Code Documentation

We have none! 8P

Code Documentation

Documentation solves these questions:

- What is available?

- How do I use it?

- How does it work?

Code Documentation

- What is available?

- How do I use it?

  - For reference and example usage

- How does it work?

  - For modifying and refactoring code

Code Documentation

Creating basic documentation is not hard, and can be an iterative process.

It doesn't mean document every single method and property, necessarily.

Step 1: Code Documentation

- Surface what's available
  - Create a browsable, navigable interface
  - Make it easy to generate and deploy

Step 2: Code Documentation

- Add class descriptions
  - Briefly, what do our classes do?
  - How do they interact with other classes?

Step 3: Code Documentation

- Categorize methods and properties
  - Grouping makes it easier to "parse" docs
  - Also makes it easier to navigate in Xcode

Views and Classes

The following are views and helper classes we've added over time to enhancle and simplify development.

Core Classes

Class	Description
XibView	A UIView that loads device and orientation specific Xibs; Subclassed by all Xib views
S8ScalingView	A UIView set as the root view in a Xib that scales all subviews for iPad scaling
TouchEatingView	A UIView that prevents touches from passing through, used in special cases
XibDialogView	A XibView that is a base class for all dialogs; Adds dismissed:, show, etc.
XibDialogDeck	An NSObject that supports stacking of dialogs, used mostly for server generated dialogs
S8Window	A UIWindow that dismisses slider dialogs touching anywhere on the screen
ViewUtil	A collection of methods for showing and hiding dialogs and overlays

XibView Class Reference

Inherits from	UIView
Declared in	XibView.h
	XibView.mm

Overview

A UIView that loads device and orientation specific Xibs; Subclassed by all Xib views

Tasks

Public Properties

portraitNibName *property*

landscapeNibName *property*

glView *property*

Instance Methods

— layoutName

Done.

(But we could do more…)

Code Documentation

- Comment and group internal code
  - Helps with modifying and refactoring

- Write examples and sample code
  - See the Animator reference doc

- Document each method
  - Not absolutely necessary if named well

Code Documentation

```objc
/** A UIView that loads device and orientation specific Xibs
    Subclassed by all Xib views */

@interface XibView : UIView

#pragma mark - /// @name Public Properties

@property (nonatomic, retain) NSString *portraitNibName;
@property (nonatomic, retain) NSString *landscapeNibName;

#pragma mark - /// @name Layout Methods


- (NSString *)layoutName;

@end
```

Code Documentation

```
- (void)setTitleLabelCopy:(UILabel *)label {
    // Sets text on the new Custom Title Label
    [self setTitle:buttonText forState:UIControlStateNormal];
    [self resetCustomLabelFrame];

    // If the string starts with "S_", we localize it using
    // Localizable.strings
    if (self.text.length >= 2 &&
            [[self.text substringToIndex:2] isEqualToString:@"S_"]) {
        self.text = S8LocalizedString(self.text);
    }
}
```

Code Documentation

- Docs Wiki
  https://wiki.storm8.com/index.php/Engineering_Code_Comments

- Appledoc Tool
  http://gentlebytes.com/appledoc/

- UI Components Docs
  iphonedev/docs/iPhoneDev Shared UI Reference

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