:
            return t=Traffic_light::red;
        case Traffic_light::red:
            return t=Traffic_light::green;
    }
}
Traffic_light next = ++light;
// next becomes Traffic_light::green
```

→ encapsulation

const

- `const bool isVisible();`
- `bool isVisible() const;`

Warnings

- Warnings are not errors → but could become errors

Do not use C/Java style

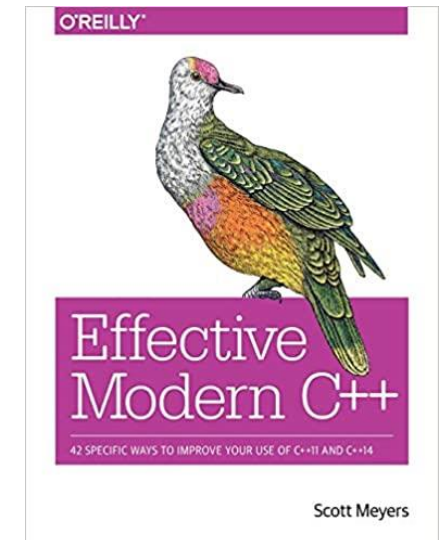
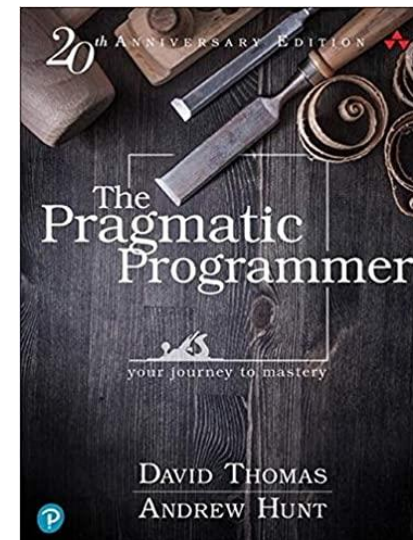
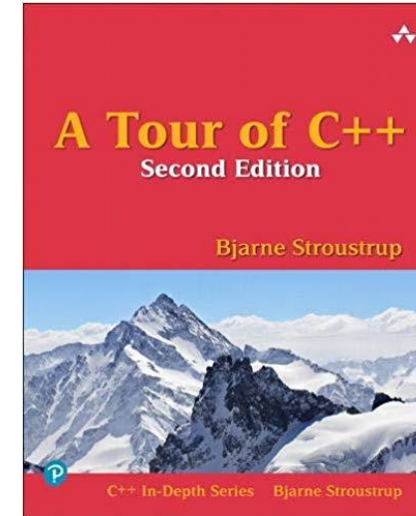
- `char*` → `std::string`
- `printf` → `std::cout`
- `NULL` or `0` → `nullptr`
- Casting: `const_cast`, `static_cast`, `dynamic_cast`

General rules

- Avoid code duplication
- Avoid create “redundant” new variables
- Line of code in a function
- Revise regularly → Things can always be improved
- TEST MORE!

Resources

- A Tour of C++
- Effective modern C++
- The Pragmatic Programmer



Questions

