

Id	Body	Title
	<p data-bbox="263 191 1733 219"><p>I'm getting the LNK2005: already defined in (...) error when building my project in Visual Studio 2008. I've referenced other</p> <p data-bbox="263 259 1733 287"><p>First, I think it will be helpful for me to map out the #include statements I have in the files of my project in the format [current</p> <p data-bbox="263 328 1451 355"><p>All my header files are guarded with the standard #ifndef [Header] #define [Header] ... #endif.</p></p> <p data-bbox="263 396 526 423"><p>[Modulator.h]</p></p> <p data-bbox="263 464 720 492"><p>prototypes for Modulator class</p></p> <p data-bbox="263 532 706 560"><p>[ChorusUnit.h] ->Modulator.h</p></p> <p data-bbox="263 600 1255 628"><p>prototypes for Chorus classes which have member objects of type Modulator</p></p> <p data-bbox="263 669 744 696"><p>[AudioHandler.h] ->ChorusUnit.h</p></p> <p data-bbox="263 737 1279 764"><p>prototypes for AudioHandler class which has member objects of Chorus classes</p></p> <p data-bbox="263 805 720 833"><p>[Chorus.cpp] ->AudioHandler.h</p></p> <p data-bbox="263 873 1072 901"><p>definitions for the members of Modulator and Chorus classes</p></p> <p data-bbox="263 941 749 969"><p>[AudioHandler.cpp] ->Chorus.cpp</p></p> <p data-bbox="263 1010 946 1037"><p>definitions for the members of AudioHandler class</p></p> <p data-bbox="263 1078 798 1105"><p>[ChorusUnit.cpp] ->AudioHandler.cpp</p></p> <p data-bbox="263 1146 1287 1174"><p>the file containing the main() function that actually runs the code of my project.</p></p> <p data-bbox="263 1214 1733 1242"><p>The ordering of includes is because all the definitions of functions to the classes found in Modulator.h, ChorusUnit.h, and A</p> <p data-bbox="263 1282 1733 1354"><p>The error specifically says that every single definition found in Chorus.cpp and AudioHandler.cpp in file Chorus.obj is already defined. Also there is another set of the same error type that says every single definition found in Chorus.cpp and AudioHandler.cpp in f</p> <p data-bbox="263 1395 1733 1422"><p>There is probably a pretty straightforward solution, but I am not particularly experienced (being mostly a Java programmer) i</p>	Complicated error LNK2005: already defined C++

<p>I currently have a program where my main code is in a file main.cpp.
Main.cpp includes a header file "class.h" that declares a class that is used within main.cpp.</p>

<p>Also in main.cpp I have function declarations that declare the functions I use within main.cpp.
The code for these functions is in a separate .cpp file fucntions.cpp.
Like main.cpp, functions.cpp also includes class.h as the class type is used within the functions.</p>

<p>class.h contains the class declaration only.
The implementation code for class.h is in a separate .cpp file classimplementation.cpp.</p>

<p>It all works fine until I try to make the class in class.h a template class.
Then I get linking problems. Research and testing has shown me that this is because the definition of the template class functio

<p>I therefore took the required code out of classimplementations.cpp and put it into class.h.
This did solve my original linking issues but instead I get more linking errors that seem to be telling me I am trying to redefine tl

<p>This I think is because class.h is being called by main.cpp and again by functions.cpp.
Therefore the functions in class.h are being defined twice: </p>

<p>Error 41 error LNK2005: "public: __thiscall RecordPocket::RecordPocket(int)" (??0?\$RecordPocket@VT@@@QAE@H@

<p>I know that class implementation code should really be kept out of include files but due to the template class limitation of h

<p>Has anyone been in this scenario and can offer any advice.
I have tried surrounding the functions I moved from classimplementation.cpp to class.h with the standard ifndef CLASSIM

<p>If all else fails I will move the functions from functions.cpp into main.cpp so that class.h gets called just the once but I'd rath

<p>I'm not really familiar with the connection protocols.</p>

<p>I'm using the following code to examine connect() so I can get the hostname:</p>

```
<pre><code>#ifndef NI_MAXHOST
#define NI_MAXHOST 1025
#endif

int error;

char hostname[NI_MAXHOST] = "";

error = getnameinfo(serv_addr, addrlen, hostname, NI_MAXHOST, NULL, 0, 0);

if (error != 0) {
    ALogTCP(@"couldn't resolve hostname or internal connect");
    [pool release];
    return orig__connect(sockfd, serv_addr, addrlen);
}

if (error == 0) {
    ALogTCP(@"hostname: %s", hostname);
    NSString *hostFirst = [NSString stringWithCString:hostname];
}
</code></pre>
```

<p>can I use the "same" code to get the hostname if I hook into sendto() (so I can examine UDP)?</p>

<p>thanks in advance.</p>

1576102

C: getting hostname from TCP and UDP socket?

<p>I'm currently writing an MobileSubstrate plugin (code injection for iPhone). It gets the hostname by hooking into connect() :

```
<pre><code>#ifndef NI_MAXHOST
#define NI_MAXHOST 1025
#endif

int error;

char hostname[NI_MAXHOST] = "";

error = getnameinfo(serv_addr, addrlen, hostname, NI_MAXHOST, NULL, 0, 0);

if (error != 0) {
    ALogTCP(@"couldn't resolve hostname or internal connect");

    return orig__connect(sockfd, serv_addr, addrlen);
}

if (error == 0) {
    ALogTCP(@"hostname: %s", hostname);
    NSString *hostFirst = [NSString stringWithCString:hostname];
}
</code></pre>
```

<p>Now I've noticed that some hostnames won't get resolved properly (wrong host: like connect.xyz.com instead of irc.xyz.con

<p>I'm not very used to all the networking functions and an extensive search didn't turn up any solution.:
I'm thinking about hooking into a function which is responsible for all hostname->IP "conversions", getting the hostname and u

<p>Thank you very much in advance.</p>

1597566

iPhone, C/objC: getting hostname (not by resolving fi

<p>My C project uses preprocessor directives to activate / deactivate some features. It's not unusual to find

<p>We use a script to compile the most common configurations, but I'm looking for a tool to ensure everything is compiled (te:

<p>Do you know of any tool to search all ifdef / ifndef (also nested ones) and gives how many times a module have to be comp

2012496

Tool for compiling automatically all ifdef / ifndef dire

<p>Why does each .h file starts with #ifndef #define #endif? We can certainly compile the program without those directives.</p>

2038640

In C and C++, why is each .h file usually surrounded v

<p>Hello (and thanks in advance)</p>

<p>I'm in a bit of a quandry, I cant seem to figure out why I'm seg faulting. </p>

<p>A couple of notes:</p>

It's for a course -- and sadly I am

required to use use C-strings

instead of std::string.

Please dont fix my code (I wont learn that way and I will keep bugging you).

please just point out the flaws in my logic and suggest a different function/way.

platform: gcc version 4.4.1 on Suse

Linux 11.2 (2.6.31 kernel)

<p>Here's the code</p>

<p>main.cpp: </p>

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

```
// INCLUDES (C/C++ Std Library)
```

```
#include <cstdlib>    /// EXIT_SUCCESS, EXIT_FAILURE
```

```
#include <iostream>    /// cin, cout, ifstream
```

```
#include <cassert>    /// assert
```

```
// //////////////////////////////////////
```

```
// DEPENDENCIES (custom header files)
```

```
#include "dict.h"    /// Header for the dictionary class
```

```
// //////////////////////////////////////
```

```
// PRE-PROCESSOR CONSTANTS
```

```
#define ENTER '\n'    /// Used to accept new lines, quit program.
```

```
#define SPACE ' '    /// One way to end the program
```

<p>I have a header file with all the enums listed (#ifndef #define #endif construct has been used to avoid multiple inclusion of t

```
<pre><code>enum StatusSubsystem {ENABLED,INCORRECT_FRAME,INVALID_DATA,DISABLED};
</code></pre>
```

<p>There are functions in the application delcared as </p>

```
<pre><code>ShowStatus(const StatusSubsystem&amp;;
</code></pre>
```

<p>Earlier in the application when I made calls to the above function like</p>

```
<pre><code>ShowStatus(INCORRECT_FRAME);
</code></pre>
```

<p>my application used to compile perfectly. But after some code was added The compilation halts giving the following error:<

```
<pre><code>File.cpp:71: error: invalid conversion from `int' to `StatusSubsystem'
File.cpp:71: error:  initializing argument 1 of `void Class::ShowStatus(const StatusSubsystem&amp;)
</code></pre>
```

<p>I checked the code for any conflicting enums in the new code and it looked fine. </p>

<p>My Question is what is wrong with the function call that compiler shows as erroneous?</p>

<p>For your reference the function definition is:</p>

```
<pre><code>void Class::ShowStatus(const StatusSubsystem&amp; eStatus)
{

    QPalette palette;
    mStatus=eStatus;//store current Communication status of system
    if(eStatus==DISABLED)
    {
        //select red color for label, if it is to be shown disabled
        palette.setColor(QPalette::Window,QColor(Qt::red));
        mLabel-&gt;setText("SYSTEM");

    }
    else if(eStatus==ENABLED)
    {
        //select green color for label,if it is to be shown enabled
        palette.setColor(QPalette::Window,QColor(Qt::green));
    }
}
```

<p>I've never understood the need of <code>#pragma once</code> when http://stackoverflow.com/questions/7875128/when-to-use-pragma-once

<p>I've seen the usage of <code>#pragma comment</code> to link with other files, but setting up the compiler settings was ea

<p>What are some other usages of <code>#pragma</code> that is useful, but not widely known?</p>

<p>Edit:</p>

<p>I'm not just after a list of #pragma directives. Perhaps I should rephrase this question a bit more:</p>

<p>What code have you written with <code>#pragma</code> you found useful?</p>

<p>.</p>

<p>Answers at a glance:</p>

<p>Thanks to all who answered and/or commented. Here's a summary of some inputs I found useful:</p>

Jason suggested that using <code>#pragma once</code> or <code>#ifndef #define #endif</code> would allow faster comp

280Z28 stepped ahead and mentioned that <code>#pragma once</code> is preferred for MSVC, while GCC compiler is opti

Jason also mentioned about <code>#pragma pack</code> for binary compatibility, and Clifford is against this, due to possib

sblo suggested using <code>#pragma warning</code> to isolate the real problems, and disable the warnings that have al

Evan suggested using <code>#pragma comment(lib, header)</code> for easy porting between projects without re-setting u

sbj provided a nifty <code>#pragma message</code> trick for VC users to output messages with line number information. J

Chris provided <code>#pragma region</code> to be able to collapse code with custom message in MSVC.

<p>Whoa, wait, what if I want to post about not using #pragmas unless necessary?</p>

Clifford posted from another point of view about not to use <code>#pragma</code>. Kudos.

<p>I will add more to this list if the SOers feel the urge to post an answer. Thanks everyone!</p>

2703528

What code have you written with #pragma you found


```
<pre><code>// File: Lab13Frac.h
```

```
#include <iostream>
using namespace std;
#ifndef "Lab13Frac.h"
#define "Lab13Frac.h"
```

```
// prototpes
```

```
#endif
```

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

2733871

fatal error C1016: #if[n]def expected an identifier

<p>what is concerned best practice regarding the following "pattern"?</p>

```
<pre><code>#ifndef BLAFOO_H
#define BLAFOO_H
/* ...
 * ...
 */
#endif /* BLAFOO_H */
</code></pre>
```

2939368

<p>how should i name the header in the <code>#define</code> directive? i've seen all from said <code>BLAFOO_H</code> to

best-practice on C header files with #ifndef #define #

<p>I have the following assignment:</p>

<blockquote>

<p>Write a function in C that allocates block of memory and returns a pointer to the start of the memory under these conditions

All addresses in the block are divisible by 32

Allocated at least the number of the bytes required

Every cell in the block is initialized to zero

No global variants, minimum complexity

<p>Write another function that also releases the memory that you allocated. (You know that the aforesaid memory was allocated by the first function)</p></blockquote>

<p>Here is a debugging temporary solution:</p>

<p>"aligned_malloc.h":</p>

```
<pre><code>#ifndef __ALIGNED_MALLOC_H__
#define __ALIGNED_MALLOC_H__

#include <stdio.h>;
#include <stdlib.h>;
#include <malloc.h>;

#define ALIGNMENT 16

#if ALIGNMENT > 255
#error "This 'void *aligned_malloc(size_t size)' function can only handle alignment < 256"
#endif

#if ALIGNMENT < 0
#error "This 'void *aligned_malloc(size_t size)' function can only handle a non negative alignment"
#endif

void* aligned_malloc(size_t size);
void aligned_free(void *aligned_p);

#endif /* __ALIGNED_MALLOC_H__ */
</code></pre>
```

<p>"aligned_malloc.c":</p>

In linux kernel in the implementation of spinlocks, e.g.

[http://lxr.linux.no/](http://lxr.linux.no/#linux+v2.6.18/include/asm-i386/semaphore.h#L97)

```
97static inline void down(struct semaphore * sem)
98{
99    might_sleep();
100    __asm__ __volatile__(
101        "# atomic down operation\n\t"
102        LOCK_PREFIX "decl %0\n\t" /* --sem-&count */
103        "js 2f\n"
104        "1:\n"
105        LOCK_SECTION_START("")
106        "2:\tlea %0,%%eax\n\t"
107        "call __down_failed\n\t"
108        "jmp 1b\n"
109        LOCK_SECTION_END
110        :"+m" (sem-&count)
111        :
112        : "memory", "ax");
113}
```

LOCK_SECTION_START and LOCK_SECTION_END are used. They are defined in [```
61#define LOCK_SECTION_NAME ".text.lock."KBUILD_BASENAME
62
63#define LOCK_SECTION_START\(extra\) \
64 ".subsection 1\n\t" \
65 extra \
66 ".ifndef " LOCK_SECTION_NAME "\n\t" \
67 LOCK_SECTION_NAME ":\n\t" \
68 ".endif\n"
69
70#define LOCK_SECTION_END \
71 ".previous\n\t"
```](http://lxr.linux.no/#linux+v2.6.18/i</a></p></div><div data-bbox=)

So all locked operations are partly putted in `subsection 1` or section `.text.lock.SMTH_STRING`.

What reason is for it?

<p>While working within C++ libraries, I've noticed that I am not granted any intellisense while inside directive blocks like "#ifn

<p>Are there any intellisense options that will enable intellisense regardless of directive evaluation? </p>

3515169

Can intellisense be enabled in VS2008 within preproc

<p>Our codebase has thousands of lines and legacy code. Across time different developers have coded as per their suitability a

<p>dir1/xxx.h</p>

<pre><code>class ABC{

public:

int init();

};

</code></pre>

<p>dir1/xxx.cpp</p>

<pre><code>ABC::init()

</code></pre>

<p>Similarly </p>

<p>dir2 has its own copy.</p>

<p>The issue was that developers wanted to keep different versions - primary because they should know when the need to call

<p>Now its the hierarchy of how we are linking code in our binary is our issue. The header file in concern is conditionally compi

<p><code>ldd .. lib1.a lib2.a lib3.a</code> -- so the exact header does not gets linked properly. Note that all .a have some addi

<p>Its unfortunate is that the required header contains common declaration (defines same methods but are little bit different)

<p>How can we resolve the issue? Including Namespace would mean a lot of revamp in our codebase? Is there a better way to

<p>What would be best design for such a code base - so that later onwards no developer can accidentally include these fatal si

<p>Please help</p>

<p>Here's the situation:

I have three files, Test1.cpp and Test2.cpp. Test1.cpp can be compiled as-is into a stand-alone application. Test1.cpp also cont

```
<pre><code>-----
//File: Test1.h
#include <iostream>
void do_something();

//File: Test1.h
#include "Test1.h"
void do_something();
{
 std::cout<<<"Done"<<<std::endl;
}
#ifdef FN_MAIN
int main()
{
 do_something();
 return 0;
}
#endif

//File: Test2.cpp
#define FN_MAIN
#include "Test1.h"
int main()
{
 do_something();
 return 0;
}

</code></pre>
```

<p>Calling g++ with Test1.cpp works fine and behaves as expected, but calling g++ with Test2.cpp and Test1.cpp fails because n

<p>Note: My motivation for doing this is to reduce the size of the code on the project that I'm working on. The actual project is

<p>Ok, I have a pretty good understanding of how header files are to be used in C programs but I keep having this problem tha

<p>Device.c contains <code>#include "Device.h"</code></p>

<p>Device.h contains a definition for a struct and the following...</p>

```
<pre><code>#ifndef DEVICE_H
#define DEVICE_H
#include "SubDevice.h"
typedef struct {
 subDevice * subDevice1;
 subDevice * subDevice2;
} device;
#endif
</code></pre>
```

<p>SubDevice.c contains <code>#include SubDevice.h</code></p>

<p>SubDevice.h contains the definition of the subDevice struct and the following...</p>

```
<pre><code>#ifndef SUBDEVICE_H
#define SUBDEVICE_H
#include "Device.h"
typedef struct{
 int MyInt;
 double MyDouble;
}subDevice;
#endif
</code></pre>
```

<p>The problem is that I get a compiler error in Device.h in my struct definition. At the line <code>subDevice \* subDevice1;</code>

<p>Is the problem that I am including the header file of the other file in each file? I thought the #ifndef - #define statements wo

4782859

help with header files in C

<p>I am trying to iterate and print using the iterator pattern but i get an error</p>

<p>here is the error:</p>

```
<pre><code>error C2679: binary '<<': no operator found which takes a right-hand operand of type 'std::string' (or there
1> could be 'std::basic_ostream<_Elem,_Traits> &std::operator <<<char,std::char_traits<char>>
</code></pre>
```

<p>here is where the error originates at  
std::cout &lt;&lt; menuItem->getName();</p>

```
<pre><code>#ifndef _ROBOT1_
#define _ROBOT1_

namespace guitars {
namespace Composite {
namespace InventoryParts {
using namespace std;
#include <iostream>
//#include <string>

class Robot1 {

Menu* _partsMenu;

private:

public: Robot1(Menu* parts) : _partsMenu(parts) { assert(parts);
}
public: void printMenu() {
 Iterator<MenuItem>* partsIterator = _partsMenu->createIterator();

 std::cout << "Parts List" << std::endl;
 printMenu(partsIterator);

}
private: void printMenu(Iterator<MenuItem>* iterator) { assert(iterator);
 while(iterator->hasNext()) {
 MenuItem* menuItem = dynamic_cast< MenuItem* >(iterator->next());
 std::cout << menuItem->getName();
 std::cout << menuItem->getPrice() << " -- ";
```



<p>Can anyone explain the definition of #ifndef , void (\*destroy)(void \*data) </p>

```
<pre><code>int (*match)(const void *key1,const void *key2)
</code></pre>
```

<p>in the following:</p>

```
<pre><code>#ifndef LIST_H
#define LIST_H
#include <stdio.h>
```

```
typedef struct _ListElmt{
```

```
void *data;
struct ListElmt *next;
```

```
} ListElmt;
```

```
typedef struct _List{
```

```
int size;
int (*match)(const void *key1, const void *key2);
void (*destroy)(void *data);
```

```
ListElmt *head;
ListElmt *tail;
```

```
} List;
```

```
void list_init(List *list, void (*destroy)(void *data));
```

```
void list_destroy(List *list);
```

```
int list_ins_next(List *list, ListElmt *element, const void *data);
```

```
int list_rem_next(List *list, ListElmt *element, void **data);
```

```
int list_size(const List *list);
```

```
ListElmt *list_head(const List *list);
```

```
ListElmt *list_tail(const List *list);
```

```
int list_is_head(const ListElmt *element);
```

<p>I guess this makes sense somehow, but I can't grasp why: In the following code, I get <strong>both</strong> warnings (note

```
<pre><code>define variable-definition
 ifndef $1
 $(warning $1 is undefined)
 else
 $(warning $1 is defined)
 endif
endef
</code></pre>
```

<p>PS: I want to check whether the variable with the name passed as <code>\$1</code> exists, not whether <code>\$1</code>

<p>PPS: Dedenting the entire thing doesn't help.</p>

5127512

Variables defined \*and\* undefined

<p>I'm porting an iPhone game to Mac and I'm writing a file with common defines that has the following:</p>

```
<pre><code>// first reset all defines
```

```
#undef TARGET_IPHONE
#undef TARGET_MAC
```

```
// set defines
```

```
#if TARGET_OS_MAC
#if TARGET_OS_IPHONE
#define TARGET_IPHONE
#else
#define TARGET_MAC
#endif
#endif
```

```
#ifdef TARGET_IPHONE
#error err1
#endif
```

```
#ifndef TARGET_IPHONE
#error err2
#endif
</code></pre>
```

<p>But when building for iPhone, both err1 and err2 are thrown by the compiler. </p>

<p>I don't get it, what's the problem there?</p>

<p><strong>EDIT:</strong> After about an hour of trying things with no luck, I had to add my own define to xcode build option

5213178

Porting C code with #ifdef and #ifndef (C preprocess

<p>I need the code I am writing for a project to match some style guidelines. However the standard templates included with C

```
<pre><code>${filecomment}
```

```
#ifndef ${include_guard_symbol}
#define ${include_guard_symbol}
```

```
${typecomment}
${declarations}
```

```
#endif /* ${include_guard_symbol} */
</code></pre>
```

<p>So I am guessing the variable <code>\${include\_guard\_symbol}</code> is set somewhere in the CDT, but is it possible to cha

<p>On a slightly different, but related note:

Is it possible to add your own templates, so you just could add new files of other types (test-cases, specialized classes etc) using

5402665

How to customize eclipse CDT code templates

<p>My C headers usually resemble the following style to avoid multiple inclusion:</p>

```
<pre><code>#ifndef <FILENAME>_H
#define <FILENAME>_H
```

```
// define public data structures / prototypes, macros etc.
```

```
#endif /* !<FILENAME>_H */
</code></pre>
```

<p>However, in his <a href="http://www.lysator.liu.se/c/pikestyle.html" rel="noreferrer">Notes on Programming in C</a>, Ro

<blockquote>

<p>There's a little dance involving <code>#ifdef</code>'s that can prevent a file being read twice, but it's usually done wrong

</blockquote>

<p>On the one hand, Pike is the only programmer I actually admire. On the other hand, putting several <code>#ifdef</code>s i

<p>What is the best way to handle the problem of multiple inclusion?</p>

5420451

Good C header style

<p>I have <code>test.h</code> file and <code>example.h</code> file and I want to include each one in the other  
I tried the following but didn't work.</p>

<p>In file test.h:</p>

```
<pre><code> #ifndef "example.h"
```

```
#define "example.h"
```

```
...
```

```
#endif
```

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

<p>And in file example.h :</p>

```
<pre><code>#include "test.h"
```

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

<p>And later tried :</p>

```
<pre><code>#ifndef "test.h"
```

```
#define "test.h"
```

```
...
```

```
#endif
```

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

<p>But nothing worked.</p>

5444860

including files problem

<p>To avoid multiple includes of a header file, one of my friend suggested the following way </p>

```
<pre><code> #ifndef _INTERFACEMESSAGE_HPP
#define _INTERFACEMESSAGE_HPP
class CInterfaceMessage
{
 //Declaration of class goes here
//i.e declaration of member variables and methods
private:
int m_nCount;
 CString m_cStrMessage;
public:
 CString foo(int);
}
#endif
</code></pre>
```

<p>where \_INTERFACEMESSAGE\_HPP is just an identifier</p>

<p>but when i declare a class using visual studio 2005 IDE I get a statement as

    #pragma once  
at the starting of the class definition  
when i took the help of msdn to find the purpose of #pragma once  
it gave me the following explanation </p>

<p>"Specifies that the file will be included (opened) only once by the compiler when compiling a source code file. "</p>

<p>Someone please tell which is the right approach?, if both are correct then what is the difference? is one approach is better

5537107

Which is efficient to use #pragma once or #ifndef #e

<p>I've been wondering if the msvc++ 2008 compiler takes care of multiple header includes of the same file, considering this ex  
<br><strong>main.cpp</strong></p>

```
<pre><code>#include "header.h"
#include "header.h"
</code></pre>
```

<p>Will the compiler include this file multiple times or just one? (I'm aware I can use the #ifndef "trick" to prevent this from ha  
Also, if I include "header.h" which contains 10 functions, but I only call or use 2, will it still include all 10 or just the 2 I need and

6358546

What MSVC++ 2008 Express Editon compiler does an

<p>We had been using some directives in our code that are invalid in today's standards.  
eg. #COMMENT1</p>

<p>This used to work in very old version of gcc (2.x). I'm trying to move it off to new gcc (4.x) however I'm getting errors such a  
"error: invalid preprocessing directive #COMMENT1"</p>

<p>Easy fix is to change # to // in those directives, but we cannot do that due to some other dependencies.</p>

<p>Question is, is there a way to tell cpp to ignore these invalid directives ? </p>

<p>However it should interpret the valid directives as it should eg #ifndef #define etc</p>

<p>Thank you!</p>

6683925

Ignore invalid directives in cpp

<p>I want an automatically generated include-guard by creating a new C++-class with Eclipse/CDT, but I don't find any way to c

<p>My wish is an include-guard with a namespace prefix like following:</p>

```
<pre><code>#ifndef NAMESPACE1_NAMESPACE2_HEADER_HPP
</code></pre>
```

<p>But if I use <code>#ifndef \${namespace\_name}\_\${include\_guard\_symbol}</code> for this, it will produce:</p>

```
<pre><code>namespace1::namespace2::_HEADER_HPP
</code></pre>
```

<p>How can I do this?</p>

6845302

Customizing include-guard for Eclipse CDT

<p>I received this error when compiling a large program parts of which I had changed, but it showed up in a part I hadn't chang

```
<pre><code>#ifndef __GRIDG_H
#define __GRIDG_H

#include "part1g.h"

//===== GridParams Class
// class for specifying the computational grid

class GridParams :public ParameterGroup
{IntParameter J;
IntParameter K;
ScalarParameter x1s;
ScalarParameter x1f;
ScalarParameter n1;
ScalarParameter x2s;
ScalarParameter x2f;
ScalarParameter n2;
StringParameter dx1;
StringParameter dx2;
IntParameter PeriodicFlagX1;
IntParameter PeriodicFlagX2;
IntParameter Geometry; // which geometry, RZ, XY, or even R-Theta

// storage used by GUI
protected:
Vector2** X;

public:
 GridParams();

 ~GridParams();

int getJ() {return J.getValue();}
int getK() {return K.getValue();}

int getPeriodicFlagX1() {return PeriodicFlagX1.getValue();}
int getPeriodicFlagX2() {return PeriodicFlagX2.getValue();}

Scalar getX1s() {return x1s.getValue();}
 Scalar getX1f() {return x1f.getValue();}
 Scalar getX2s() {return x2s.getValue();}
 Scalar getX2f() {return x2f.getValue();}
 Scalar getN1() {return n1.getValue();}
 Scalar getN2() {return n2.getValue();}
 String getDX1() {return dx1.getValue();}
 String getDX2() {return dx2.getValue();}
 Int getPeriodicFlagX1() {return PeriodicFlagX1.getValue();}
 Int getPeriodicFlagX2() {return PeriodicFlagX2.getValue();}
 Int getGeometry() {return Geometry.getValue();}
```



<p>I am trying to check whether an <code>#include &lt;file.h&gt;</code> has already been declared using C++ macro.</p>

<h3>Example</h3>

<p>In file.h I do:</p>

```
<pre><code>#ifndef FILE.H
#define FILE.H
class A
{
 //do routines
};
#endif
</code></pre>
```

<p>In a second file called <code>second.h</code> I want to check if <code>file.h</code> has been included already.</p>

<p>Typical psuedo-code:</p>

```
<pre><code>#ifndef "file.h"
#include "file.h"
#endif

#ifndef SECOND.H
#define SECOND.H
class second
{
 //do routine
};
#endif
</code></pre>
```

<p>I have tried a few <code>#ifndef</code> directives but no joy. Do anyone know how to achieve this?</p>

6973749

Checking whether #include is already declared

<p>I have two perl module files like :</p>

<p>is\_date\_holiday.pl :</p>

```
<pre><code>use strict;
use warnings;
sub IsDateHoliday
{
 ...
}
1
</code></pre>
```

<p>calc\_prev\_working\_date\_mult.pl :</p>

```
<pre><code>use strict;
use warnings;
require "is_date_holiday.pl"; # IsDateHoliday
sub CalcPrevWorkingDateMult
{
 ...
}
1
</code></pre>
```

<p>On using them both in a perl file like :</p>

```
<pre><code>require "is_date_holiday.pl"; # IsDateHoliday
require "calc_prev_working_date_mult.pl" # CalcPrevWorkingDateMult
</code></pre>
```

<p>It complains that I am redefining the function IsDateHoliday</p>

<p>How can do an equivalent of #ifndef ?</p>

<p>I am currently running Qt 4.7.4 on Mac OS X 10.6. I installed Qt using MacPorts.</p>

<p>I have been trying to use test-driven development as a part of my coding practice, and I am using QTest for this purpose. I

<blockquote>

<p>INFO : periodictable::ElementTest::testName() Signal: QObject(7fff5fbfd860) destroyed ((QObject\*)7fff5fbfd860)</p>

</blockquote>

<p>In a test case, I observe the above error twice, sandwiching the actual test. This indicates that the child object is destroyed

```
<pre><code>class Element : public QObject
{
 Q_OBJECT
 Q_PROPERTY(QString name READ name WRITE setName NOTIFY valueChanged)
public:
 Element(QObject* parent = 0) : QObject(parent) {}
 void setName(const QString& name);
 QString name() const;
Q_SIGNALS:
 void valueChanged(QString value);
private:
 QString elementName;
 Q_DISABLE_COPY(Element);
};
</code></pre>
```

<p>I use the following command (via cmake):</p>

<blockquote>

<p>g++ -D\_FORTIFY\_SOURCE=2 -D\_GLIBCXX\_FULLY\_DYNAMIC\_STRING -D\_FORTIFY\_SOURCE=2 -DQT\_TEST\_LIB -DQT\_CORE\_L

</blockquote>

<p>I cannot recall experiencing this problem with Qt 4.6, and I am confused as to the premature destruction.</p>

<p>I would like to think that this is not a bug within Qt, but I am curious if anyone else had encountered such a problem and fo

<p>-- Edit --</p>

<p>Source code for test case:</p>

<p>in .h file</p>

```
<pre><code>#ifndef TEST_ELEMENT_H
```

<p>I am trying to build a Dynamic DLL in VC++ 2008, now in a .h file, I declare the following</p>

```
<pre><code>#ifndef PREFILTER_LIBRARY_H
#define PREFILTER_LIBRARY_H

#ifdef PREFILTER_EXPORTS
define PREFILTER_API __declspec(dllexport)
#else
define PREFILTER_API __declspec(dllimport)
#endif

#endif
</code></pre>
```

<p>While in the PreFilter.h file I am writing</p>

```
<pre><code>class PREFILTER_API PreFilter
{
...
};
</code></pre>
```

<p>The problem is I keep getting:</p>

```
<pre><code>warning C4273: 'PreFilter::Apply' : inconsistent dll linkage
</code></pre>
```

<p>I see that the dllexport part of the above macros is not highlighted and is commented which should have been the other w

<p>Can't figure out what I am doing wrong here. I am trying to export the functions of PreFilter.h</p>

<p>I am getting segmentation fault in getaddrinfo().</p>

<p>This is the stack trace. </p>

```
<pre><code>Program received signal SIGSEGV, Segmentation fault.
[Switching to Thread 0xb7ff4b70 (LWP 26872)]
__res_vinit (statp=0xb7ff4df4, preinit=0) at res_init.c:176
176 res_init.c: No such file or directory.
 in res_init.c
(gdb) bt
#0 __res_vinit (statp=0xb7ff4df4, preinit=0) at res_init.c:176
#1 0x0042fe95 in *__GI__res_ninit (statp=0xb7ff4df4) at res_init.c:142
#2 0x00430ea0 in *__GI__res_maybe_init (resp=0xb7ff4df4, preinit=0) at res_libc.c:122
#3 0x003f86f4 in gaih_inet (name=<value optimized out>;, service=<value optimized out>;, req=0xb7ff3df8, pai=0xb:
 at ../sysdeps/posix/getaddrinfo.c:690
#4 0x003faa65 in *__GI_getaddrinfo (name=0x8203a68 "api.shoutcast.com", service=0x810ae72 "http", hints=0xb7ff3df8, pai:
 at ../sysdeps/posix/getaddrinfo.c:2160
#5 0x08050a87 in test_addrinfo () at /kkkk/myaddrinfo.c:33
</code></pre>
```

<p>The source of the function test\_addrinfo();</p>

```
<pre><code> #ifndef NI_MAXHOST
#define NI_MAXHOST 1025
#endif

struct addrinfo hints =
{
 .ai_flags = 0, /* Input flags. nothing special */
 .ai_family = PF_UNSPEC, /* Protocol family for socket. any */
 .ai_socktype = SOCK_STREAM, /* Socket type. take any (SOCK_RAW, SOCK_STREAM, SOCK_DGRAM) */
 .ai_protocol = IPPROTO_TCP, /* Protocol for socket. take any (IPPROTO_TCP and IPPROTO_UDP) */
 .ai_addrlen = 0, /* Length of socket address. always 0 */
 .ai_addr = NULL, /* Socket address for socket. always NULL */
 .ai_canonname = NULL, /* Canonical name for service. always NULL */
 .ai_next = NULL, /* Pointer to next in list. always NULL */
};

int test_addrinfo(void)
{
 struct addrinfo *result = NULL;
 struct addrinfo *res;
```

<p>I've written a fairly simple test <code>Makefile</code> where I define two targets, all & clean. I've got two different co

```
<pre><code> NODEPS := clean
 INCLUDE = $(filter $(NODEPS),$(MAKECMDGOALS))
```

```
.PHONY : all clean
```

```
ifndef $(MAKECMDGOALS)
 @echo "$$(MAKECMDGOALS) is not defined"
else
 @echo "$(MAKECMDGOALS) is defined"
endif
```

```
ifneq (0, $(words $(INCLUDE)))
 @echo "INCLUDE = $(INCLUDE) != 0"
else
 @echo "INCLUDE = $(INCLUDE) == 0"
endif
```

```
all :
 @echo "all : $(MAKECMDGOALS)"
```

```
clean :
 @echo "clean : $(MAKECMDGOALS)"
</code></pre>
```

8071493

Using ifeq and ifndef in GNU Make

<p>Is there anything wrong with </p>

```
<pre><code>#import "SomeCppHeaderFile.h"
</code></pre>
```

<p>in an objective C++ header? Or should I be including like this (is there any difference if the cpp header has the usual <code>

```
<pre><code>#include "SomeCppHeaderFile.h"
</code></pre>
```

8083671

In Objective C++ should I import or include C++ head

<p>I am trying to port some relatively modern C code to an older compiler.</p>

<p>This compiler (<a href="http://legacy.obviously.com/dice/" rel="nofollow">DICE</a>), it seems, chokes on the first header f

```
<pre><code>#ifndef SOMETHING
#define SOMETHING
```

```
...
```

```
#endif /* SOMETHING */
</code></pre>
```

<p>it dies on the second line in the header with:  
<code>DCPP: "../code/someheader.h" L:2 C:0 Error:39 Syntax Error</code></p>

<p>Changing to <code>#define SOMETHING 1</code> made no difference.</p>

<p>So I have really two questions, am I using DICE with the wrong option or something, or <strong><em>did C programmers us

<p>References:</p>

- <li><a href="http://en.wikipedia.org/wiki/DICE\_%28compiler%29" rel="nofollow">DICE Wikipedia Entry</a></li>
- <li><a href="http://legacy.obviously.com/dice/" rel="nofollow">Original source code</a>, runs on Unix</li>
- <li>Slightly updated <a href="http://aminet.net/package/dev/c/dice-3.16" rel="nofollow">Amiga version</a></li>
- <li>The author of DICE, Matt Dillon, went on to produce <a href="http://www.dragonflybsd.org/" rel="nofollow">DragonFlyBSD</a>

8169339

Old C compiler chokes on #ifndef #define

<p>I know you've seen 21728517 people asking for help with this one but after searching and reading about this I really can't fi

<p>I've also tried this <a href="http://msdn.microsoft.com/en-us/library/72zdcz6f%28vs.71%29.aspx" rel="noreferrer">checkli

<p>So, the errors:</p>

```
<pre><code>Error 25 error LNK2005: "void __cdecl checkStatus(unsigned int &;class std::basic_string<char,struct std::
```

```
Error 26 error LNK2005: "void __cdecl depth2rgb(unsigned short const *,unsigned short *,char *,int,int)" (?depth2rgb@@YA
```

```
Error 27 error LNK2005: "class std::vector<class std::basic_string<char,struct std::char_traits<char>;class std::alloca
</code></pre>
```

<p>So, the thing is, these are functions defined in "misc.h" with the proper #ifndef #define #endif. They are not defined elsewh

<p>Thanks in advance.</p>

8171102

LNK2005 (already defined)



<p>So I know how to place an include guard in my own header files with the standard</p>

```
<pre><code>#ifndef ...
#define ...
</code></pre>
```

<p>Now, My question is about including libraries that are not my own. would be a good example. I have a header file which re

<p>foo.h</p>

```
<pre><code>#ifndef FOO_H
#define FOO_H
```

```
#include <string>
```

```
... code etc ...
```

```
#endif
</code></pre>
```

<p>Now, if I have another header file called.. lets say, <code>bar.h</code>, which ALSO requires the use of <code><string>

8483955

C++ include guard

<p>Id: duplicate symbol StringFunctions::intToString(int) in </p>

```
<pre><code>/Build/Intermediates/Y36PJC-mrvikmil.build/Debug/Y36PJC-mrvikmil.build/Objects-normal/x86_64/ServerSocket.
/Build/Intermediates/Y36PJC-mrvikmil.build/Debug/Y36PJC-mrvikmil.build/Objects-normal/x86_64/main.o
</code></pre>
```

<p>for architecture x86\_64</p>

<p>function <em>StringFunctions::intToString(int)</em> is in <strong>StringFunctions.h</strong></p>

<p>includes from <strong>main.cpp</strong>:</p>

```
<pre><code>#include <iosstream>;
#include <string>;
#include "Exception.h" //does not include anything more
#include "ServerConsole.h"
/*
 which includes ServerSocket.h which includes ClientSocket.h which includes StringFunctions.h
 AND
 ServerSocket.h includes SocketException.h which includes StringFunctions.h
*/
</code></pre>
```

<p>includes from <strong>ServerSocket.cpp</strong>:</p>

```
<pre><code>#include <iosstream>;
#include <string>;
#include "InvalidPortException.h" //does not include anything more
#include "SocketException.h" //which includes StringFunctions.h
#include "ClientSocket.h" //which includes SocketException.h which includes StringFunctions.h
#include "StringFunctions.h" //StringFunctions.h
```

```
#include <sys/types.h>;
#include <sys/socket.h>;
#include <netdb.h>;
#include <errno.h>;
</code></pre>
```

<p>I believe that as long as i have things in .h files, i can include pretty much anything anywhere...</p>

<p>All my files has include guard (#ifndef ... #define ...)</p>

<p>Please help </p>

<p>I am trying to understand the need and usage of pre processor definitions in C++. I understand the use of include guards #if

```
<pre><code>Open the project's Property Pages dialog box.
Click the C/C++ folder.
Click the Preprocessor property page.
Modify the Preprocessor Definitions property.
</code></pre>
```

9038738

Preprocessor Definition in VS2010 for C++

<p>My questions is if addpath is similar to #include in C. In C if you don't add #include guard (#ifndef ...) there will be multiple c

<p>I was using this scheme not to call addpath many times:</p>

```
<pre><code>try
 f(sample args);
catch err
 addpath('lib');
end
</code></pre>
```

<p>But now I think it's not necessary.</p>

9232227

Is there any downside for calling MATLAB's addpath |

<p>So, I <em>found</em> something working here, and I wish to understand how it works.</p>

```
<pre><code>#ifndef LCDNUMBER_H
#define LCDNUMBER_H

#include <QLCDNumber>;
#include <QTimer>;
#include <QTime>;
#include <iostream>;

class LcdDisplay : public QLCDNumber
{
 Q_OBJECT

public:
 // The QTimer class provides repetitive and single-shot timers.
 QTimer* objTimer;
 // The QTime class provides clock time functions.
 QTime* objTime;

public:
 LcdDisplay (QWidget *parentWidget, int minutes, int seconds)
 {
 objTimer = new QTimer ();
 // Setting our own time with the specified hours, minutes, and seconds.
 objTime = new QTime (0, minutes, seconds);

 setParent (parentWidget);

 // connect (objectA, signalAFromObjectA, objectB, slotAFromObjectB)
 // timeout (): This signal is emitted when the timer times out. The time out period can be specified with `start (int millise
 QObject :: connect (objTimer, SIGNAL (timeout ()), this, SLOT (setDisplay ()));
 };

 ~ LcdDisplay () {};

public slots:
 // This slot is called after the timer timeouts (1 second).
 void setDisplay ()
 {
 std::cout << " \nfgfd,mgnfdm,gnf,\n";
 //
 objTime->setHMS (0, objTime->addSecs (-1) minute (), objTime->addSecs (-1) second ());
 }
};
</code></pre>
```

<p>I am trying to make a simple Queue class. Now I am stuck. Its almost complete. I have figured out that only one function "r

<p>Here is the code:<br>  
(queue.h)</p>

```
<pre><code>#ifndef _QUEUE_
#define _QUEUE_
```

```
#include <iostream>
#include <string>
using namespace std;
```

```
struct Stuff
{
 string name;
 int roll;
};
```

```
class Queue
{
private:
```

```
 struct Node
 {
 Stuff data ;
 struct Node * next;
 };
 Node *front;
 Node *back;
 int qsize;
 const int MAX;
public:
```

```
 Queue(int size = 5);
 ~Queue();
```

```
 bool isfull() const;
 bool isempty() const;
 int queuesize() const;
```

```
 bool push(const Stuff &item);
```

<p>first time poster here, and very novice c++ programmer (current 3rd semester working with the language) and I'm having sc

<p>1st Header file: </p>

<p><strong>linked\_list.h</strong></p>

```
<pre><code>#ifndef my_linked_list
#define my_linked_list
```

```
#include "Node.h"
#include <cstdlib>
```

```
namespace linked_list_version_0{
```

```
class linked_list {
```

```
public:
```

```
linked_list() {head = NULL; tail = NULL;}
~linked_list();
```

```
void insert_back (int x);
void insert_front (int x);
int remove_front ();
int remove_back();
bool empty() {return (head == NULL);}
```

```
private:
```

```
node * head;
node * tail;
```

```
}; //end class linked_list
} //end namespace linked_list_version_0
```

```
#endif
</code></pre>
```

<p>Implementation File:</p>

<p><strong>linked\_list.cpp</strong></p>

```
<pre><code>#include "stdafx.h"
```

<p>Currently I am working on a c framework and I want to embed a c++ package into it. However, there are lots of naming con

<p>Original C++ source</p>

<p>In a.h</p>

```
<pre><code>#include <unistd.h>
struct File
{
 void func(int fd);
};
</code></pre>
```

<p>In a.cpp</p>

```
<pre><code>#include "a.h"
void File::func(int fd)
{
 ::close(fd);
}
</code></pre>
```

<p>And I added the namespace like this</p>

<p>New a.h</p>

```
<pre><code>namespace MyAddedNameSpace
{
 #include <unistd.h>
 struct File
 {
 void func(int fd);
 };
}
</code></pre>
```

<p>New a.cpp</p>

```
<pre><code>#include "a.h"
namespace MyAddedNameSpace
{
 void File::func(int fd)
 {
```

<p>I ran into a weird situation. My understanding is that the order of include header files doesn't matter much if I have put #ifr

<p>Old codes

a.h</p>

```
<pre><code>#ifndef A_H
#define A_H
 blah blah blah
#endif
</code></pre>
```

<p>a.cc</p>

```
<pre><code>#include "a.h"
blah blah blah
</code></pre>
```

<p>And above codes worked fine. </p>

<p>Now I added a new header b.h </p>

<p>b.h </p>

```
<pre><code>#ifndef B_H
#define B_H
 blah blah blah
#endif
</code></pre>
```

<p>new a.cc</p>

```
<pre><code>#include "a.h"
#include "b.h"
blah blah blah
</code></pre>
```

<p>The above a.cc compiled OK. However if I change the a.cc to </p>

<p>new a.cc version 2</p>

```
<pre><code>#include "b.h"
#include "a.h"
blah blah blah
```



<p>In <code>c\c++</code> can define: </p>

```
<pre><code>#ifndef <token>
/* code */
#else
/* code to include if the token is defined */
#endif
</code></pre>
```

<p>my question, is there a way to do it in java? (which is not defining a global static variable..)  
for example i want to run some code only in debug mode..</p>

<p>thanks!</p>

9850445

is there a way to define flags in java and run code on

<p>I have the following snippet in my <code>program.wxs</code> file:</p>

```
<pre><code><?ifndef $(var.TwoOnly) ?>
 <Feature Id="FeatureOne" ... >
 ...
 </Feature>
<?endif ?>

<?ifndef $(var.OneOnly) ?>
 <Feature Id="FeatureTwo" ... >
 ...
 </Feature>
<?endif ?>
</code></pre>
```

<p>I'm compiling this using the following comand:</p>

```
<pre><code>candle -dOneOnly=1 program.wxs
</code></pre>
```

<p>Looking at the compiled <code>program.wixobj</code>, I can see that Feature Two's declaration is all there, and after runn

<p>Note: I also have the following:</p>

```
<pre><code><?ifdef $(var.OneOnly) ?>
 <?define productName = One Only ?>
<?else?>
 <?ifdef $(var.TwoOnly) ?>
 <?define productName = Two Only ?>
 <?else?>
 <?define productName = Both ?>
 <?endif?>
<?endif?>
</code></pre>
```

<p>The name, even when <code>OneOnly</code> is set during compile, is displayed as <code>Both</code>.</p>

<p><strong>Edit</strong></p>

<p>I've reduced the complexity of my condition to the minimal case shown in <a href="http://wix.sourceforge.net/manual-wix

```
<pre><code><?ifndef $(var.TwoOnly) ?>
 <?include featureOne.wxi ?>
```

<p>I am trying to compile matlab generated code for 565 powerPC under cygwin.  
When I execute the following compile command:</p>

```
<pre><code>@powerpc-eabi-gcc -gdwarf-2 -c -mno-sdata -DMODEL=testMacs -DRT -DNUMST=2
-DTID01EQ=1 -DNCSTATES=0 -DRT_STATIC -DMT=0 -I.
-IC:/Programs/MATLAB/R2007b/simulink/include
-IC:/Programs/MATLAB/R2007b/extern/include -IC:/cygwin/gnu/powerpc/extern
2/includes
-IC:/Programs/MATLAB/R2007b/rtw/c/src
-IC:/Programs/MATLAB/R2007b/rtw/c/libsrc
-IC:/cygwin/powerpc-eabi/powerpc-eabi/sys-include
-IC:/macs_565_R14/Driver
-IC:/cygwin/ecos/include
-mcpu=505 -O1 -o ./obj/testMacs.o testMacs.c
</code></pre>
```

<p>I Get the following error:</p>

```
<pre><code>In file included from testMacs.h:16:0,
 from testMacs.c:11:
C:/cygwin/powerpc-eabi/powerpc-eabi/sys-include/math.h:12:1: error: expected '=', ',', ';', 'asm' or '__attribute__' before 'uni
C:/cygwin/powerpc-eabi/powerpc-eabi/sys-include/math.h:398:17: error: expected '=', ',', ';', 'asm' or '__attribute__' before 'c
In file included from rtwtypes.h:12:0,
 from testMacs.h:17,
 from testMacs.c:11:
C:/Programs/MATLAB/R2007b/extern/include/tmwtypes.h:83:1: error: expected '=', ',', ';', 'asm' or '__attribute__' before 'type
</code></pre>
```

<p>The math.h rtwtypes.h are standard unchanged header files.</p>

<p>Does anyone know what I do wrong or am I missing a compiler option.</p>

<p>Code snippets:  
testMacs.h:</p>

```
<pre><code>/*
* testMacs.h
*
* Real-Time Workshop code generation for Simulink model "testMacs.mdl".
*
* Model Version : 1.6
* Real-Time Workshop version : 7.0.1 (R2007b+) 21-Apr-2008
* C source code generated on : Mon Apr 23 06:48:14 2012
```

# <h1>Problem</h1>

<p>In Enterprise Architect 7.1.834 in the code generation templates it is possible to print all the parent packages that a class be

<p>The reason this is needed is to generate multi-include guards compliant with my companies coding standard</p>

<hr>

# <h1>What doesn't work</h1>

<p>I have tried both:</p>

```
<pre><code> %list="Namespace__Notes" @separator="-"-%
</code></pre>
```

<p>and </p>

```
<pre><code> %packageName%
</code></pre>
```

<p>The output of both only prints the top-level parent package (Package1) but I would like to see:</p>

```
<pre><code> Package1-Package2-Package3
</code></pre>
```

<p>Has anyone found a way to do this?</p>

## <h2>Namespace\_\_Notes</h2>

<p>Namespace\_\_Notes is a custom template with Namespace type, the contents are ar follows</p>

```
<pre><code> %PI=""%
 %packageName%
</code></pre>
```

<hr>

# <h1>[Edit] Dirty Solution</h1>

<p>My current (dirty) solution is to mangle the file-path. <strong>Am I missing something?</strong></p>

<p>The code:</p>

<p>my code is not really working (no errors, but the rectangle is not shown).  
I have 3 classes: CFramework, CRectangle, CGame.  
Whats wrong/missing?</p>

<p>My CFramework class initiates SDL and sets the video mode etc.</p>

<p><strong>CRectangle.hpp:</strong></p>

```
<pre><code>#ifndef RECTANGLE_HPP
#define RECTANGLE_HPP

#include "Framework.hpp"

class CRectangle
{
public:
 CRectangle ();
 void createRectangle (int x, int y, int width, int height, int r, int g, int b);

private:
 SDL_Surface *m_pScreen; // Pointer at the screen of CFramework
 SDL_Rect m_Rect;
};

#endif
</code></pre>
```

<p><strong>CRectangle.cpp:</strong></p>

```
<pre><code>#include "Rectangle.hpp"

// Konstruktor
//
// Aufgabe: Zeiger auf Screen holen
//
CRectangle::CRectangle ()
{
 // Zeiger auf Screen holen
 m_pScreen = g_pFramework->GetScreen ();

} // Konstruktor
```

<p>I tried to make a frame\_generator with Qt and C++ programming on ubuntu 12.04. I have chosen to work into the kernel sp

<p>But when I compile it show me more than 500 error, from the different files.h that I am talking about, and when I see some

<p>QtCreator use GCC compiler and I don't really know what I should do.</p>

<p>Pro file:</p>

```
<pre><code>QT += core
QT -= gui
TARGET = socket_buffer
CONFIG += console
CONFIG -= app_bundle
INCLUDEPATH += /usr/src/linux-headers-3.2.0-26-generic/include/ \
 /usr/src/linux-headers-3.2.0-26-generic/arch/x86/include/ \
TEMPLATE = app
SOURCES += main.cpp \
 skb.cpp
HEADERS += \
 skb.h
QMAKE_CXXFLAGS = -I/usr/src/linux-headers-3.2.0-26-generic/include/linux/
QMAKE_CFLAGS = -I/usr/src/linux-headers-3.2.0-26-generic/include/linux/
</code></pre>
```

<p>Example errors:</p>

```
<pre><code>/usr/src/linux-headers-3.2.0-26-generic/include/linux/jiffies.h:43: error: division by zero in #if
/usr/src/linux-headers-3.2.0-26-generic/include/linux/bitops.h:164: error: #error BITS_PER_LONG not 32 or 64
/usr/include/stdlib.h:337: error: 'size_t' has not been declared
</code></pre>
```

11540547

Compile on QtCreator

<p>The format of define preprocessor directives are:</p>

```
<pre><code>#ifndef SIZE
#define SIZE 10
int hello[SIZE];
#endif
</code></pre>
```

<p>But when I look at the following code, there is no replacement for the preprocessor directives:</p>

```
<pre><code>#ifndef CREDIT_CARD_H // Avoid repeated expansion
#define CREDIT_CARD_H

#include <string> // Provides string
#include <iostream> // Provides ostream

class CreditCard
{
public:
 CreditCard(const std::string& no, // Constructor
 const std::string& nm, int lim, double bal = 0);

 // Accessor functions
 std::string getNumber()const { return number; }
 std::string getName() const { return name; }
 double getBalance() const { return balance; }
 int getLimit() const { return limit; }

 bool chargeIt(double price); // Make a charge
 void makePayment(double payment); // Make a payment

private: // Private member data
 std::string number; // Credit card number
 std::string name; // Card owner's name
 int limit; // Credit limit
 double balance; // Credit card balance
};

std::ostream& operator<<(std::ostream& out, const CreditCard& c);
#endif
</code></pre>
```

<n>What does this mean?</n>

<p>I'm working on a project where I need the following structure:

</p>

<p>The 2 CPP files contain classes, those classes need naked functions that are in H File 1. The classes and the naked functions need variables

<p>I can split the CPP files so that they use 2 separate files that contain the naked functions and the variables they need. But I prefer to use the current structure

<p>It looks like that the compiler skips the #ifndef command, I made a test for the problem:</p>

<p>Main:</p>

```
<pre><code>#include <iostream>
```

```
//1<code>CPPFile2.obj : error LNK2005: "bool Test1" (?Test1@@3_NA) already defined in CPPFile1.obj
```

```
//1<code>CPPFile2.obj : error LNK2005: "bool Test2" (?Test2@@3_NA) already defined in CPPFile1.obj
```

```
int main()
```

```
{
```

```
}
```

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

<p>CPPFile 1:</p>

```
<pre><code>#include <iostream>
```

```
using namespace std;
```

```
#include "HFile1.h"
```

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

<p>CPPFile 2:</p>

```
<pre><code>#include <iostream>
```

```
using namespace std;
```

```
#include "HFile2.h"
```

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

<p>HFile 1:</p>

```
<pre><code>#include "HFile2.h"
```

```
#pragma once
```

```
#ifndef Name1
```



I have a QLineEdit, 2 QPushButton (Add & Remove Buttons) and a QListView. I want to add the QLineEdit text to the QListView when the add button is clicked. Same way, I have to delete the text from the QListView when the remove button is clicked. I'm using a QStringListModel to add the QLineEdit text to the QListView.

```
#ifndef EXAMPLE_H
#define EXAMPLE_H
#include <QWidget>
#include <QStringList>
#include <QStringListModel>
```

```
class EXAMPLE : public QWidget
{
 Q_OBJECT

public:
 explicit EXAMPLE(QWidget *parent = 0);
 ~EXAMPLE();

private slots:
 void on_addButton_released();
 void on_removeButton_released();

private:
 Ui::EXAMPLE *ui;
 QStringList stringList;
};

#endif // EXAMPLE_H
```

EXAMPLE.CPP

```
#include "EXAMPLE.h"
#include <QStringListModel>
```

```
EXAMPLE::EXAMPLE(QWidget *parent) :
 QWidget(parent),
 ui(new Ui::EXAMPLE)
{
 ui->setupUi(this);
 ui->listView->setModel(new QStringListModel(stringList));
```

<blockquote>  
<p><strong>Possible Duplicate:</strong><br>  
<a href="http://stackoverflow.com/questions/3749099/why-should-the-implementation-and-the-declaration-of-a-template-c</a>  
</blockquote>

<p>I am trying to define a template in a header file and the definition of it in a cpp file and the template should be defined with

<p><strong>Header file:</strong></p>

```
<pre><code>#ifndef
#define
template <class mytypename>
class abcBaseClass:public abcDerivedClass{
public:
 mytypename getvalue(char*)
};
#endif
</code></pre>
```

<p><br>  
<strong>Source file:</strong></p>

```
<pre><code>mytypename abcDerivedClass<mytypename>::getvalue(char* name){

}
</code></pre>
```

<p>I just wanted to know if this is the correct way of doing it?.</p>

<p>This is what I am trying to achieve... The final way I want to make the call is </p>

```
<pre><code>double x = a->getvalue<double>(char)
</code></pre>
```

<p>This is my main.cpp</p>

```
<pre><code>#include <cstdlib>
#include <iostream>
```

```
#include "Sprite.h"
#include <SDL/SDL.h>
#include <SDL/SDL_ttf.h>
#include "SDL/SDL_mixer.h"
```

```
#undef main
```

```
SDL_Surface* m_pScreen;
SDL_Surface* bg_image;
```

```
int main(int argc, char* argv[]){
```

```
 SDL_Event evt;
 bool p_running = true;
```

```
 // initialize SDL
 SDL_Init(SDL_INIT_EVERYTHING);
 SDL_EnableUNICODE(SDL_ENABLE);
 TTF_Init();
```

```
 // set the title bar text
 SDL_WM_SetCaption("test1", NULL);
```

```
 // create the screen surface
 m_pScreen = SDL_SetVideoMode(500, 400, 32, SDL_DOUBLEBUF);
```

```
 bg_image = NULL;
```

```
 bg_image = Sprite::Load("images/bg.png");
```

```
 Sprite::Draw(m_pScreen, bg_image, 0, 0);
```

```
 while(p_running)
 {
 SDL_Event(&evt);
 if(evt.type == SDL_QUIT)
 p_running = false;
```

<p>I have used some open-source code and third party libs in my project and want to exclude that code from getting analyzed .  
I know we can #ifndef <strong>clang\_analyzer</strong> use this macro to suppress the code from getting analysed, but I dont

<p>OR

Is there any way so that the report which get generated after analysis using scan-build command, not to show the warnings/err

<p>thanks in advance.</p>

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how to exclude third party lib / dll from getting analy

<p>I am using MinGW C++ compiler in a statically linked project with NetBeans.</p>

<p>I am trying to use <code>std::array</code> but it seems that when I <code>#include <array></code> NetBeans doesn

<p>When I Ctrl+Click the <code><array></code> standard library header, it opens (thus, it is found by the IDE)... but the c

<p>">

----->

If I remove the define guards (alias #ifndef -- #endif) it works fine, but... why do I have to change this header to make it work? A

<p>Any help will be appreciated.</p>

14079478

C++ NetBeans std::array not usable

<p>What is the best location for a file include in C++? For example:</p>

```
<pre><code>/*Foo.h*/
#include <string> //Should I place this between the #ifndef #endif?
#include "FooBar.h"
using namespace std;

#ifndef Foo_class
#define Foo_class
class Foo
{
 /*XXX*/
}
#endif

/*FooBar.h*/
#ifndef FooBar_class
#define FooBar_class
class FooBar
{
 /*XXX*/
}
#endif

/*Foo.cpp*/
#include "Foo.h"
/*XXX*/

/*FooBar.cpp*/
#include "FooBar.h"
/*XXX*/
</code></pre>
```

<p>Should I place the include between the define so that it only gets included when needed? Does it have impact to the system

14305189

+ header file, include files in define block or just on tl

<p>In my code I have some conditionals:</p>

```
<pre><code>#ifndef SOME_FLAG
```

```
// ...
```

```
#endif
```

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

<p>In Xcode project, under target->Build settings->preprocessor macros:</p>

<p>I add to both Debug and Release as well as AppStore which I set up earlier a preprocessor macros:

SOME\_FLAG</p>

<p>(The DEBUG already has <code>DEBUG=1 DEBUG=1</code> set (as one entry?!!) and I added another entry of SOME\_FLA

<p>But it did not work for me. The <code>#ifndef #endif</code> block still goes in! What am I doing wrong?</p>

14330268

Define preprocessor macro in Xcode target

<p>Im new to C++, i found this code of buddy system memory allocation but with no main function, all member function are cc

<p>--BuddyPool.h--</p>

```
<pre><code>#ifndef BUDDYPOOL_INC
#define BUDDYPOOL_INC
```

```
class BuddyPool{
public:
 enum Status { free, reserved };
 struct Header
 {
 Status status: 1;
 //unsigned int k : sizeof(unsigned int) - 1U;
 unsigned int k : 31;
 };
 struct Block : public Header
 {
 //enum { size = 16 };

 enum { size = 64 };
 struct Links
 {
 Block *next;
 Block *prev;
 };
 union
 {
 Links link;
 char userPart [size - sizeof(Header)];
 };
 };
};
```

```
private:
 unsigned int m;
 unsigned int numberOfBlocks;
 Block *pool;
 Block *sentinel;

 static void Unlink(Block &);
 static void InsertAfter(Block &, Block &);
 Block &Buddy(Block &) const;
```

<p>I'm beginner to C++ and I'm doing one of the exercises about abstract class and inheritance.</p>

<p>This is my abstract class:</p>

```
<pre><code>#ifndef SHAPE_H
#define SHAPE_H
class Shape
{
 public:
 virtual void area();
 virtual void perimeter();
 virtual void volume();
};
#endif
</code></pre>
```

<p>This is my concrete class that implements the abstract class:</p>

```
<pre><code>#include <iostream>
#include <cmath>
#include "Shape.h"
using namespace std;

class Circle : public Shape
{
 public:
 Circle(int);
 private:
 int r;
};

Circle::Circle(int rad)
{
 r = rad;
}

void Circle::area()
{
 cout <<< "Area of this cirle = " <<< 3.14 * pow(r, 2) <<< endl;
}

void Circle::perimeter()
{

```



<p>I try to create a DLL in Embarcadero C++ Builder XE3, and use it in a test-project in the same environment.</p>

<p>I take example on a tutorial which code does not give a good result for me (!) : <a href="http://docwiki.embarcadero.com/F

<p>Here is the content of my DLL :</p>

<p>BaseAuth.h file :</p>

```
<pre><code>#ifndef BaseAuthH
#define BaseAuthH

#include <System.hpp>
class TBaseAuth
{
public:
 virtual void TestMessage() = 0;
};
#endif // BaseAuthH
</code></pre>
```

<p>Auth.h file :</p>

```
<pre><code>//-----
#ifndef AuthH
#define AuthH
//-----
#include "BaseAuth.h"
class TAuth : public TBaseAuth
{
public:
 TAuth();
 ~TAuth();
 void TestMessage();
};
#endif
</code></pre>
```

<p>Auth.cpp file :</p>

```
<pre><code>//-----
#pragma hdrstop
#include "Auth.h"
//-----
```

<p>Below are my code. I have 3 friend functions:</p>

```
<pre><code>#include <iostream>
#ifndef MATRIX_H
#define MATRIX_H
class Matrix
{
 friend Matrix operator++(Matrix&);
 friend Matrix operator--(Matrix&);
 friend ostream& operator<<&(ostream&, Matrix&);
private:
 int dim;
 int** mat;
public:
 Matrix(int d);
 void set(int, int, int);
 int get(int, int);
 Matrix operator+(Matrix&);
 Matrix operator-(Matrix&);
 Matrix operator*(Matrix&);
 ~Matrix();
};
```

Matrix operator++(Matrix &m)

```
{
 for (int i = 0; i < m.dim; i++)
 {
 for (int j = 0; j < m.dim; j++)
 {
 int val = m.get(i,j);
 m.set(i,j,++val);
 }
 }
 return m;
}
```

Matrix operator--(Matrix &m)

```
{
 for (int i = 0; i < m.dim; i++)
 {
 for (int j = 0; j < m.dim; j++)
 {
 int val = m.get(i,j);
```

I am very new to programming, and I am working with the C++ language. This is for my homework, and is using binary search

Prompt from professor:

Add `void find_node( const T &val )`  
method to the class Node to find the node that contains val;  
if you do not find, there is nothing to do  
if you find it and p is Node \* that points to it,  
delete p by calling `delete_node( Node&lt; T &gt; * &p )`.

`void delete_node( Node&lt; T &gt; * &p )`  
method to remove node p from a binary tree

File given by professor

`btree.h`

```
#include <iostream>
#include "node.h"
//using namespace std;
```

```
template <typename elemType >
class BinaryTree {
public:
 BinaryTree();
 ~BinaryTree();
 void insert(const elemType &);
 void remove(const elemType &);
 void inorder();
 bool empty();
 void clear();
```

```
private:
 Node< elemType > *_root;
```

```
 BinaryTree(const BinaryTree &);
 BinaryTree & operator =(const BinaryTree &);
 void clear(Node< elemType > *);
};
```

```
template <typename elemType >
inline BinaryTree< elemType >::BinaryTree() : _root(0)
{
```

<p>I am doing homework and I am try to implement some binary search tree functions. I am also very new to programming, an

with

[

    T=int

]

Reason: cannot convert from 'Node<T> \*' to 'const int'

with

[

    T=int

]/code></p>

<p>This is the reason why I put the cpp files as well. Get an error in the cpp files as well. All files were provided by my professor

<p><code>tree2.cpp(28) : see reference to class template instantiation 'BinaryTree<elemType>' being compiled

with

[

    elemType=int

]/code></p>

<p>If anyone could help out explain how to fix the error with suggestions would be great. </p>

<p>btree.h</p>

<pre><code>#include <iostream>

#include "node.h"

//using namespace std;

template < typename elemType >

class BinaryTree {

public:

BinaryTree( );

~BinaryTree( );

void insert( const elemType & );

void remove( const elemType & );

void inorder( );

bool empty( );

void clear( );

private:

Node< elemType > \*\_root;

BinaryTree( const BinaryTree & );

BinaryTree & operator =( const BinaryTree & );

<p>I have a unit (WebFunctions.h) with the declaration</p>

```
<pre><code>String RawURLAllowedChars = "abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ~.-_";
</code></pre>
```

<p>This unit works well in the app. But when I add a component which also declares <code>WebFunctions.h</code>, the initia

<p>To get the app back to work, plus remove the class declaration of the component is still necessary delete the <code>WebFu

<p>Note: Any declarations in <code>.cpp</code> file, with or without a <code>extern</code> declaration in <code>.h</code>

<p>This is a bug in XE2 or I'm missing something? Thanks.</p>

<p>Obs.: Var declarations inside <code>#ifndef .. #endif</code> </p>

16095768

Variables in c++ builder XE2 not initializing when unit

```
<pre><code>vio@!@#$.~/cpp/OOP/6$ g++ -o main main.o NormalAccount.o HighCreditAccount.o Account.o AccountHandler.o
AccountHandler.o:(.bss+0x0): multiple definition of `AccountHandler::account_number'
main.o:(.bss+0x0): first defined here
collect2: ld returned 1 exit status
</code></pre>
```

<p>I got the error message above.

But I couldn't find the code where it is multiply defined, so I changed all account\_number to number\_of\_account in 'account.h' and </p>

```
<pre><code>vio@!@#$.~/cpp/OOP/6$ vi AccountHandler.cpp
vio@!@#$.~/cpp/OOP/6$ g++ -c AccountHandler.cpp
vio@!@#$.~/cpp/OOP/6$ g++ -o main main.o NormalAccount.o HighCreditAccount.o Account.o AccountHandler.o
vio@!@#$.~/cpp/OOP/6$
</code></pre>
```

<p>it compiled well.</p>

<p>After that, I changed main.cpp a little </p>

```
<pre><code>vio@!@#$.~/cpp/OOP/6$ g++ -c main.cpp
vio@!@#$.~/cpp/OOP/6$ g++ -o main main.o NormalAccount.o HighCreditAccount.o Account.o AccountHandler.o
AccountHandler.o:(.bss+0x0): multiple definition of `AccountHandler::number_of_account'
main.o:(.bss+0x0): first defined here
collect2: ld returned 1 exit status
</code></pre>
```

<p>and error message emerged again.</p>

<p>I used #ifndef #define #define in all header file and when I changed the variable in AccountHandler.cpp and accounthandler.h, it compiled well again, so I wonder why it happens</p>

<p>Here is the code:</p>

```
<pre><code>#ifndef __ACCOUNTHANDLER_H__
#define __ACCOUNTHANDLER_H__

#include "account.h"

class AccountHandler
{
private:
```

I'm working on a winapi graphics wrapper and I've encountered a c2374 error "redefinition; multiple initialization". I produ

main.cpp

```
<pre><code>#include <iostream>
#include "functions.h"
#include "constants.h"
```

```
void main()
{
}
```

////////////////////////////////////

functions.h

```
<code>#include "constants.h"
</code></pre>
```

functions.cpp

```
<code>#include "functions.h"
</code>
```

////////////////////////////////////

constants.h

```
<code>double pie = 3.14;
</code></pre>
```

constants.cpp

```
<code>#include "constants.h"
</code>
```

////////////////////////////////////

<p>error is; error C2374: 'pie' : redefinition; multiple initialization</p>

as you can see in this example i'm not trying to edit nie or do anything other than be able to reference the constant from di

<p>How to achieve Perl regular expression ^ and \$ in the ANLTR4 lexer? ie. to match the start of a line and end of a line withou

<p>I am trying to use ANTLR4 lexer to match a # character at the start of a line but not in the middle of a line For example, to is

<p>Also, the C++ standard allows whitespace and multi line comments right before and after the # e.g. </p>

```
<pre><code> /* helo
world*/ # /* hel
|
o
*/ /*world */ifdef
</code></pre>
```

<p>is considered a valid preprocessor directive appearing on a single line. (the CRLFs inside the ML COMMENTs are tossed)</p>

<p>This's what I am doing currently:</p>

```
<pre><code>PPLINE: '\r'? '\n' (ML_COMMENT | '\t' | '\f' | ' ')* '#' (ML_COMMENT | ~[\r\n])+ -> channel(PPDIR);
</code></pre>
```

<p>But the problem is I have to rely on the existence of a CRLF before the # and toss out that CRLF altogether with the directive

<p>However, that means my grammar cannot handle a directive appearing right at the start of file (i.e. no preceding CRLF) or p

<p>If the Perl style regex ^ \$ syntax is available, I can match the SOL/EOL instead of explicitly matching and consuming CRLF.</p>



<p>I'm working on an DNA Fragment Assembly program. The CPU-only version is built in C language using GCC and I'm trying to

<p>Here is the makefile</p>

```
<pre><code>all : clean FragmentAssembly.exe

FragmentAssembly.exe : Common.o Fragment.o ILS.o Consensus.o main.o
 nvcc -pg -o FragmentAssembly.exe Common.o Fragment.o ILS.o Consensus.o main.o

Common.o : Common.cu
 nvcc -pg -o Common.o -c Common.cu

Fragment.o : Fragment.cu
 nvcc -pg -o Fragment.o -c Fragment.cu

ILS.o : ILS.cu
 nvcc -pg -o ILS.o -c ILS.cu

Consensus.o : Consensus.cu
 nvcc -pg -o Consensus.o -c Consensus.cu

main.o : main.cu
 nvcc -pg -o main.o -c main.cu

clean :
 rm -f *.exe *.o
</code></pre>
```

<p>As seen, the original <code>.c</code> files became .cu files for <code>nvcc</code> to compile them correctly. All of the cu files contain includes of their corresponding files (Common.h for Common.cu, etc..) except for <code>main.cu</code>

<p>ILS.h contains definition of global variables <code>p\_instanceFragments</code> and <code>p\_instanceLength</code></p>

<p>The problem is when compiling NVCC, for an unknown reason, I get the following errors :</p>

```
<pre><code>Consensus.o:(.bss+0x0): multiple definition of `p_instanceFragments'
ILS.o:(.bss+0x0): first defined here
Consensus.o:(.bss+0x8): multiple definition of `p_instanceLength'
ILS.o:(.bss+0x8): first defined here
</code></pre>
```

<p>There is no real multiple definitions since the same code is built correctly using GCC. It looks as if <code>ILS.h</code> is get

<p>Will there be a problem if the same namespace is included multiple times?</p>

```
<pre><code>#include<iostream>
using namespace custom;
using namespace custom;
</code></pre>
```

<p>Can it be possible to apply guard to namespace like header files so that namespace won't be included more than once? (Lik

17154104

Including namespace multiple times

<p>I can't seem to find the answer but maybe I'm searching the wrong terminology. I am not finding the answer I am looking for

<p>I have a bunch of derived classes for a menu system. </p>

<p>I have a <code>CControl</code> derived class that is parent of a <code>CEditBox</code> and a <code>CLabel</code> class

<p>I cannot declare <code>CLabel</code> inside <code>CEditBox</code> unless I include <code>CLabel</code> in the header

<p>Fine. Now in the constructor for the <code>CEditBox</code> I have:</p>

```
<pre><code>#include "CLabel.h" //include in .CPP is fine I reckon.
```

```
CEditBox::CEditBox() {
 CLabel Field; //Create CLabel
 InputType = ALL; //Not important for my question related to allowed symbols
 Label = &Field; //CComponent pointer to CLabel

}
</code></pre>
```

<p>When this constructor function returns, wouldn't CLabel go out of scope, and thus Field would be destroyed and now my pointer

<p>Thank you</p>

# <h1>Linker problem</h1>

<p>I don't know that the problem exists anymore, but some think this is a more important issue. Well here is the actual code for the  
Base Class CMenuObject</p>

```
<pre><code>#ifndef _CMENUOBJECT_H_
#define _CMENUOBJECT_H_
class CMenuObject {
```

```
protected:
 const char* ClassName;
public:
 CMenuObject();
 virtual const char* Object();
```

```
};
```

```
#endif
</code></pre>
```

<p>Netbeans created this default constructor. I was curious what is its purpose. I don't know what to call it, or what it does. It r

```
<pre><code>#ifndef FOO_H
#define FOO_H
```

```
class Foo {
public:
 Foo();
 Foo(const Foo& orig);
 virtual ~Foo();
private:
```

```
};
</code></pre>
```

17359424

Netbeans created a default constructor in c++. What

I am working on very legacy code which is migration to 32 bit to 64 bit machine.it generally write file with data which was w

why we call reverse function before write into File.

What is purpose of reverse function.

In write function,we always write one\_ascii value although we have any data type.

I have tried to took some piece of code which help me to explain issue briefly.Please let me know if I need to provide more information.

```
class GdsHeader
```

```
{
```

```
public:
```

```
 unsigned short rlen;
```

```
 char record_type;
```

```
 char data_type;
```

```
};
```

```
class GdsRecord
```

```
{
```

```
public:
```

```
#ifndef SWIG
```

```
 union
```

```
 {
```

```
 short *two_int;
```

```
 int *four_int;
```

```
 double *eight_real;
```

```
 char *one_ascii;
```

```
// void *v;
```

```
 };
```

```
#endif
```

```
 int length;
```

```
 GdsRecord (); // { v = 0; length = 0; }
```

```
 ~GdsRecord () ;// { delete v; }
```

```
 void len (int l, int type);
```

```
};
```

```
class GdsBlock
```

<p>I am trying to use a struct type in a header file and then initialize it in my main file but continue to get the error:</p>

<p>" no matching function for call to 'gradingStudent::gradingStudent()' "</p>

<p>HeaderFile.h</p>

```
<pre><code>#ifndef HEADERFILE_H
#define HEADERFILE_H
```

```
#include <iostream>
#include <fstream>
#include <string>
#include <iomanip>
```

```
using namespace std;
```

```
struct gradingStudent
{
```

```
 string studentName; //student's name
```

```
 int amtGradesHW;
 int amtGradesPro;
 int amtGradesExam; //number of homework programs
```

```
 float perTotHW;
 float perTotPro;
 float perTotExams; //percent the grade is worth
```

```
 float HWGradeRecieved;
 float ProGradeRecieved;
 float ExamGradeRecieved; //points recieved
```

```
 float TotalPercentage; //final grade recieved
```

```
 char X; //letter grade
```

```
 string wittyComment; //comment on grade
```

```
 int const MAX;
```

```
};
```

```
int openFiles(ifstream& ofstream&):
```

<p>I have tried many times to solve this problem but i got nothing.</p>

<p>The main purpose of this code is saving pair keys (Public and Private) in nested class <code>NsIObject::KeyK</code> or <code>NsIObject::KeyP</code> in the .cpp file</p>

<p><strong>.cpp file</strong></p>

```
<pre><code> unsigned long int keyLength = 10;
 //KeyPair ADD(RSA::GenerateKeyPair(keyLength));
 NsIObject::KeyK(RSA::GenerateKeyPair(keyLength));
 typedef NsIObject::KeyK NewKeyPair1;
 NewKeyPair1(RSA::GenerateKeyPair(keyLength));

 //NsIObject::
 Key OtmanK(NsIObject::Get_PublicKey(NewKeyPair1));
</code></pre>
```

<p><strong>.h file:</strong></p>

```
<pre><code> #ifndef __NCTUNS_nsIobject_h__
#define __NCTUNS_nsIobject_h__
```

```
#include <stdio.h>
#include <event.h>
```

```
//-----
#include <cstdlib> //srand()
#include <iostream> //cout
#include <ctime> //time()
#include <cstring> //strcmp()
// #include "test.h" //testing functions
#include "RSA.h" //GenerateKeyPair()
#include "PrimeGenerator.h" //Generate()
// #include <stdio.h>
#include <stdlib.h>
#include <sstream>
#include <string>
```

```
//-----
```

```
class MBinder;
```

```
struct plist {
```

<p>I am learning TDD, using GoogleTest framework. I have successfully built Gtest and have been able to build and run the sam

<p>Here is the source and the build commands I used:</p>

```
<pre><code>// #####
```

```
//proj1.h
```

```
#ifndef __SCRATCH_PROJ1_H
```

```
#define __SCRATCH_PROJ1_H
```

```
int addOne(int i);
```

```
#endif /*__SCRATCH_PROJ1_H */
```

```
// #####
```

```
//proj1.cpp
```

```
#include "proj1.h"
```

```
int addOne(int i){
```

```
 return i+1;
```

```
}
```

```
// #####
```

```
//proj1_unittest.cpp
```

```
#include "proj1.h"
```

```
#include "gtest/gtest.h"
```

```
// Test Function
```

```
TEST(addOneTest, Positive) {
```

```
 EXPECT_EQ(1,addOneTest(0)); // <- Line # 24
```

```
 EXPECT_EQ(2,addOneTest(1)); // <- Line # 25
```

```
 EXPECT_EQ(40320, addOneTest(40319)); // <- Line # 26
```

```
}
```

```
TEST(addOneTest, Negative) {
```

```
 EXPECT_FALSE(addOneTest(-1)); // <- Line # 30
```

```
}
```

```
GTEST_API_ int main(int argc, char **argv) {
```

```
 testing::InitGoogleTest(&argc, argv);
```



<p>I am getting an undefined reference to main error - even though I have defined main, and (AFAICT), I have linked it correctly

```
<pre><code>// #####
//proj1.h
#ifndef __SCRATCH_PROJ1_H
#define __SCRATCH_PROJ1_H

int addOne(int i);

#endif /*__SCRATCH_PROJ1_H */

// #####

//proj1.cpp
#include "proj1.h"

int addOne(int i){
 return i+1;
}

// #####
//proj1_unittest.cpp

#include "proj1.h"
#include "gtest/gtest.h"

// Test Function
TEST(addOneTest, Positive) {
 EXPECT_EQ(1,addOne(0));
 EXPECT_EQ(2,addOne(1));
 EXPECT_EQ(40320, addOne(40319));
}

TEST(addOneTest, Negative) {
 EXPECT_FALSE(addOneTest(-1));
}

GTEST_API_ int main(int argc, char **argv) {
 testing::InitGoogleTest(&argc, argv);
 return RUN_ALL_TESTS();
}
```

<p>Ok so i have a project, and i have some helper functions which need to be shared in various other files. call it Helper.c /.h , v

```
<pre><code>#include
#include
#ifdef __FILENAME_H__
#define __FILENAME_H__ //in each file(FILENAME is replaced for the current file's name)
declarations of functions, types, etc.
#endif
</code></pre>
```

<p>I have a compare function, called dummyCompare (templates, so when creating a variable of this ADT, you need to supply y  
The error i get when compiling is:</p>

```
<pre><code>gcc ./Helper.c ./LinkedList.c ./ABB.c ./AVL.c -Wall -lm -D DEBUG -g
duplicate symbol _dummyCompare in:
/var/folders/f2/nghjrbz915vbhbw_1gbb65sm0000gn/T//cc75R4sQ.o
/var/folders/f2/nghjrbz915vbhbw_1gbb65sm0000gn/T//cc8jQwyE.o
ld: 1 duplicate symbol for architecture x86_64
collect2: ld returned 1 exit status
</code></pre>
```

<p>List is used for a non-recursive solution for tree operations in ABB(ABB = BST in spanish)/AVL. Now using Sublime Text 2, i g

```
<pre><code>Searching 8 files for "dummycompare"
```

```
/dir/ABB.c:
81 if (abb != NULL) {
82 if (ABB_getRoot(*abb) != NULL){
83: list = LL_newList(dummyCompare);
84 LL_insert(list, 1, ABB_getRoot(*abb));
85
```

```
/dir/AVL.c:
67 if (avl != NULL) {
68 if (AVL_getRoot(*avl) != NULL){
69: list = LL_newList(dummyCompare);
70 LL_insert(list, 1, AVL_getRoot(*avl));
71
```

```
/dir/Helper.c:
2
3 /*****
4 * dummyCompare *
5 *****/
```

<p>How do I create a mapping in vim to automate the ifdef commands for .h c++ file? Basically I want to have a mapping that \

```
<pre><code>#ifndef <filename>_<extension>__
#define <filename>_<extension>__

#endif // <filename>_<extension>__
</code></pre>
```

19042690

How do I create a mapping in vim to automate the if

<p>Is it possible to force a specific condition before the rules are evaluated?</p>

<p>Ex:</p>

```
<pre><code>FOOPATH = $(shell which foo)
ifndef $(FOOPATH)
 echo "Error: foo is not available."
 # abort make
endif
</code></pre>
```

19117835

<p>PS: I'm not looking for a solution to add prerequisites do every rule that depends on foo (because the entire Makefile shoul

Makefile prerequisites before rules

<p>I am trying to understand part of code which says its relocation of U-boot in RAM,below is the code</p>

```
<pre><code> #ifndef CONFIG_SKIP_RELOCATE_UBOOT
relocate:
 adr r0,_start /*r0 <--- Current position of code8*/
 ldr r1,_TEXT_BASE /* test if we run from flash or Ram */
 cmp r0,r1
 beq stack_setup
 ldr r2,_armboot_start
 ldr r3,_bss_start
 sub r2,r3,r2
 add r2,r0,r2
copy_loop:
 ldmia r0!,{r3-r10}
 stmia r1!,{r3-r10}
 cmp r0,r2
 ble cop_loop
#endif /*CONFIG_SKIP_RELOCATE_UBOOT*/
</code></pre>
```

<p>Now canbody let me know how it is happening here??How we are testing if our u-boot is running from RAM or Flash??</p>

<p>I am on ARM platform.</p>

19498118

How this relocation of u-boot works here

<p>I'm trying to generate a 2MHz PWM with a duty-cycle of 50%. My problem is that I can't clear the interrupt flag. Here is my

```
<pre><code>#include "includes.h"
```

```
TIM_TimeBaseInitTypeDef TIM1_InitStruncture;
```

```
TIM_TimeBaseInitTypeDef TIM3_InitStruncture;
```

```
TIM_OCInitTypeDef TIM3_OCInitStructure;
```

```
SPI_InitTypeDef SPI_InitStructure;
```

```
void Timer3_IRQHandler(void)
```

```
{
 if(TIM_GetITStatus(TIM3, TIM_IT_CC3) != RESET)
 {
 TIM_ClearFlag(TIM3, TIM_IT_CC3);
 //dummy code
 ++StatusReg;
 }
}
```

```
void CLK_init()
```

```
{
 //activez HSI
 RCC_HSIcmd(ENABLE);
 //astept sa se activeze HSI
 while(RCC_GetFlagStatus(RCC_FLAG_HSIRDY) == RESET);
 //setez HSI ca sursa de clock
 RCC_SYSCLKConfig(RCC_SYSCLKSource_HSI);

 //activez HSE
 RCC_HSEConfig(RCC_HSE_ON);
 //astept sa se termine secventa de activare
 while(RCC_GetFlagStatus(RCC_FLAG_HSERDY) == RESET);

 //setez HSE (8MHz) ca input py PLL
 //setez factorul de multiplicare 9
 RCC_PLLConfig(RCC_PLLSource_HSE_Div1, RCC_PLLMul_9);
```

```
 //activez PLL-ul
 RCC_PLLCmd(ENABLE);
```

```
 //astent sa se termine secventa de activare
```

<p>I want to write a function like "bind1st, bind2nd" to support multifields sort by using stl sort. <strong>Can't using std:bind s

<p>It is called like this:</p>

```
<pre><code>#include <algorithm>
std::sort(begin(), end(), bind3rd(SortCond(), indicate));
</code></pre>
```

<p>My template function is:</p>

```
<pre><code>#ifndef __INCLUDE_TRIPLE_FUNCTION_H_
#define __INCLUDE_TRIPLE_FUNCTION_H_

#define TRIPLE_ARG(Operation, Type) Operation::Type
// Define the triple_function prototype
template<class Arg1, class Arg2, class Arg3, class Result>
struct triple_function
{
 // Define the argument type alias
 typedef Arg1 first_argument_type;
 typedef Arg2 second_argument_type;
 typedef Arg3 third_argument_type;
 typedef Result result_type;
};

template <class Operation>
class binder3rd : public binary_function<typename TRIPLE_ARG(Operation, first_argument_type),
 typename TRIPLE_ARG(Operation, second_argument_type), typename TRIPLE_ARG(Operation, result_type)>
{
protected:
 Operation m_op;
 typename Operation::third_argument_type value;
public:
 binder3rd(const Operation& x, const typename Operation::third_argument_type y):m_op(x), value(y){}

 // Convert this function to binary_function using the third argument
 typename Operation::result_type operator()(const typename Operation::first_argument_type& x, const typename Operation::second_argument_type& y) const
 {
 return m_op(x, y, value);
 }
};</pre>
```

<p>Do you know an existing plugin in VIM to create automatically an include guard</p>

```
<pre><code> #ifndef <FILENAME>_<HPP or H> // ..or similar
#define
... code
#endif
</code></pre>
```

<p>based on the file name. Something that is part of a bigger plugin that helps in writing C/C++ code.</p>

<p>An even better solution is something that creates a C/C++ header and body files altogether.</p>

<p>I found thee custom sulotion <a href="http://stackoverflow.com/questions/19042690/how-do-i-create-a-mapping-in-vim-t

19676832

creating include guard in vim

<p>So I'm trying to setup a project using cocos2d-x-3.0. I can set everything up just fine, and then import and run my new proje

```
<pre><code>#include "AppDelegate.h"
#include "cocos2d.h"
#include "CCEventType.h"
#include "platform/android/jni/JniHelper.h"
#include <jni.h>;
#include <android/log.h>;

#define LOG_TAG "main"
#define LOGD(...) __android_log_print(ANDROID_LOG_DEBUG,LOG_TAG,__VA_ARGS__)

using namespace cocos2d;

void cocos_android_app_init (struct android_app* app) {
 LOGD("cocos_android_app_init");
 AppDelegate *pAppDelegate = new AppDelegate();
}
</code></pre>
```

<p>I then looked and noticed the <code>Classes</code> folder in my project was empty, despite there being classes in the <co

```
<pre><code>#ifndef _APP_DELEGATE_H_
#define _APP_DELEGATE_H_

#include "cocos2d.h"

/**
 * @brief The cocos2d Application.

The reason for implement as private inheritance is to hide some interface call by Director.
 */
class AppDelegate : private cocos2d::Application
{
</code></pre>
```

<p>There is an error at the <code>cocos2d::Application</code> part saying <code>Symbol 'Application' could not be resolved<

<p>EDIT:

After remaking the project, I discovered that the <code>Classes</code> folder is automatically marked as deprecated in Eclipse

<p>Scratch that, now I only get errors in one of the four files. In <code>HelloWorldScene.cpp</code>:</p>



<p>I need to implement 2 pass compiler, using same grammar. The 1st pass uses few rules only. The 2nd pass uses the full grammar. Is there an easy way to do that ?</p>

<p>A 2nd question; Is there a way to "trap" EOF and have "Stand By" state at end of file, so the next file (next pANTLR3\_INPUT\_STREAM) can be processed? What's the best way to implement it ?</p>

<p>thanks</p>

20117895

conditional parsing - is it possible?

<p>If I do the following:</p>

<p><strong>dConst.hpp</strong></p>

```
<pre><code>const int POWER_LEVEL = 9001;
</code></pre>
```

<p><strong>genPower.hpp</strong></p>

```
<pre class="lang-cpp prettyprint-override"><code>#include "dConst.hpp"
```

```
#ifndef GENPOWER_HPP
#define GENPOWER_HPP
```

```
const int GENERATOR[1] = { POWER_LEVEL };
```

```
#endif
</code></pre>
```

<p>I end up getting linker errors for any code that utilizes the generator array constant.</p>

<p>However, if I switch the <code>#include "dConst.hpp"</code> with the code block:</p>

```
<pre class="lang-cpp prettyprint-override"><code>#ifndef GENPOWER_HPP
#define GENPOWER_HPP
</code></pre>
```

<p>It works...</p>

<p>Am I misusing the power of the <code>#ifndef</code>?</p>

I am trying to use a c++-static function to trap I/O on multiple Serial ports as suggested here <http://stackoverflow.com/questions/11111111/c-cpp-static-function-to-trap-io-on-multiple-serial-ports>.  
`SerialHandlerManager::register_handler` is always initialize with SIGIO for signum

**UPDATE:** Here is a compilable shortened code

serialTest.cpp:

```
#include "serialTest.h"
#include "stdio.h"
/*-----SERIAL HANDLER MANAGER -----*/
SerialHandlerManager::SerialHandlerManager(){};

SerialHandlerManager* SerialHandlerManager::the_manager;

SerialHandlerManager* SerialHandlerManager::get_instance(){
 if(!the_manager)
 the_manager = new SerialHandlerManager;
 return the_manager;
}

void SerialHandlerManager::register_handler(int signum, int fd, SerialHandler* handler){
 /* -----handling sigaction----- */
 struct sigaction act;
 memset(&act, 0, sizeof(struct sigaction));

 act.sa_flags = SA_SIGINFO;
 act.sa_sigaction = SerialHandlerManager::dispatch_signal;
 if(fd >= handler_objects.size()) handler_objects.resize(fd + 1);
 handler_objects[fd] = handler;
 sigaction(signum, &act, NULL);
}

void SerialHandlerManager::dispatch_signal(int signum, siginfo_t * info, void * context)
{
 printf("%p %p %p\n", (void*)signum, info, context);
 printf("%d %d \n", info->si_fd, info->si_code);
 // (get_instance()->handler_objects[info->si_fd])->receive_function(signum);
}

/*----- SERIAL HANDLER-----*/

/*----- CONST/DESTRUCT----- */
```

<p>I'm writing a makefile that requires some environment variables to be defined. I am trying to use something like this to achieve

```
<pre><code>define check-var-defined
 ifndef $(1)
 $(error $(1) is not defined)
 endif
endef
```

```
$(call check-var-defined,VAR1)
$(call check-var-defined,VAR2)
$(call check-var-defined,VAR3)
```

```
rule1:
 #stuff
</code></pre>
```

<p>When I run make with no args I get this:</p>

```
<pre><code>$ make
Makefile:7: *** VAR1 is not defined. Stop.
</code></pre>
```

<p>But when I run it with VAR1 specified I get the same error. </p>

```
<pre><code>$ make VAR1=hello
Makefile:7: *** VAR1 is not defined. Stop.
</code></pre>
```

<p>Any ideas why this doesn't work? What can I do to make this work? Thanks in advance.</p>

<p>(Note that I need to check that the variables are actually defined when the makefile is run, as I need to include another makefile

<p>Please consider the following</p>

```
<pre><code>/*utils.h*/
#include <stdio>;
#include <iostream>;
//#include some other files, including <string>;
//ifndef ... and such macro
extern string configpath;
extern void writelog(string, string);
extern string get_fromfile(string, string);
//end the said macro
</code></pre>
```

<p>then we have</p>

```
<pre><code>/*utils.cpp*/
//all necessary includes, including <string>;
#include "utils.h" //they are in the same folder, as the following main .cpp
void writelog(string msg, string location = "lookinconfigfile")
{
 if (location == "lookinconfigfile")
 {
 get_fromFile(configpath, "logpath");
 //the function correctly returns the path to logfile, tested separatly.
 }
 ...
}
string get_formFile(string flpt, string wht)
{...}
</code></pre>
```

<p>then in main.cpp, i include utils.h, and set the configpath to point to a file which holds a path to the logfile. </p>

<p>now <code>g++ -c utils.cpp -std=c++11</code> produces utils.o  
<code>g++ -c main.cpp -std=c++11</code> produces main.o</p>

<p>before introducing the configpath as a global variable, by explicitly mentioning the configpath, that is, hard coding it to each

```
<pre><code>g++ main.o -o main
</code></pre>
```

<p>and that would generate main as an executable which would behave as expected.</p>

<p>I am using VS2012 for a course project that we started from scratch, We are to use C++ to create something like this (I think

<p><a href="https://www.dropbox.com/s/w2zh7yltbups6cm/class.png" rel="nofollow">https://www.dropbox.com/s/w2zh7ylt

<p>Well , we had that on paper , wrote the code for each class with no problems, except we can't test because each class depe  
Long story short : each class has its own untested code and VS does not detect any errors whatsoever and based on our previou

<p>When I start compiling some 500 errors come out of nowhere , some of them it says in "time.h" , I thought it was something

<p>doing some research here (and googling around) I narrowed it down to cyclic dependencies and I learned that I can draw th

<p>How can I realize this diagram in C++ ? Which class should include which headers ?

How can I avoid this in the future ?</p>

<hr>

<p>EDIT:

Solved it by removing all dependencies and disabling pre-compiled headers (Don't really know if I had to) , then I included each

All that did not really solve my problem , it was the declarations !!!

I did #ifndef <em>myclass</em> , #define <em>myclass</em> to each header and declared the used classes , I think it's what's

Anyway it finally compiled and I will start testing .</p>

<p>If you have any remarks then by all means , you can add them.</p>

21672834

Converting UML class diagram to C++ code(VS 2012)

<p>I have to code essentially what would mimic a std::map. I have a templated pair class, and a table class.</p>

<p>I am given a transition table:</p>

```
<pre><code> A B C D E
nke fa1 ok1 fa1 fa1 fa1
ok1 ok2 fa2 fa2 fa2 fa2
ok2 ok3 fa3 fa3 fa3 fa3
ok3 nke nke nke nke nke
fa1 fa2 fa2 fa2 fa2 fa2
fa2 fa3 fa3 fa3 fa3 fa3
fa3 nke nke nke nke nke
</code></pre>
```

<p>and an action table:</p>

```
<pre><code> A B C D E
nke
ok1
ok2
ok3 alarm alarm alarm unlock alarm
fa1
fa2
fa3 alarm alarm alarm alarm alarm
</code></pre>
```

<p>Basically, I'm suppose to code a security system, where a door opens after someone punches in the combination BAAD. Any

<p>I understand the concept, but I do not understand how to create a mapping of the table.</p>

<p>Below in the header file, </p>

```
<pre><code>int (*Mapping)(Key k);
</code></pre>
```

<p>I cannot figure out how I would map key to value using the action and transition table.</p>

<p>How do I map the values of the table by primary key and value?</p>

<p>Please ask if I need to supply anymore information,</p>

<p>Table Header File:</p>

<p>I keep on getting this error, and I don't know why. Please won't someone explain why such a error is and how I can avoid su

<p><strong>My header file</strong></p>

```
<pre><code>#ifndef _STUDENT_H
#define _STUDENT_H
#include <string>
namespace name {
 class StudentRecord
 {
 private:
 std::string name;
 std::string surname;
 std::string studentNumber;
 std::string classRecord;
 int token;

 public:
 StudentRecord(std::string n , std::string s , std::string x , std::string c);
 StudentRecord(void);
 StudentRecord(const StudentRecord & rhs);

 StudentRecord(StudentRecord && rhs);
 ~StudentRecord();
 int avg(void);
 int aquire_token(void);
 void release_token(void);
 };

}
#endif
</code></pre>
```

<p>\*<em>My cpp file as stands \*</em></p>

```
<pre><code>#include <cstdlib>
#include <string>
#include "studentrecords.h"
namespace name{
```

```
// Copy Constructor
```

```
// Error
```



<p>Below is a snippet of my C++ code that deals with Copy assignment operator :</p>

```
<pre><code>StudentRecord & operator=(const StudentRecord & rhs) {
if (this != & rhs){
 StudentRecord::name = rhs.name;
 StudentRecord:: surname = rhs.surname;
 StudentRecord::studentNumber=rhs.studentNumber;
 StudentRecord::classRecord = rhs.classRecord;
 int newToken= StudentRecord::aquire_token();
 if(StudentRecord::token != -1){
 //Error here
 StudentRecord::release_token(StudentRecord::token);
 }

}

return (*this);
}
</code></pre>
```

<p>Below is the declaration of the member function in the .h header file:</p>

```
<pre><code>StudentRecord operator=(const StudentRecord & rhs);
</code></pre>
```

<p>However I get the following error message using Eclipse on Linux:</p>

```
<pre><code>Invalid arguments 'Candidates are:void release_token(int)'
</code></pre>
```

<p>Is this something I should be concerned about given that Eclipse in my experience is prone to misbehaving when in use as ic

<p>Please I really need to know.</p>

```
<pre><code>#ifndef _STUDENT_H
#define _STUDENT_H
#include <string>
namespace dnkmat001 {
class StudentRecord
{
```

```
public:
```

<p>My setup is as follows:</p>

<p><code>studentrecord.h</code>, <code>studentrecord.cpp</code> , <code>database.cpp</code> , <code>database.h</code></p>

<p><strong>studentrecord.h:</strong></p>

```
<pre><code>#ifndef _STUDENT_H
#define _STUDENT_H
#include <string>
#include <vector>
#include <iostream>
#include "counter.h"
namespace dnkmat001
{
using std::string;
```

```
class StudentRecord : public sjp::counter<StudentRecord>
{
```

```
public:
```

```
 string name;
 string surname;
 string studentNumber;
 string classRecord;
 int token;
```

```
public:
```

```
 StudentRecord(const string& n, const string& s,
 const string& x, const string& c);
 StudentRecord(void);
 StudentRecord(const StudentRecord & rhs);
 StudentRecord(StudentRecord && rhs);
 StudentRecord & operator=(const StudentRecord & rhs);
 StudentRecord & operator=(StudentRecord && rhs);
 ~StudentRecord();
 friend std::ostream& operator<<<(std::ostream& os, const StudentRecord& sr);
 string stud_avg () const;
};
```

<p>There is a question which make me puzzle. I know it is not right to do that ,but I don't know why. And how does the #ifndef

<p>The code is simple:(myh.h):</p>

```
<pre><code>#ifndef P_H
#define P_H
struct P{
 int a;
};
int b;
#endif
</code></pre>
```

<p>another file s.cpp</p>

```
<pre><code>#include"myh.h"
P a1;
</code></pre>
```

<p>the main.cpp:</p>

```
<pre><code>#include<iostream>
#include"myh.h"
using namespace std;

int main()
{
 P a2;
 return 0;
}
</code></pre>
```

<p>The error is multiple definition of b; just as I know. I have two questions: 1.as some books said if you use #ifndef the compl

<ol>

<li>What is the differnce of "a" 、 "b"and "P". Why "a" and "P" have no question . I don't know wether I am right to consider "P'  
</ol>

<p>If It is the difference of local and global ,why is "P" right?</p>

<p>I am really puzzled. Pardern your time to help me. Thanks. </p>

<p>I am new in c++. When I create a header file Arme.h, I get automatically these instructions </p>

```
<pre><code>#ifndef DEF_ARME
#define DEF_ARME
</code></pre>
```

<p>What does these mean and is it important?</p>

22769919

what does mean #ifndef #define directive

<p>I'm using Gtkmm and multithreading.</p>

<p>I have a class "NetworkWorker" doing stuffs with the network in a secondary thread.  
In this class I want to make many signals which will be handled by my class "MainWindow".</p>

<p>The methods which handle these signals, will edit/append text in a TextView.</p>

<p>I have the following code:</p>

<p>NetworkWorker.h</p>

```
<pre><code>#ifndef NETWORKWORKER_H_
define NETWORKWORKER_H_

include <sigc++/sigc++.h>;
include <glibmm/threads.h>;
include <string>;

class NetworkWorker
{
public:
 NetworkWorker();
 ~NetworkWorker();

 void start();
 void stop();

 sigc::signal<void, std::string&&> signal_data_received();

private:
 void run();

 sigc::signal<void, std::string&&> m_signal_data_received;

 Glib::Threads::Thread* m_thread;
 Glib::Threads::Mutex m_mutex;
 bool m_stop;
};

#endif
</code></pre>
```

<p>NetworkWorker.cpp</p>

<p>I get an error in my program saying "Unresolved External symbol", i tried everything i know but couldn't solve it. I started ge

<p>Here is FileHandler Class Header :-</p>

```
<pre><code>#include <string>
#include <iostream>
#include "test.h"
#include <iomanip>
#include "Administrator.h"
#ifndef FileHandler_h
#define FileHandler_h

using namespace std;
template<class T>
class FileHandler
{
 public:string writeToFile(T writeObject);

public: FileHandler();

};
#endif
</code></pre>
```

<p>File Handler Class Implementation</p>

```
<pre><code>template<class T>
FileHandler<T>::FileHandler(){}

template<class T>
string FileHandler<T>:: writeToFile(T writeObject)
{

 ofstream outputFile;
 outputFile.open("file.txt",ios::out|ios::app);

more code.....

 return "done";
}
</code></pre>
```

<p>Traditionally, the standard and portable way to avoid multiple header inclusions in C++ was/is to use the <code>#ifndef - #

```
<pre><code>#ifndef MY_HEADER_HPP
#define MY_HEADER_HPP
...
#endif
</code></pre>
```

<p>In most implementations/compilers (see picture below) however, there's a more "elegant" alternative that serves the same

<p></p>

<p>Doing some research, I realized that although <code>#pragma once</code> directive is supported by almost all known com

<h2><strong>Questions:</strong></h2>

<ul>

<li>Could someone clarify whether <code>#pragma once</code> directive is part of the C++11 standard or not?</li>

<li>If it's not part of the C++11 standard, are there any plans on including it on later releases (e.g., C++14 or later)?</li>

<li>It would also be nice if someone could further elaborate on the advantages/disadvantages in using either one of the technic

</ul>

23696115

Is #pragma once part of the C++11 standard?

<p>i have tried sharing a global variable between different source files in c using extern.

it seems like each program creates locally different copies of the variable and as a result, when a program changes its value wh

<p>tools.h</p>

```
<pre><code>#ifndef __TOOLS__
#define __TOOLS__
#include <errno.h>
#include <stdlib.h>

extern int i;

void init();

#endif
</code></pre>
```

<p>tools.c</p>

```
<pre><code>#include "tools.h"
#include <fcntl.h>
#include <stdio.h>
#include <stdlib.h>

int i;

void init(){

i=0;
}
</code></pre>
```

<p>prog1.c</p>

```
<pre><code>#include "tools.h"
#include <errno.h>
#include <fcntl.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

int main(int argc,char *argv[]){
```



<p>This is a school thing.</p>

<p>Here's the problem:</p>

<p>We're working on a Bomberman clone, and we have to implement a scripting interface, allowing the user to make his own ' We chose to use Perl. Right now, I build the perl module like this:</p>

<p>Here are the files (test purpose):</p>

<p>SaibApi.xs:</p>

```
<pre><code>#ifdef __cplusplus
extern "C" {
#endif
#include "EXTERN.h"
#include "perl.h"
#include "XSUB.h"
#ifdef __cplusplus
}
#endif
#include "ppport.h"
#include "SaibApi.hpp"
```

```
MODULE = SaibApi PACKAGE = SaibApi
```

```
SaibApi *
SaibApi::new()
```

```
void
SaibApi::DESTROY()
```

```
void
SaibApi::PrintLol()
```

```
void
SaibApi::PrintPvar()
```

```
void
SaibApi::setLol(int arg)
</code></pre>
```

<p>SaibApi.hpp</p>

<p>I want to instantiate a class regarding its name. I found that Qt allows it with <code>QMetaType::create</code>.<br>I also found that we have to register the class using <code>Q\_DECLARE\_METATYPE</code>.<br>But I did everything needed (I think), and it didn't work.</p>

<p>That's my basic class :</p>

```
<pre><code>#ifndef __BLOCK_HH__
define __BLOCK_HH__

include <QMetaType>;
include <QObject>;

include <string>;
include <vector>;

include "Util.hpp"
include "Common.hh"

class Block
{
protected:
 std::string _name;
 uint32 _u32StartAddr;
 uint32 _u32EndAddr;
 uint8 *_pu8Content;
 bool _bSure;
 bool _bVirgin;
 std::string _type;

 std::vector<std::string> _errorCauses;

 Block(const std::string&;, uint32, uint32, uint8 *, const std::string&);

public:
 Block(const std::string&; = "", uint32 = 0, uint32 = 0, uint8 * = 0);
 Block(const Block&);
 virtual ~Block();

 Block& operator=(const Block&);

 void setName(const std::string&);
 void setStartAddr(uint32);
 void setEndAddr(uint32);
 void setContent(uint8 *, uint32);
 void setErrorCauses(const std::vector<std::string>&);
 void setSure(bool);
 void setVirgin(bool);
 void setType(const std::string&);
 const std::string& getName() const;
 uint32 getStartAddr() const;
 uint32 getEndAddr() const;
 const uint8* getContent() const;
 const std::vector<std::string>& getErrorCauses() const;
 bool isSure() const;
 bool isVirgin() const;
 const std::string& getType() const;
 void print();
};

#endif</code></pre>
```

<p>First I tried to download iODBC. </p>

<ul>

<li>My MSYS console can't configure it, even if it "INSTALL" document orders to do it, because it has just configure.in, that have  
<li><p>I downloaded GnuWin32 autoconf (2.63) to parse it. But it can't parse, because when I start autoconf in MSYS with path

<p>./autoconf: line 615: C:/PROGRA~2/GnuWin32/autoconf/bin/autom4te: No such file or directory  
./autoconf: line 615: exec: C:/PROGRA~2/GnuWin32/autoconf/bin/autom4te: cannot execute: No such file or directory</p></li>  
</ul>

<p>Fun, that autoconf already placed in GnuWin32/bin directory, and autom4te lays near. </p>

<ul>

<li>I tried just rename configure.in to configure, but I receive syntax error at first line with "AC\_PREREQ(2.59)". Also I found in i  
<li>I also tried to run bootstrap, but it falls with "line 145: --force: command not found".</li>  
</ul>

<p>Then I decide to try unixODBC. I downloaded library 2.3.2 from <a href="http://www.unixodbc.org/" rel="nofollow">home  
Then I run "make check". It failed with:</p>

```
<pre><code>iniOpen.c: In function 'iniOpen':
iniOpen.c:401:43: error: 'EOVERFLOW' undeclared (first use in this function)
 (errno != ENOSPC) & & (errno != EOVERFLOW) & &
 ^
iniOpen.c:401:43: note: each undeclared identifier is reported only once for each function it appears in
iniOpen.c:402:20: error: 'EWOULDBLOCK' undeclared (first use in this function)
 (errno != EWOULDBLOCK))
</code></pre>
```

<p>I found that EWOULDBLOCK and EOVERFLOW never met in sources anywhere else. Also I found that it guess take them fror

<p>Now I have problem with "ld.exe: cannot find -lpthread" - Linker is trying to link posix threads that are not available at syste

<p>It was built with adding definition for EWOULDBLOCK, EOVERFLOW and configuring with <code>flag --enable-threads=no</

<p>So, my question is: is there right way to work with ODBC from MinGW WITH threads? If I was moving right way, how to solv

<p>Trying to get a grip on proper format for setting up header files for my external functions that I'm doing for school.</p>

<p>In the .h file I place the <code>#ifndef &lt;token> #define &lt;token></code> and <code>#endif</code> pre-processor

<p>When adding the whole package to my main program do I just need to add at the top of my main program <code>#include

<p><strong>[Edit] Added the code for you as requested. The whole thing works fine but just want to write it by the standard

<p>My main() file:</p>

```
<pre><code> #include <stdio.h>
#include "utils.h"

// DEFINED Values

#define FALSE 1
#define TRUE 0

// MAIN CODE
int main()
{

// Local Variables
int success = TRUE;

float fValue,fConvert;
float fSrcFactor,fDstFactor;

char cSourceCurrency;
char cDestCurrency;
char cNewline;

// User Input
printf("Enter source currency: ");
scanf("%c%c",&cSourceCurrency,&cNewline);
printf("Enter destination currency: ");
scanf("%c%c",&cDestCurrency,&cNewline);
printf("Enter the value: ");
scanf("%f",&fValue);

fConvert = convert(cSourceCurrency, cDestCurrency, fValue);
```

<p>I am attempting to make part of a program that uses a bank account class as the base class and checking and savings as the

<p>I have looked for answers but the answers I have found don't seem to be my problem but I might just need another set of e

<p>the compiler errors:</p>

<blockquote>

<p>In function <code>main':  
badriver.cpp:20: undefined reference to</code>Checking::getAccount()'<br>badriver.cpp:23: undefined reference to <code>Checking::setAccount(int)'<br>badriver.cpp:24: undefined reference to</code>Savings::setAccount(int)'<br>badriver.cpp:26: undefined reference to `Checking::getAccount()'</p>

</blockquote>

<p>badriver.cpp</p>

```
<pre><code>#include "BankAccount.cpp"
#include "Checking.cpp"
#include "Savings.cpp"
#include <string>
#include <iostream>
using namespace std;
```

```
int main(){
```

```
 Checking c;
 Savings s;
```

```
 cout <<< "Checking: " <<< c.getAccount() <<< " - Type: " <<< c.getType() <<< endl;
 cout <<< "Savings: " <<< s.getAccount() <<< " - Type: " <<< s.getType() <<< endl;
```

```
 c.setAccount(9);
 s.setAccount(15);
```

```
 cout <<< "New Checking: " <<< c.getAccount() <<< endl;
 cout <<< "New Savings: " <<< s.getAccount() <<< endl;
 return 0;
}
```

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

<p>BankAccount.h</p>

```
<pre><code>#ifndef BANKACCOUNT_H
```

<p>I am having an issue where I am getting conflicting function names from two different libraries I am including. I am attempt

<p>I am not sure why the compiler is implicitly using that 'ACE\_Task' namespace, as there are no explicit 'using namespace ACE

```
<pre class="lang-none prettyprint-override"><code>log4cpp_common_macros.h:26:23: error: no matching function for call to '
 gettimeofday(&tv, 0);
```

... (repeat errors/notes about the same line)

In file included from /usr/share/ace/ace/Task\_T.h:187:0,&lt;br>&gt;  
from /usr/share/ace/ace/Task.h:303,&lt;br>&gt;  
from libmessenger/io/TP\_SenderTask.h:20,&lt;br>&gt;  
from libmessenger/Messenger.h:24,&lt;br>&gt;  
from libmessenger/Messenger.cpp:15:&lt;br>&gt;

```
/usr/share/ace/ace/Task_T.inl:70:1: note: ACE_Time_Value_T<TIME_POLICY> ACE_Task<_ACE_SYNCH, TIME_POLICY<
ACE_Task<ACE_SYNCH_USE, TIME_POLICY>::gettimeofday (void) const
</code></pre>
```

<p>Below is the offending piece of the code (edit: from log4cpp\_common\_macros.h):</p>

```
<pre class="lang-c++ prettyprint-override"><code>#include "log4cpp_wrapper.h"
#include <sys/time.h>

#define STDERR_FORMAT_TIME(time_str) \
{ \
 struct tm ptm; \
 struct timeval tv; \
 gettimeofday(&tv, 0); \
 time_t t = tv.tv_sec; \
 gmtime_r(&t, &ptm); \
 strftime(time_str, sizeof(time_str), "%Y/%m/%d %H:%M:%S", &ptm); \
}
</code></pre>
```

<p>Messenger.cpp :</p>

```
<pre><code>#include "Messenger.h" // here is include for the stack going to ACE_Task
#include "Messenger.inl"

#include "libmessenger/io/TP_IO_Connector.h"
#include "libmessenger/io/TP_IO_Handler.h"
```

<p>While building busybox I found some source files are including linux kernel headers.

I added #define \_\_KERNEL\_\_ to select some portion of header file lines. and I also added #define \_BUSYBOX\_ and inserted #ifn  
The next problem I face is below. It says fd\_set is defined twice. </p>

```
<pre><code>In file included from /opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/../../../../sparc-snake-linux/sys-include/linux/th
 from /opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/../../../../sparc-snake-linux/sys-include/linux/preempt.h:9,
 from /opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/../../../../sparc-snake-linux/sys-include/linux/spinlock.h:50,
 from /opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/../../../../sparc-snake-linux/sys-include/linux/mmzone.h:7,
 from /opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/../../../../sparc-snake-linux/sys-include/linux/gfp.h:4,
 from /opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/../../../../sparc-snake-linux/sys-include/linux/slab.h:12,
 from archival/libarchive/unxz/xz_private.h:16,
 from archival/libarchive/unxz/xz_dec_bcj.c:11,
 from archival/libarchive/decompress_unxz.c:36:
/opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/../../../../sparc-snake-linux/sys-include/linux/types.h:23:26: error: conflicting typ
/opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/../../../../sparc-snake-linux/include/sys/select.h:75:5: note: previous declaration
</code></pre>
```

<p>The message shows fd\_set was first defined in sparc-snake-linux/include/sys/select.h and then later again in sparc-snake-lir  
echo "" | sparc-snake-linux-gcc -o /tmp/tmp.o -v -x c -<br>  
I could see the default include path is</p>

```
<pre><code>#include <...> search starts here:
/opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/include
/opt/snakede/lib/gcc/sparc-snake-linux/4.6.2/include-fixed
/opt/snakede/sparc-snake-linux/sys-include
/opt/snakede/sparc-snake-linux/include
</code></pre>
```

<p>It searches /opt/snakede/sparc-snake-linux/sys-include first before /opt/snakede/sparc-snake-linux/include but the file unc  
EDIT : using #ifndef <em>BUSYBOX</em> I blocked over 20 2nd-time-appearting definitions and am still seeing such errors corr

25307454

selecting right kernel header files for busybox build

I am trying to get an OpenGL/glew program from a template made by my uni lecturer work. He has added this code to his p

```
<pre><code>if(!GLEW_VERSION_3_1) {
 std::cerr << "Driver does not support OpenGL 3.1" << std::endl;
 return 1;
}
</code></pre>
```

This prints the error on my mac. After some experimenting, I have found out that my mac is actually running OpenGL (2.1 I

Is there any way in which I can upgrade to 3.1?

25564987

OpenGL 3.x on Macbook Air mid 2012

I have two different deployment in my project! for those two deployment i am having different structure members, But wit

```
<pre><code>#ifdef SATHISH
typedef struct{
 int id;
 char name[10];
}data;
#else
typedef struct{
 struct student s1;
 double average;
}data;
#endif
</code></pre>
```

In this case when the `SATHISH` flag enabled first structure will be evaluated, if the flag is not defined second

Is there any other best alternative way to do the same thing with out using preprocessor directives (like `#ifdef .... #e`

Any suggestion is appreciated!

25620281

Is there any other way to avoid conflicting types othe



<p>I'm a new in swift programming.  
I need to create pure swift framework and import it in my existing pure swift project.  
When I try to import swift framework, I'm getting this error  
message:</p>

```
<pre><code>"Could not build Objective-C module '<myModule>'"
</code></pre>
```

<p></p>

<p><strong>Test.h</strong></p>

```
<pre><code> import Foundation
```

```
public class Test {
 class func printTest() {
 println("111");
 }
}
</code></pre>
```

<p><strong>Asdf.h</strong></p>

```
<pre><code>import UIKit
public class Asdf: Test {
 class func echo() {
 println(888);
 }
}
</code></pre>
```

<p><strong>myModule-Swift.h</strong></p>

```
<pre><code>#ifndef <myModule>_<myModule>_Swift_h
#define <myModule>_<myModule>_Swift_h

#endif
</code></pre>
```

<p>After framework build, i have added framework in my existing project and get this  
</p>

<p>What am I doing wrong? Thanks For Help!</p>

I have this piece of code connecting to local graphite (which is actually just `nc -l -p 2023` running on localhost)

```
getCarbonAddr :: Config -> IO SocketAddr
getCarbonAddr cfg = do
 let host = (graphiteHost . graphiteConfig) cfg
 let port = (graphitePort . graphiteConfig) cfg
 -- addrInfos <- getAddrInfo (Just defaultHints)
 addrInfos <- getAddrInfo Nothing
 (Just host)
 (Just (show port))
 putStrLn $ "addrInfos: " ++ show addrInfos
 c <- case addrInfos of
 (addrInfo : _) -> return (addrAddress addrInfo)
 _ -> unsupportedAddressError host
 return c
where
 unsupportedAddressError h = ioError $ userError $
 "unsupported address: " ++ h
```

Config values for host and port are "localhost" and 2023 respectively. When I run this on my OS X after upgrade to Yosemite

```
addrInfos: [AddrInfo {addrFlags = [], addrFamily = AF_INET6, addrSocketType = Datagram, addrProtocol = 17, addr
LocalJob: connect: unsupported operation (Address family not supported by protocol family)
```

This seemed weird to me, so I decided to run this C program (googled for "getaddrinfo" example, changed hostname and port)

```
#include <stdio.h>
#include <stdlib.h>
#include <netdb.h>
#include <netinet/in.h>
#include <sys/socket.h>

#ifdef NI_MAXHOST
#define NI_MAXHOST 1025
#endif
```

```
int main(void)
{
 struct addrinfo *result;
 struct addrinfo *res;
 int error;
```

<p>I have to add compiler directives before class declaration like :</p>

```
<pre><code>`ifndef MIPI_RFFE_SCOREBOARD__SV
`define MIPI_RFFE_SCOREBOARD__SV

class mipi_rffe_scoreboard extends uvm_scoreboard;
</code></pre>
```

<p>I tried :</p>

```
<pre><code>sed 's/class (\w+)(.*)/\`ifndef \U\1__SV\2/' mipi_rffe_scoreboard.sv
</code></pre>
```

<p>Which gives :</p>

```
<pre><code>sed: -e expression #1, char 38: invalid reference \2 on `s' command's RHS
</code></pre>
```

<p>I have seen <a href="http://stackoverflow.com/questions/11694980/using-sed-insert-a-line-below-or-above-the-pattern">26594637

Add/Insert lines before pattern such that lines to be

<p>I've been investigating some strange behavior regarding the boost serialization of a <code>std::tr1::unordered\_map</code>:

```

using original key with original <code>unordered_map</code>
using deserialized key with deserialized <code>unordered_map</code>
using deserialized key with original <code>unordered_map</code>
using original key with deserialized <code>unordered_map</code>

```

<p>The first two cases work as you would expect, but the last two cases do not map correctly. I've created a minimum working

```
<pre><code>#include <cstdlib>
#include <unordered_map>
#include <string>
#include <fstream>
#include <boost/archive/text_oarchive.hpp>
#include <boost/archive/text_iarchive.hpp>
#include "unordered_map.hpp"

class HashKey {
public:
 HashKey() = default;
 HashKey(const HashKey& orig) = default;
 virtual ~HashKey() = default;
 friend class boost::serialization::access;

 template<class Archive>
 void serialize(Archive & ar, const unsigned int version)
 {
 ar & ar & const_cast<unsigned long &>(id);
 }
 inline bool operator==(const HashKey& key) const {
 return this-&id == key.id;
 }
 struct KeyHasher {
 std::size_t operator()(const HashKey* key) const {
 return boost::hash<unsigned long>()(key-&id);
 }
 };
private:
 static unsigned long int idCounter;
 const unsigned long int id = HashKey::idCounter;
};
```

<p>I know this title is a bit confusing but a diagram will probably help.  
in one file: </p>

```
<pre><code>#ifndef ...
#define ...
#include (including OListiterator.h>
template <T>class T;
class OList;
template <T>class T;
Class OListiterator{
 friend class OList<T>::OList;
 typename OList<T>::Node* iiter;
};
function defs;
#endif
</code></pre>
```

<p>in another:</p>

```
<pre><code>#ifndef ...
#define ...
#include (one is OList.h)
template<T>class T;
class OListiterator;
template <T>class T;
Class OList{
 friend class OListiterator<T>::OListiterator;
 public:
 class Node{
 };
 //things
};
//functions
#endif
</code></pre>
```

<p>This is what myself and the TA assisting me would have thought would work, but I am thrown the error: Node does not nan

<p>A newbie in C++. I am trying to create a node class (and not struct) in c++. And practice some various trees implementation:

<p>My header file</p>

```
<pre><code>#ifndef NODE_H
#define NODE_H
class Node{
private:
 Node *left,*right;
 int data;
 Node(){}
public:
 Node(int data);
};
#endif
</code></pre>
```

<p>class def</p>

```
<pre><code>#include "Node.h"

Node::Node(int data) {
 this->data = data;
 this->left = NULL;
 this->right = NULL;
}
</code></pre>
```

<p>My test:</p>

```
<pre><code>#include "Node.h"
int main(int argc, char *argv[]){
 Node n = new Node(2);

}
</code></pre>
```

<p>error:  
In function 'int main(int, char\*\*)':</p>

```
<pre><code>/home/fraz/ClionProjects/algorithms/BinaryTest.cpp:3:24: error: invalid conversion from 'Node*' to 'int' [-fpermiss
 Node n = new Node(2);
 ^
```

<p>Attempting to use Android in Ubuntu to study TaintDroid and running into some issues. I followed the instructions at <a href="http://www.taintdroid.org/doc/running-on-linux.html">http://www.taintdroid.org/doc/running-on-linux.html</a></p>

<p>I'm using Ubuntu 14.04 64 bit in Virtual box</p>

<p>When I get to Make, i get the following stacktrace</p>

```
<pre><code>colin@colin-VirtualBox:~/tdroid/tdroid-2.3.4_r1$ ls
bionic cts device hardware ndk prebuilt
bootable dalvik external libcore out sdk
build development frameworks Makefile packages system
colin@colin-VirtualBox:~/tdroid/tdroid-2.3.4_r1$. build/envsetup.sh
including device/htc/passion/vendorsetup.sh
including device/samsung/crespo/vendorsetup.sh
colin@colin-VirtualBox:~/tdroid/tdroid-2.3.4_r1$ lunch 1</pre>
```

```
=====
PLATFORM_VERSION_CODENAME=REL
PLATFORM_VERSION=2.3.4
TARGET_PRODUCT=generic
TARGET_BUILD_VARIANT=eng
TARGET_SIMULATOR=false
TARGET_BUILD_TYPE=release
TARGET_BUILD_APPS=
TARGET_ARCH=arm
HOST_ARCH=x86
HOST_OS=linux
HOST_BUILD_TYPE=release
BUILD_ID=GRJ22
=====
```

```
colin@colin-VirtualBox:~/tdroid/tdroid-2.3.4_r1$ make -j4
```

```
=====
PLATFORM_VERSION_CODENAME=REL
PLATFORM_VERSION=2.3.4
TARGET_PRODUCT=generic
TARGET_BUILD_VARIANT=eng
TARGET_SIMULATOR=false
TARGET_BUILD_TYPE=release
TARGET_BUILD_APPS=
TARGET_ARCH=arm
HOST_ARCH=x86
HOST_OS=linux
HOST_BUILD_TYPE=release
BUILD_ID=GRJ22
```

<p>I have a confusion with the way <code>#include</code> directives work in <code>C/C++</code>. My first question is:</p>

<p>If header A includes header B <strong>first</strong> and <strong>then</strong> header C, is everything defined in header A?

```
<pre><code>/* FILE: header A */
```

```
#include "B.h"
```

```
#include "C.h" //are stuff from B.h available INSIDE C.h now?
```

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

<p>My second question is (somewhat related to above) is this inclusion behavior different in C and C++?</p>

<p>Lastly, I am trying to compile <code>freeglut</code> with a C++ compiler and <code>freeglut</code>'s header has the following

```
<pre><code>#ifndef __FREEGLUT_H__
```

```
#define __FREEGLUT_H__
```

```
#include "freeglut_std.h"
```

```
#include "freeglut_ext.h"
```

```
#endif /* __FREEGLUT_H__ */
```

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

<p>Problem is that, under compilation as C, everything is fine but switching to C++ in Visual Studio suddenly makes <code>freeglut</code> not compile

27576719

Include hierarchy confusion



<p>I'm having troubles with nested headers, </p>

<h3>a.h</h3>

```
<pre><code>#ifndef a_h
#define a_h
 #include<lt;b.h>
#endif
</code></pre>
```

<h3>b.h</h3>

```
<pre><code>#ifndef b_h
#define b_h
 #include<lt;a.h>
#endif
</code></pre>
```

<p>Looks like the include guards are not working.<br>

In fact, I'm getting Apple Mach-O Linker Error, duplicate symbols, clang: error: linker command failed with exit code 1.</p>

<p>What am I doing wrong?</p>

27671639

XCode 6 preprocessor directive ( #ifndef ) not workin

<p>I had an game created, when they send me version via test flight (outside of itunes connect) it works correctly and i get loca

<p>However, when the game is uploaded to itunes connect and i download from there the local push notifications do not work

<p>Any idea on why it works outside itunes connect but not when downloading from appstore or prerelease from itunes.?</p>

<p>Notification appears to be raised by:</p>

```
<pre><code>- (void) sendLocalReminder:(NSDate *)date Type:(NSString*)type Alert:(NSString *)title{
 // some code ...
 UILocalNotification *localNotif = [[UILocalNotification alloc] init];

 if (localNotif == nil)
 return;

 localNotif.fireDate = date;
 localNotif.timeZone = [NSTimeZone defaultTimeZone];
 localNotif.alertAction = NSLocalizedString(@"Reminder", nil);
 localNotif.alertBody = title;
 localNotif.soundName = UILocalNotificationDefaultSoundName;
 localNotif.applicationIconBadgeNumber = 0;

 NSDictionary *infoDict = [NSDictionary dictionaryWithObject:type forKey:@"lid"];
 localNotif.userInfo = infoDict;

 [[UIApplication sharedApplication] scheduleLocalNotification:localNotif];
 [localNotif release];

}

-(void)notifyScratch
{
 [self sendLocalReminder:[NSDate dateWithTimeIntervalSinceNow:TIME_LIFE_BONUS] Type:LNT_SCRATCH_CARD Alert:LNM_
}
</code></pre>
```

<p>AppDelegate.h</p>

```
<pre><code>//
//
//
// Created by HuangYinHui on 11/12/14
```

<p>I am following the book "SDL Game Development By Shaun Mitchell" to learn SDL2 and have run into a compiler error I can

<p>TextureManager.h</p>

```
<pre><code>#include "SDL.h"
#include <iostream>
#include <map>
#include <string>

#ifdef __TextureManger__
#define __TextureManager__

class TextureManager
{
public:
 bool load(std::string fileName,std::string id,SDL_Renderer* pRenderer);
 // draw
 void draw(std::string id, int x, int y, int width, int height, SDL_Renderer* pRenderer, SDL_RendererFlip flip = SDL_FLIP_NONE)

 // drawframe
 void drawFrame(std::string id, int x, int y, int width, int height, int currentRow, int currentFrame, SDL_Renderer* pRenderer,

 std::map<std::string, SDL_Texture*> m_textureMap;
};

#endif /* defined(__TextureManager__) */
</code></pre>
```

<p>TextureManager.cpp</p>

```
<pre><code>#include "TextureManager.h"
#include "SDL_image.h"
#include "SDL.H"

bool TextureManager::load(std::string fileName, std::string id, SDL_Renderer* pRenderer)
{
 SDL_Surface* pTempSurface = IMG_Load(fileName.c_str());
 if(pTempSurface == 0)
 {
 return false;
 }
}
```

<p>I have a file called "controls.h" that declares the handles for buttons that will be used in a Win32 app.</p>

```
<pre class="lang-c++ prettyprint-override"><code>#ifndef CONTROLS_H
#define CONTROLS_H
#include "Window.h"

HWND hwnd_Font_btn;
HWND hwnd_Color_btn;

#pragma region UI_FUNCTION_DEC
bool DrawUI(HWND parenthwnd);
#pragma endregion
#endif
</code></pre>
```

<p>These handles and the function declaration is used in a file called "controls.cpp"</p>

```
<pre class="lang-c++ prettyprint-override"><code>#include "controls.h"

bool DrawUI(HWND parenthwnd)
{
 hwnd_Font_btn = CreateWindowEx(NULL, L"BUTTON", L"Select Font", WS_TABSTOP | WS_VISIBLE | WS_CHILD | BS_DEFPUS
 10, 10, 100, 25, parenthwnd, NULL, (HINSTANCE)GetWindowLong(parenthwnd, GWL_HINSTANCE), NULL);
 hwnd_Color_btn = CreateWindowEx(NULL, L"BUTTON", L"Select Color", WS_TABSTOP | WS_VISIBLE | WS_CHILD | BS_DEFPUS
 10, 45, 100, 25, parenthwnd, NULL, (HINSTANCE)GetWindowLong(parenthwnd, GWL_HINSTANCE), NULL);
 return true;
}
</code></pre>
```

<p>"Controls.h" is then included in "main.cpp" and then DrawUI is called. However, I can't compile the code because Visual Stu

```
<pre><code>Error 1 error LNK2005: "struct HWND__ * hwnd_Font_btn" (?hwnd_Font_btn@@3PAUHWND__@@A) already
Error 2 error LNK2005: "struct HWND__ * hwnd_Color_btn" (?hwnd_Color_btn@@3PAUHWND__@@A) already defined in c
</code></pre>
```

<p>I simply don't see the problem. I admit, I am inexperienced at programming, but Visual Studio's search function shows that

<p>Can you help me track down the problem?</p>

<p>I am trying to create an ActiveX DLL with QT in Visual C++ and I get the following errors when building:</p>

```
<pre><code>Error 1 error LNK2001: unresolved external symbol DllCanUnloadNow
Error 2 error LNK2001: unresolved external symbol DllGetClassObject
Error 3 error LNK2001: unresolved external symbol DllRegisterServer
Error 4 error LNK2001: unresolved external symbol DllUnregisterServer
Error 5 error LNK2001: unresolved external symbol DumpIDL
Error 6 error LNK1120: 5 unresolved externals
</code></pre>
```

<p>Am I missing any library includes?</p>

<p>Thank you for your time.</p>

<p><strong>EDIT:</strong> Here is the header:</p>

```
<pre><code>#ifndef #ifndef TESTACTIVEX_H
#define #ifndef TESTACTIVEX_H

#include <QtWidgets/QWidget>;
#include <ActiveQt/QAxBindable>;

#include "ui_testactivex.h"

class TestActiveX : public QWidget, public QAxBindable
{
 Q_OBJECT

public:
 TestActiveX(QWidget *parent = 0);

private:
 Ui::TestActiveXClass ui;
};

#endif // #ifndef TESTACTIVEX_H
</code></pre>
```

<p>My Makefile is based on multiple variables defined in a configuration file or <code>ENV</code> vars. My current solution is

```
<pre><code>NOGOAL = help clean distclean mrproper
ifeq ($(strip $(filter $(NOGOAL), $(MAKECMDGOALS))),)
VAR1 ?= $(error VAR1 undefined)
VAR2 ?= $(error VAR2 undefined)
VAR3 ?= $(error VAR3 undefined)
...
VARn ?= $(error VARn undefined)
endif
</code></pre>
```

<p>I would like to use a <code>foreach</code> loop instead: </p>

```
<pre><code>ifeq ($(strip $(filter $(NOGOAL), $(MAKECMDGOALS))),)
TESTVAR = TEST1 TEST2 TEST3
$(foreach v, $(TESTVAR), $(eval $v ?= $$ (warning Error: $v undefined)))
endif
</code></pre>
```

<p>Unfortunately <code>eval</code> doesn't work as I expected. Did I miss something?</p>

<p>Here a full test of my tests with 2 implementations of the tests. Even if <code>TEST3</code> is not defined I don't get any e

```
<pre><code>TEST1 = 1
TEST2 = 1
#TEST3 = 1 # NOT DEFINED
```

```
TESTVAR := TEST1 TEST2 TEST3
```

```
First implementation
$(foreach v, $(TESTVAR), $(eval $v ?= $$ (warning Error: $v undefined)))
```

```
Second implementation
$(foreach v, $(TESTVAR), $(eval $(call TESTER,$v)))
define TESTER
ifndef $1
$(warning $1 not defined)
endif
endef
```

```
Dummy rule
```

<p>I'm trying to prefix a PayPal static library so clients implementing our framework are able to use a different version of it. I've

```

I created a target and added libPayPalMobile.a to Link with binary libraries.
I've added the <a href="https://github.com/jverkoey/nimbus/blob/master/scripts/generate_namespace_header" rel="nofc
I've added my target as a dependency to the project.

```

<p>After <code>NamespacedDependencies.h</code> gets generated, I'm seeing some unwanted symbols in the Externs sectio

```
<pre><code>// Externs
#ifndef k1PasswordButtonWidth
#define k1PasswordButtonWidth __NS_SYMBOL(k1PasswordButtonWidth)
#endif

#ifndef k1PasswordButtonRightMargin
#define k1PasswordButtonRightMargin __NS_SYMBOL(k1PasswordButtonRightMargin)
#endif
```

- l002
- l003
- l004
- l003
- l004
- l005
- l006
- l001
- l007
- l002
- l008
- l003
- l009
- l010
- l007
- l011
- l004
- l012
- l008
- l009
- l005
- l010
- l011
- l003

OK, after posting a simple example here:  
<http://stackoverflow.com/questions/29368402/ambiguous-antlr-parser-rule>Ambiguous ANTLR parser rule

I think that over-simplifying the example didn't work well for me.  
So, I'm adding now the real example.

Here is the text to be parsed:

```
#ifndef _EVENTS_H
#define _EVENTS_H
#define EVENTS_LOGGER_VER 3.0f
/*****
<Start of event definitions section - Do not edit this comment.
*****/
#define EVT_FLOW_HW_ASSERTION_BASE 0x0 // Hw assertion base event
#define EVT_FLOW_HW_ASSERTION_PMG 0x1 // Hw assertion detected on PMG module. Module = 0x%x. Status is 0x%x
#define EVT_I2C_SECTION_START 0x20
#define EVT_I2C_DRIVER_ERROR 0x26 // I2C driver returns with error 0x%x on Device 0x%x Offset 0x%x
#define EVT_I2C_TARGET_DEVICE_ERROR 0x27 // I2C interrupt on error: Status=0x%x%x
#define EVT_TIME_MEASUREMENTS 0x2A // Time measurement. Line : %d; Spare : %d; Time, us : %d
#define EVT_DFU_AFTER_UPDATE_STATE_REG 0x2D // Going to DFU (REG_RESET_STATUS = %x)
#define EVT_MNOT_SAFE_DEBUG_INFO_CTL_RO_P1 0xC3 // ctl ro data 0x99-0xa0: 0x%x 0x%x 0x%x
#endif
```

and here is the grammar:

```
grammar EventsHFile;

/*
 * Parser Rules
 */

prog : ifndefEvents defineEvents defineVersion event+ EOF;

ifndefEvents : IFNDEF ' _EVENTS_H';

defineEvents : DEFINE ' _EVENTS_H';

defineVersion: DEFINE 'EVENTS_LOGGER_VER' version=versionRule 'f';

versionRule: REAL ;

event : DEFINE EVT_HEADER eventName=eventNameRule HEX eventId=eventIdRule (COMMENT_HEADER commentRule)?;
```



<p>I am a beginner in c programming and please forgive any obvious mistakes that I might make.  
My question- I have a header and source file already given to me(shown below)-</p>

<p>header1.h</p>

```
<pre><code>#ifndef
#define

typedef struct
{
 int a1,b1; //a's=input and b's=output
 int a2,b2;
 int a3,b3;
 int a4,b4;
}xx_xx;
int xxcalc(xx_xx *y);
endif;
</code></pre>
```

<p>source.c</p>

```
<pre><code>#define "header1.h"
#define <stdio.h>
int xxcalc(xx_xx *y)
{
 y->b1 = 2 * a1;
 y->b2 = 3 * a2 + a1;
 y->b3 = a3 + 7;
 y->b4 = a4 / 3;
 return 1;
}
</code></pre>
```

<p>Now i am required to write a main source file and then find the result by computing the expressions using msp430 micro co

<p>main.c</p>

```
<pre><code>#define "header1.h"
#define <stdio.h>
// few lines of code to disable watchdog timer
void main()
{
 int data1[10] r;
```

<p>I'm currently working with the lwip stack to implement a modbus server, but the "keep-alive" function doesn't work. Can sc

<p>code:</p>

```
<pre><code>static void prvweb_ParseHTMLRequest(struct netconn *pxNetCon)
{
struct netbuf *pxRxBuffer;
portCHAR *pcRxString;
unsigned portSHORT usLength;
static unsigned portLONG ulPageHits = 0;

while(netconn_recv(pxNetCon, &pxRxBuffer) != ERR_OK)
{
vTaskDelay(webSHORT_DELAY);
}
if(pxRxBuffer != NULL)
{
/* Where is the data? */
netbuf_data(pxRxBuffer, (void *) &pcRxString, &usLength);

if((NULL != pcRxString
& & !strcmp(pcRxString, "GET", 3)))
{
/*****
Generate HTML page
*****/

/* Write out the dynamically generated page. */
netconn_write(pxNetCon, cDynamicPage, (u16_t) strlen(cDynamicPage), NETCONN_COPY);
}
netbuf_delete(pxRxBuffer);
}

netconn_close(pxNetCon);
netconn_delete(pxNetCon);
}
</code></pre>
```

<p>I changed the following settings:</p>

```
<pre><code>#ifndef LWIP_TCP_KEEPALIVE
#define LWIP_TCP_KEEPALIVE 1
#endif
```

<p>I'm trying to use functions from a DLL that can't be added as Reference through Visual Studio (a message saying "reference

```
<pre><code>Private Declare Function Prn_Init Lib "VAX_VPOS396_APPAPI.dll" () As Integer
</code></pre>
```

<p>That works, but now I want to write a program in C#. How do I "translate" that declaration to C#?</p>

<p>Additional: In C++ the declaration comes in a \*.h file with these lines:</p>

```
<pre><code>#ifndef _VPOS396DLL_API_H
#define _VPOS396DLL_API_H
VPOS396_DLL_API int Prn_Init(void);
</code></pre>
```

30023748

How do I use a DLL function in C# without adding the

<p>I have a very poor understanding of inheritance and I can't seem to find the answer I'm looking for. I apologize for the length

<p>I have a base class "ProgCtl" which can send signals to processes. I have a simple program called "Beeper" which just runs for

<p>My problem is: I can't figure out how to access the methods and variables of ProgCtl from the methods in BeepCtrl. Mainly

<p>are my beep constructor's ProgCtl extension even doing anything? My notes only say that this allows me to set the attributes

<p>ProgCtl.hpp</p>

```
<pre><code>#ifndef PROGCTL_HPP
#define PROGCTL_HPP

#include <stdlib.h>
#include <unistd.h>
#include <string>

class ProgCtl {
private:
 std::string m_program;
 pid_t m_pid;

 void find_pid();

public:
 // Constructors
 ProgCtl():m_program(""),m_pid(-1){}
 ProgCtl(std::string prog):m_program(prog),m_pid(-1){}
 ProgCtl(char *prog):m_pid(-1) {
 m_program = std::string(prog);
 }
 // Setters
 void setName(std::string prog);
 void setName(char *prog);
 void setPid(pid_t pid){m_pid = pid;}
 // Other
 bool alive();
 int send(int sig);
 int start();
};

#endif
</code></pre>
```

<p>Is there any reason not to write one header file that #includes all other header files and just #include that one header in each

<p>Each header file is setup #ifndef ... #define ... #endif </p>

<p>To clarify the duplicates; I was asking about user written code not system headers and the other possible duplicate didn't hurt

<p>Thanks for the answers, I hadn't thought through some of them. I will look at taking the hybrid approach of some smaller header files.  
This is for a codebase that I have taken over, it's very much a web I'm slowly trying to untangle.</p>

30428444

Using a header of headers instead of repeating

<p>I'm trying to use #ifndef as below.</p>

```
<pre><code>#ifndef MACRO1 || #ifndef MACRO2
....
#endif
</code></pre>
```

<p>I already tried: </p>

```
<pre><code>#ifndef (MACRO1 || MACRO2)
..
#endif
</code></pre>
```

<p>But for both cases I am getting below error</p>

```
<blockquote>
<p>error: extra tokens at end of #ifndef directive</p>
</blockquote>
```

30734785

Usage of #ifndef directive

<p>Sorry for the noob question here, but i don't even know what to search on google. I tried some documentation on the move s

<p>So if somebody can give me some clues, i'll be really thanksfull.</p>

<p>About the code:</p>

<p>graph.hpp:</p>

```
<pre><code>#ifndef GRAPH_HPP
#define GRAPH_HPP

#include <cstdlib>
#include <unordered_map>
#include <vector>
#include <string>

template<typename T, typename U>
class Link;
template<typename T, typename U>
class Node;

namespace graph
{
 template<typename T, typename U>
 class Link
 {
 public:
 Link() = default;
 Link(U&& data, T& node) : _data(data), _endNode(node) {}
 ~Link() = default;

 private:
 U _data;
 Node<T, U>& _endNode;
 };

 template<typename T, typename U>
 class Node
 {
 public:
 Node() = default;
 Node(T&& data) : _data(data) {};
 ~Node() = default;
```

<p>I am getting segmentation fault upon the end of a while loop(I am not sure if the error appears after termination or before)  
I have checked that <code>dirlist\_next\_entry</code> successfully returns <code>DIRLIST\_END</code> after  
end of directory stream is reached. I don't understand what causes the fault as the loop should successfully terminate after enc

```
<pre><code>#include "DirEntry.h"
#include <stdio>

int main(int argc, char* argv[]){
 if(argc != 2){
 printf("Directory not specified\n");
 return -1;
 }
 DirListError error;
 DirEntry result;
 handle hfile = dirlist_start_find(argv[1], &error);
 while(dirlist_next_entry(hfile, &result) != DIRLIST_END){
 printf("%s %lld\n", result.entry, result.size);
 }
 dirlist_end_find(hfile);
}
</code></pre>
```

<p>Here is the definition of <code>dirlist\_next\_entry</code>:</p>

```
<pre><code>DirListError dirlist_next_entry(handle h, DirEntry* result){
 DIR* dirp = (DIR*)h;
 dirent* dr;
 if((dr = readdir(dirp)) == NULL){
 return DIRLIST_END;
 }

 strcpy(result->entry, dr->d_name);
 if(dr->d_type == DT_DIR){
 result->is_directory = 1;
 }
 else if(dr->d_type == DT_REG){
 result->is_directory = 0;
 struct stat* buf;
 stat(result->entry, buf);
 result->size = buf->st_size;
 }
}
```

<p>By default, CLion will add the following lines to a newly created header file:</p>

```
<pre><code>#ifndef SOME_NAME_H
#define SOME_NAME_H
.... your code here
#endif //SOME_NAME_H
</code></pre>
```

<p>But I like <code>#pragma once</code> more. How can I configure CLion so that it uses <code>#pragma once</code> by de

31570684

How to make CLion use "#pragma once" instead of "i



<p>I have see some topic on the subject, but i don't really understand...</p>

<p>There is someone enough patient to tell me how i can made this constructor correct?</p>

```
<pre><code>SdlManager::SdlManager() {

 //SDL init
 if(SDL_Init(SDL_INIT_VIDEO) < 0) {
 std::cerr << "Could not initialize SDL: " << SDL_GetError() << std::endl;
 goto error1;
 }

 //Init mutex for SDL access
 m_mutex = SDL_CreateMutex();
 if (m_mutex == nullptr)
 goto error2;

 try {
 m_display = DisplayManager(m_mutex, false);
 m_events = EventManager(m_mutex);
 }
 catch (void* _) {
 goto error3;
 }
 return;

 //Error Handling
error3:
 SDL_DestroyMutex(m_mutex);
error2:
 SDL_Quit();
error1:
 throw ;
}
</code></pre>
```

<p>Any advice is welcome.</p>

<p>Thanks  
Have a nice day.</p>

<p>EDIT:</p>

I have 3 scripts `logs.R`, `func.R`, `main.R` and I want to log from `main.R`

Equivalent of c++ include in R

<p>We're trying to do static analysis using cppcheck for our code base for linux using the jenkins plugin. For some reason, it's f

```
<pre><code>CREATE_DERIVED_EXCEPTION_CLASS(ExceptionOSApiError, 5)
</code></pre>
```

<p>and also for:</p>

```
<pre><code>CREATE_EXCEPTION_CLASS_DERIVED_FROM_SPECIFIC_BASE(ExceptionFileApiError, ExceptionOSApiError, 6)
</code></pre>
```

<p>Where it's defined as (but not giving an error on the lines):</p>

```
<pre><code>#define CREATE_DERIVED_EXCEPTION_CLASS(new_exception_name, unique_numeric_code) \
 CREATE_EXCEPTION_CLASS_DERIVED_FROM_SPECIFIC_BASE(new_exception_name, Exception, unique_numeric_code)

#ifdef _IN_EXCEPTION_CPP

#define CREATE_EXCEPTION_CLASS_DERIVED_FROM_SPECIFIC_BASE(new_exception_name, base_exception_name, unique
 new_exception_name::new_exception_name(const char *message, LASTERROR_TYPE lastError, const IDebugContext&arr
 : base_exception_name(message, lastError, debugContextWhereThrown) {} \
 new_exception_name::new_exception_name(std::string&& message, LASTERROR_TYPE lastError, const IDebug
 : base_exception_name(std::move(message), lastError, debugContextWhereThrown) {} \
 new_exception_name::new_exception_name(LASTERROR_TYPE lastError, const IDebugContext&& debugContextWhe
 : base_exception_name(lastError, debugContextWhereThrown) {} \
 new_exception_name::new_exception_name(new_exception_name&& source) \
 : base_exception_name(std::move(source)) {} \
 new_exception_name&& new_exception_name::operator=(new_exception_name&& rightHandSide) \
 { \
 if (this != &rightHandSide) \
 { \
 base_exception_name::operator=(std::move(rightHandSide)); \
 /* No derived class data members to move */ \
 } \
 return(*this); \
 } \
 UTILDLL_EXPORT int new_exception_name::getExceptionTypeByNumericCode() const \
 { \
 return(unique_numeric_code); /* This must be UNIQUE! */ \
 }

#endif
```

```
#else // !_IN_CPEXCEPTION_CPP
```

```
#define CREATE_EXCEPTION_CLASS_DERIVED_FROM_SPECIFIC_BASE(new_exception_name, base_exception_name, unique_n
 class UTILDLL_EXPORT new_exception_name : public base_exception_name \
```

<p>I would like to create a little project, which is divided in more then one file.  
main.cpp:</p>

```
<pre><code>#include <cstdlib>
#include <iostream>
#include sc_hpp
```

```
using namespace std;
```

```
int main(int argc, char *argv[])
{
 add(3,4);
 system("PAUSE");
 return EXIT_SUCCESS;
}
</code></pre>
```

<p>sc.hpp:</p>

```
<pre><code>#ifndef "sc.hpp"
#define sc_hpp
```

```
int add(int a, int b);
```

```
#endif
</code></pre>
```

<p>function.cpp:</p>

```
<pre><code>#include "sc.hpp"
```

```
int add(int a, int b)
{
 return(a + b);
}
</code></pre>
```

<p>But it doesn't work.  
ERROR:</p>

```
<pre><code>'add' undeclared (first use this function)
```

<p>first ever question here on SO in my numerous years of coding. I've recently started trying to get into C++ to work with cocc

<p>My new project comes with AppDelegate and HelloWorld classes, I've then added my own GameScene class which I've tried

<p>Here's the code I've got so far, as you can see, the code I've got in my GameScene.cpp file is just a copy-paste of the hello w

<p>GameScene.cpp</p>

<pre><code>#include "GameScene.h"

USING\_NS\_CC;

```
cocos2d::Scene* GameScene::createScene()
{
 // 'scene' is an autorelease object
 auto scene = Scene::create();

 // 'layer' is an autorelease object
 auto layer = GameScene::create();
 scene->addChild(layer);

 return scene;
}
```

// on "init" you need to initialize your instance

```
bool GameScene::init()
{
 ///////////////////////////////////
 // 1. super init first
 if (!Layer::init())
 {
 return false;
 }
}
```

```
Size visibleSize = Director::getInstance()->getVisibleSize();
Vec2 origin = Director::getInstance()->getVisibleOrigin();
```

// add a label shows "Built on"

```
auto label = Label::createWithTTF("Built on" "fonts/Marker Felt.ttf" 24);
```

anybody can tell me whats wrong with this code. I get the errors

```
<code> 1>Pointers.obj : error LNK2019: unresolved external symbol "public: __thiscall TArray<int>::~~TArray<int>()
1>Pointers.obj : error LNK2019: unresolved external symbol "public: void __thiscall TArray<int>::Add(int)" (?Add@?
1>Pointers.obj : error LNK2019: unresolved external symbol "public: __thiscall TArray<int>::TArray<int>(void)"
1>C:\Visual Studio 2005\Projects\Pointers\Pointers\Debug\Pointers.exe : fatal error LNK1120: 3 unresolved externals</code></pre>
```

I trying create a list using template. It may a possible duplicate question, if it is sorry, however unresolved symbols error cau

scData.h

```
<code> #include "stdafx.h"
#ifndef SC_DATA_H
#define SC_DATA_H
```

```
template <typename T>
class TArray;
```

```
template <typename T>
class TDataNode //nodes to be contained with a list
{
 friend class TArray<T>;
private:
 T data;
 TDataNode* nextNode;
 TDataNode* prevNode;
public:
 TDataNode(T);
 T getData();
};
```

```
template <typename T>
class TArray
{
private:
 TDataNode<T> *startPtr; //stores the pointer of first object in the linked list
 TDataNode<T> *endPtr; //stored the pointer of the last object in the linked list
 long FSize;
 bool isEmpty(); //utility functions used to see if the list contains no elements
public:
 TArray();
```

<p>My ~/.vimrc contains only</p>

```
<pre><code>so ~/config/vim/vimrc
</code></pre>
```

<p>~/config/vim/vimrc contains usual options, few mappings and source files for different filetype, I've got :</p>

```
<pre><code>autocmd FileType cpp so ~/config/vim/filetype/cpp.vimrc
</code></pre>
```

<p>And in that file, I have defined the following function, which I want to call every time I open a new cpp header in order to a

```
<pre><code>python import vim
```

```
function! s:insert_gates()
python << endPython
hpp = vim.current.buffer.name
hpp = hpp[hpp.rfind('/') + 1:]
hpp = hpp.upper()
hpp = hpp.replace('.', '_')
vim.current.buffer.append("#ifndef " + hpp)
vim.current.buffer.append("# define " + hpp)
vim.current.buffer.append("")
vim.current.buffer.append("#endif")
endPython
endfunction
```

```
autocmd BufNewFile *.hpp call <SID>insert_gates()
</code></pre>
```

<p>And then, if I ask my shell for:</p>

```
<pre><code>vim -O3 t1.hpp t2.hpp t3.hpp
</code></pre>
```

<p>I got:</p>

```
<pre><code>| |#ifndef T2_HPP |#ifndef T3_HPP |
| |# define T2_HPP |# define T3_HPP |
| | | |
| |#endif |#endif |
| | |#ifndef T3_HPP |
| | |# define T3_HPP |
```

<p>I'm trying to get a friend function of <code>class1</code> and <code>ships</code> to access the private members of both,

<p>The code is below, the problem is in <code>ships.cpp</code>. I tried to reproduce this problem in an even more simple ma

<p>ships.h</p>

```
<pre><code>#ifndef _SHIPS_H_
#define _SHIPS_H_

#include "point.h"

class class1;

class Ships{
public:
 friend char* checkpoints();
private:
 Point ship[6];
};
#endif // !_SHIPS_H_
</code></pre>
```

<p>ships.cpp</p>

```
<pre><code>#include "ships.h"
#include "class1.h"

char* checkpoints(Ships ship, class1 game) {

 ship.ship[0]; //cannot access private member declared in class 'Ships'
 game.smallship; //cannot access private member declared in class 'class1'

 return nullptr;
}
</code></pre>
```

<p>class1.h</p>

```
<pre><code>#ifndef _CLASS1_H_
#define _CLASS1_H_

#include "ships.h"
class class1 {
```



<p>I have something that i can't understand.</p>

<p>With one basic template class:</p>

```
<pre><code>#ifndef DBUFFER_HPP
#define DBUFFER_HPP

#include <memory>

namespace memory {

template <template <typename T, class Alloc = std::allocator<T> & > class Stock, class Unit>
class DBuffer {

 typedef Stock<Unit> buffer_t;

protected:
 const std::size_t m_sizeMax;
 std::unique_ptr<buffer_t> m_data;
 std::unique_ptr<buffer_t> m_backData;

public:
 DBuffer(const std::size_t sizeMax) : m_sizeMax(sizeMax),
 m_data(new buffer_t()),
 m_backData(new buffer_t()) {}

 virtual ~DBuffer() = default;

public:
 const buffer_t& current() { return *m_data; }
 void swap() { m_data.swap(m_backData); }
};
}
#endif
</code></pre>
```

<p>I just want to inherit from it, but : </p>

```
<pre><code>#ifndef VIDEO_BUFFER_HPP
#define VIDEO_BUFFER_HPP

#include "dbuffer.hpp"
#include <deque>
```

<p>Hope you can help me on this.

I have been trying to find out where my error is almost all day. This is RPC. Client has to ask Server which IP belongs to a host. T  
Server works ok, but when I try to execute Client side, I received notification that I had an issue with "Segmentation fault, ('core"

<p>Here's my ips.x file:</p>

```
<pre><code>struct envia
{
 char dominio[50];
};

struct retorno
{
 char retips[50];
};

program IPS_PROGRAMA
{
 version VERSION_IPS_PROGRAMA
 {
 struct retorno ips (struct envia) =1;
 } =1;
}=0x20000001;
</code></pre>
```

<p>Here's the ips\_client.c:</p>

```
<pre><code>/*
 * This is sample code generated by rpcgen.
 * These are only templates and you can use them
 * as a guideline for developing your own functions.
 */
```

```
#include "ips.h"
```

```
void
ips_programa_1(char *host,char *dominio)
{
 CLIENT *clnt;
 struct retorno *result_1;
 struct envia ips_1_arg;
```

I have two classes named `Manager` and `Worker`. Each `Worker` has a `Manager`. I am defining the classes at separately header files.

manager.h

```
#include "worker.h"
```

```
class Manager{
private:
 Worker* worker;
public:
 /* methods etc */
};
```

worker.h

```
#include "manager.h"
```

```
class Worker{
private:
 Manager* manager;
public:
 /* methods etc */
};
```

main.cpp

```
#include "worker.h"
#include "manager.h"

int main(void){
 /* code code */
}
```

Ok until now it seems to be everything ok, but when I try to compile it gives lots of lines with the names of the headers. First I thought that it created a kind of loop and was including the headers endless. I then searched about it and tried to use `<<`

I was hoping to get some sort of clarification regarding the run time of my MSVS2015 community solution.

I've basically made quite a simple application that uses libcurl to get historical data from a CSV file from yahoo finance. The

The reason I'm raising this question is because since I changed the solution from just using a single .cpp executing everything. This is my first time working with multiple .cpp and .h files, so I have very limited experience with how including them could affect the build process.

To iterate on the issue; it is actually working fine - I just wish to understand how the run time can be so much longer when I

<p>Here is the code:</p>

historical.cpp

```
<code>#include "stdafx.h"
#include "historical.h"
```

```
using namespace std;
```

```
static size_t WriteCallback(void *contents, size_t size, size_t nmemb, void *userp)
{
 ((std::string*)userp)->append((char*)contents, size * nmemb);
 return size * nmemb;
}
```

```
historical::historical(string symbol) {
 _mQueryString = "http://ichart.yahoo.com/table.csv?s=" + symbol + "&a=00&b=01&c=2010&d=01&f=d"
}
```

```
CURL *curl; // initialize cURL
CURLcode res; // setup a response
```

```
curl = curl_easy_init();
if (curl) {
 curl_easy_setopt(curl, CURLOPT_URL, _mQueryString);
 curl_easy_setopt(curl, CURLOPT_WRITEFUNCTION, WriteCallback);
 curl_easy_setopt(curl, CURLOPT_WRITEDATA, &_mHistorical);
 res = curl_easy_perform(curl);
 curl_easy_cleanup(curl);
}
```

```
string* pBuffer = &mHistorical;
}
```

<p>I have a problem with the compiling of my program, when I test something like "./philo -p 3 -e 4" I get the error  
phil0: tpp.c:62: \_\_pthread\_tpp\_change\_priority: Assertion `new\_prio == -1 || (new\_prio >= \_\_sched\_fifo\_min\_prio &&&am  
Aborted</p>

<p>But I don't understand where it does come from, as it's working sometimes, for exemple if I test "./phil0 -p 2 -e 4" it doesn't

<p>The two .h </p>

```
<pre><code>#ifndef _PHILO_H_
define _PHILO_H_
#include <pthread.h>

typedef struct s_philosop
{
 pthread_t philosophers;
 pthread_mutex_t *chopsticks1;
 pthread_mutex_t *chopsticks2;
 int nbr_occ;
} t_philosop;

int parse_arg(char **argv, int *phil0, int *occ);
int create_threads_mutex(int nbr_philo, int occurrences);
void *start_routine(void *arg);
void philosoph_eating_chopsticks(t_philosop *philosop);

#endif /* !_PHILO_H_ */

#ifdef __LIBRICEFEREE_EXTERN__
define __LIBRICEFEREE_EXTERN__

#include <pthread.h>
int RCFStartup(int ac, char **av);
void RCFCleanup();
int lphil0_eat();
int lphil0_sleep();
int lphil0_think();
int lphil0_take_chopstick(const pthread_mutex_t *mutex_id);
int lphil0_release_chopstick(const pthread_mutex_t *mutex_id);

#endif /* __LIBRICEFEREE_EXTERN__ */
</code></pre>
```

<p>I would like to make namespace <code>Solids</code> which does nothing more than stores informations about vertexes ar

<p>So I did this header file <code>Solids.h</code>:</p>

```
<pre><code>#ifndef Solids_h
#define Solids_h

#include "Vec3.h" // this is my class of 3D vector, e.g. class Vec3d{double x,y,z;}

namespace Solids{

 struct Tetrahedron{
 const static int nVerts = 4;
 const static int nEdges = 6;
 const static int nTris = 4;
 constexpr static Vec3d verts [nVerts] = { {-1.0d,-1.0d,-1.0d}, {+1.0d,+1.0d,-1.0d}, {-1.0d,+1.0d,+1.0d}, {+1.0d,-1.0d,+1.0d}]
 constexpr static int edges [nEdges][2] = { {0,1},{0,2},{0,3}, {1,2},{1,3},{2,3} };
 constexpr static int tris [nTris][3] = { {0,1,2},{0,1,3},{0,2,3},{1,2,3} };
 } tetrahedron;

};

#endif
</code></pre>
```

<p>Then in my program which includes <code>Solids.h</code> I want to plot it like this:</p>

```
<pre><code>void drawTriangles(int nlinks, const int * links, const Vec3d * points){
 int n2 = nlinks*3;
 glBegin(GL_TRIANGLES);
 for(int i=0; i<n2; i+=3){
 Vec3f a,b,c,normal;
 convert(points[links[i]], a); // this just converts double to float verion of Vec3
 convert(points[links[i+1]], b);
 convert(points[links[i+2]], c);
 normal.set_cross(a-b, b-c);
 normal.normalize();
 glNormal3f(normal.x, normal.y, normal.z);
 glVertex3f(a.x, a.y, a.z);
 glVertex3f(b.x, b.y, b.z);
 glVertex3f(c.x, c.y, c.z);
 }
 glEnd();
</code></pre>
```

<p>In header file:</p>

```
<pre><code>#ifndef Array_h
#define Array_h

#include "stdafx.h"

using namespace std;

template<class T>
class Arrayc
{
private:
 int Arraysize;
 int length;
 T *array;
public:
 Arrayc(int size);
 ~Arrayc();
};
template<class T>
Arrayc<T>::Arrayc(int size)
{
 Arraysize = size;
 length = 0;
 array = new T[Arraysize];
}
#endif
</code></pre>
```

<p>In main source file:</p>

```
<pre><code>Arrayc<int> *Arrayofintegers;
Arrayc<float> *Arrayoffloat;
// These lines have the error
Arrayofintegers = new Arrayc<int>::Arrayc(10);
Arrayoffloat = new Arrayc<float>::Arrayc(5);
</code></pre>
```

<p>I have started learning Qt.I understand the the preprocessor directive define and ifndef but I am a bit confused with the pui  
(first two lines of mainwindow.h)</p>

```
<pre><code>#ifndef MAINWINDOW_H
#define MAINWINDOW_H
</code></pre>
```

36517568

QT:#ifndef MAINWINDOW\_h and #define MAINWINI

<p>The code I am working has multiple headers and source files for different classes <code>face.cc, face.hh, cell.cc, cell.hh edg

```
<pre><code>#ifndef cellINCLUDED
#define cellINCLUDED
```

```

#ifndef faceINCLUDED
#define faceINCLUDED
</code></pre>
```

<p>I saw through <a href="http://www.cplusplus.com/forum/articles/10627/" rel="nofollow">http://www.cplusplus.com/foru

```
<pre><code>#ifndef __MYCLASS_H_INCLUDED__
#define __MYCLASS_H_INCLUDED__
</code></pre>
```

<p>So in above code that I am working on, does compiler automatically understands it is looking for <code>face.hh</code> or ·

<p>better question : Is writing <code>\_\_CELL\_H\_INCLUDED\_\_</code> same as <code>cellINCLUDED</code> ? </p>

36836337

Need clarification on #ifndef #define



<p>Is there any way to convert C++(STL) code to QT (QTL)?</p>

<p>I have a code written using STL (string, vector, iostream, fstream) and I want to add it to my Qt Project (QString, QVector, ... when used). My ideal way is to make it QTL-STL-compatible by adding some defines in <code>.h</code> file like following</p>

```
<pre><code>// STL to QTL
#ifdef STL_CPP
 #include <string>;
 #include <vector>;
#else // QTL
 #include <QString>;
 #define string QString
 #include <QVector>;
 #define vector QVector
#endif
</code></pre>
```

<p>Is there any existing work can convert some most commonly used STL code without changing the source code ?</p>

<p><strong>Note that I don't want to convert std datatype to qt datatype</strong>, what I want is to make a code can used in both Qt project(<code>STL\_CPP</code>) and C++ project (<code>STL\_CPP</code>). </p>

36950049

How to make a c++ code can be used in both Qt proje

<p>I want to have a custom template item in VS2015.  
I've created what I need, but I want to adjust some "look and feel" of the template.  
The template for a c++ header looks like this:</p>

```
<pre><code>#ifndef $safeitemname$_$guid1$
#define $safeitemname$_$guid1$

namespace $safeprojectname$
{

class $safeitemname$ final
{

public:
 $safeitemname$();

 ~$safeitemname$();

 $safeitemname$(const $safeitemname$&) = delete;

 $safeitemname$& operator=(const $safeitemname$&) = delete;

private:

};

}

#endif
</code></pre>
```

<p>What I want to achieve is: uppercase <code>\$safeitemname\$</code> and <code>\$guid\$</code> in the define, and also un

<p>It is possible? How can I do it?</p>

<p>I saw another thread about something similar, but with no answer:  
<a href="http://stackoverflow.com/questions/31171992/upercase-visual-studio-2013-project-template-itemname">Upercase '

<p>I have several c++ objects that I'd like to compile using a single target. If possible I'll make a variable in the makefile that list

<p>Following <a href="http://stackoverflow.com/questions/8822591/writing-a-makefile-rule-for-a-single-target-with-multiple-

<pre><code>#### Directories and flags

```
ifndef $(DIR_MAIN)
 DIR_MAIN=../..
endif
```

```
DIR_EXE=$(DIR_MAIN)
DIR_SRC=$(DIR_MAIN)/src/Analyse_MC
DIR_MISC_SRC=$(DIR_MAIN)/src/Misc
DIR_BLD=$(DIR_MAIN)/build/Analyse_MC
DIR_MISC_BLD=$(DIR_MAIN)/build/Misc
COMP=g++
```

```
COMPILE_FLAGS= -std=c++11 -O3 -lstdc++ `pkg-config --cflags eigen3` -msse2 -I${DIR_MISC_SRC}
LINK_FLAGS= -O3 -fopenmp -lgsl -lgslcblas -lm -lhdf5_cpp -lhdf5
```

```
OBSERVABLE_OBJECTS=g_decomp_IP_orthog_sphere.o g_decomp_LS_orthog_sphere.o g_decomp_IP_disk.o g_decomp_LS_di
```

#### Compile all

```
all: setup observables $(DIR_EXE)/Analyse_MC
```

```
setup:
 @mkdir -p $(DIR_BLD)
```

#### Compile observable objects

```
observables: $(addsuffix -stamp,$(OBSERVABLE_OBJECTS))
```

```
%.stamp : %.o
 ${COMP} -c -o $@ $<
</code></pre>
```

<p>However when running <code>make</code> I get the following:</p>

```
<pre><code>make: *** No rule to make target `g_decomp_IP_orthog_sphere.o-stamp', needed by `observables'. Stop.
</code></pre>
```

<p>I understand that the #define function is a pre-processor command that basically copies and pastes chunks of code for the I

```
<pre><code>#ifndef <FileName>_H
#define <FileName>_H

//Code, definitions etc....

#endif
</code></pre>
```

<p>I understand that it is defining a variable to tell something that the file was defined, what I don't know is why? Is this sort of

<h2><strong>EDIT</strong></h2>

37308664

<p>Since this is similar to a #include once in PHP, what is the best practice for putting #include statements? I would assume the

Why do Eclipse-generated header files start with #ifr

<p>I have a bunch of <code>#pragma message("A message")</code>s in a <code>config.h</code> header that gets included in

<p><strong>Edit:</strong> I understand that build options are usually manipulated and viewed with build tools such as cmake,

37697475

Show #pragma message in header only once during t

<p>Value.h</p>

```
<pre><code>#ifndef VALUE_H
#define VALUE_H
#include <map>;
#include <string>;
std::map<uint8_t, std::string> status;
#endif
</code></pre>
```

<p>Value.cpp</p>

```
<pre><code>#include "Value.h"
std::map<uint8_t, std::string> status = {
 { 0x00, "Status1" },
 { 0x11, "Status2" },
 { 0x10, "Status3" }
};
</code></pre>
```

<p>But I kept getting <strong>redefinition; multiple initialization</strong> Error; How should I declare and initialize? I want the

37871832

Separate map declaration and initialization

<p>How to use SWIG to binding to QT application, our situation is almost the same as the situation in this <a href="http://lists.c

<blockquote>

<ul>

<li>We have a big C++/Qt application with a Swig binding of the core.</li>

<li>We wanted to create new UI tools in python which need to use some of our C++ widgets. So we need a binding of our C++ widgets. As our core binding is written in Swig (and we are happy with that) we need to bind our widgets with the same binding tool for compatibility.</li>

</ul>

</blockquote>

<p>Seems they had successfully created binding of Qt in SWIG, but there seems not easy to wrap QT using swig because QT ap

```
<pre><code>>> swig -c++ -python application.i
application.h:46: Error: Syntax error in input(3)
</code></pre>
```

<p>it always give error about line 46 which indicate to Q\_OBJECT.</p>

<p>I also found <a href="https://sourceforge.net/p/swig/mailman/message/30818925/" rel="nofollow">here</a> and <a href=

<p><strong>Update</strong> source file: application.h</p>

```
<pre><code>#ifndef APPLICATION_H_
#define APPLICATION_H_
```

```
#include <QApplication>
```

```
class frameApplication : public QApplication
{
 Q_OBJECT
```

```
public:
 frameApplication (){};
 virtual ~frameApplication();
```

```
private slots:
 void OnExitApp();
```

```
};
#endif // APPLICATION_H_
</code></pre>
```

<p>Class <code>A</code> is the sole instantiator and container of instances of class <code>B</code>.</p>

<p>So it seemed like a good idea to make the constructor of class <code>B</code> private, and call it only by a friend function

<p><strong>File A.h</strong> (EDIT: included enum defined in class B)</p>

```
<pre><code>#ifndef A_H
#define A_H

#include "B.h"

using namespace std;

class A
{ public:
 A();
 shared_ptr CreateBInstance(const B::ENUM_STANDARD_COLORS);
 shared_ptr CreateBInstance(const string); // Custom color

 private:
 unique_ptr<map<int, shared_ptr>> UPTR__BInstancesMap;
}
#endif
</code></pre>
```

<p><strong>File B.h</strong> (EDIT: included enum defined in class B)</p>

```
<pre><code>#ifndef B_H
#define B_H

#include "A.h" // Causes chaos

using namespace std;

class B
{ public:
 enum class ENUM_STANDARD_COLORS : unsigned int
 { ... // ~70 standard colors
 };

 private:
 B();
</code></pre>
```

<p>i am building a clang libtool,

how can i get the preprocessor information that will tell me if a given Decl is inside a scope of #if #ifdef #ifndef ?</p>

39317175

How to check if a Decl is inside a scope of #if directiv



<p>I would like to use this function (or just the String it returns):</p>

```
<pre><code>const char* ERROR_TYPE() {
 return "unknown type detected for big.matrix object!";
}
</code></pre>
```

<p>in my R(cpp) package.</p>

<p>I want to make it available to all my Rcpp functions (files in src/) and to all my tests (R files in tests/testthat/) .</p>

<p>In other terms, I would like to use <code>throw Rcpp::exception(MESSAGE);</code> and <code>testthat::expect\_error(foo

<p>I tried to read and test some of what is said in <a href="http://dirk.eddelbuettel.com/code/rcpp/Rcpp-attributes.pdf" rel="i

<hr>

<p>The first thing I've tried is to define</p>

```
<pre><code>// [[Rcpp::export]]
const char* ERROR_TYPE() {
 return "unknown type detected for big.matrix object!";
}
</code></pre>
```

<p>but it doesn't scope to other Rcpp files.

Then, I tried to <code>#include "myfile.cpp"</code> in others Rcpp files but I had multiple defines, even when trying to use <cc  
Finally, I tried to use a <code>inst/include/mypackage.h</code> and define my function or my variable there but it didn't seem

<p>One trick seems to work, define an R function </p>

```
<pre><code>ERROR_TYPE <- function() {
 "unknown type detected for big.matrix object!"
}
</code></pre>
```

<p>and then use </p>

```
<pre><code>Function err("ERROR_TYPE");
throw Rcpp::exception(as<const char*>(err()));
</code></pre>
```

<p>in your Rcpp functions

## <h2>Edit</h2>

<p>After writing this I noticed some things and went back over the file. I changed the line:</p>

```
<pre><code>$(CXX) -MT $(BUILD_DIR)/$(@:.d=.o) -MM $(CXXFLAGS) $^ > $@
</code></pre>
```

<p>To the following:</p>

```
<pre><code>$(CXX) -MM $(CXXFLAGS) $^ > $@
</code></pre>
```

<p>Since it seemed kind of redundant to first take the generated dependency files, name them into .o files and then turn them

<p>Now the target actually makes, but it will still not remake when the header files are changed.</p>

## <h2>Original</h2>

<p>I have this makefile I created as part of a course, and everything works fine when running make, building for both the host :

<p>A few weeks on now, and I finally realised it doesn't work as intended, as it will not recompile after a change to any of the h

<p>I took a look into the dependency files generated by the target:</p>

```
<pre><code>$(BUILD_DIR)/%.d: %.cpp
</code></pre>
```

<p>An example of part1.d has the following contents:</p>

```
<pre><code>build/host/build/host/part1.o: part1.cpp part1.h
</code></pre>
```

<p>To me, the double directory listing is an error, but so I tried changing the line: </p>

```
<pre><code>$(CXX) -MT $(BUILD_DIR)/$(@:.d=.o) -MM $(CXXFLAGS) $^ > $@
</code></pre>
```

<p>To the following, removing the BUILD\_DIR variable:</p>

```
<pre><code>$(CXX) -MT $(@:.d=.o) -MM $(CXXFLAGS) $^ > $@
</code></pre>
```

<p>Doing this solves the double directory listing problem, but gives me a linker error:</p>

<p>I have been trying to build HPL with no success. I have installed Open MPI and it is running correctly. I also have the BLAS lib But when I try to build I get some errors related to openmpi, I think. For example, I found that "opal\_install\_dirs" is a symbol fr

```
<pre><code>fcoll_dynamic_file_write_all.c:(.text+0x20f0): undefined reference to `opal_output'
fcoll_dynamic_file_write_all.c:(.text+0x2122): undefined reference to `opal_output'
/usr/local/lib/libmpi.a(fcoll_dynamic_file_write_all.o):fcoll_dynamic_file_write_all.c:(.text+0x216e): more undefined reference
/usr/local/lib/libmpi.a(pinfo_create.o): In function `PMPI_Info_create':
pinfo_create.c:(.text+0x94): undefined reference to `opal_class_initialize'
/usr/local/lib/libmpi.a(ppack_external.o): In function `PMPI_Pack_external':
ppack_external.c:(.text+0xae): undefined reference to `opal_convertor_t_class'
ppack_external.c:(.text+0x129): undefined reference to `opal_convertor_prepare_for_send'
ppack_external.c:(.text+0x1ed): undefined reference to `opal_convertor_pack'
ppack_external.c:(.text+0x23c): undefined reference to `opal_class_initialize'
/usr/local/lib/libmpi.a(ppack_external_size.o): In function `PMPI_Pack_external_size':
ppack_external_size.c:(.text+0x7d): undefined reference to `opal_convertor_t_class'
ppack_external_size.c:(.text+0xf4): undefined reference to `opal_convertor_prepare_for_recv'
ppack_external_size.c:(.text+0x15c): undefined reference to `opal_class_initialize'
/usr/local/lib/libmpi.a(punpack_external.o): In function `PMPI_Unpack_external':
punpack_external.c:(.text+0xa2): undefined reference to `opal_convertor_t_class'
punpack_external.c:(.text+0x114): undefined reference to `opal_convertor_prepare_for_recv'
punpack_external.c:(.text+0x1d8): undefined reference to `opal_convertor_unpack'
punpack_external.c:(.text+0x22c): undefined reference to `opal_class_initialize'
/usr/local/lib/libmpi.a(pstatus_set_elements_x.o): In function `PMPI_Status_set_elements_x':
pstatus_set_elements_x.c:(.text+0xb2): undefined reference to `opal_datatype_set_element_count'
/usr/local/lib/libmpi.a(libdebuggers_la-ompi_debuggers.o): In function `check':
/home/snc/workspace/openmpi-2.0.1/ompi/debuggers/ompi_debuggers.c:146: undefined reference to `opal_argv_append_no'
/usr/local/lib/libmpi.a(libdebuggers_la-ompi_debuggers.o): In function `ompi_debugger_setup_dlls':
/home/snc/workspace/openmpi-2.0.1/ompi/debuggers/ompi_debuggers.c:171: undefined reference to `opal_install_dirs'
/home/snc/workspace/openmpi-2.0.1/ompi/debuggers/ompi_debuggers.c:172: undefined reference to `mca_base_var_register'
/home/snc/workspace/openmpi-2.0.1/ompi/debuggers/ompi_debuggers.c:181: undefined reference to `opal_argv_split'
/home/snc/workspace/openmpi-2.0.1/ompi/debuggers/ompi_debuggers.c:186: undefined reference to `opal_argv_free'
/usr/local/lib/libmpi.a(osc_rdma_frag.o):(.data.rel+0x8): undefined reference to `opal_free_list_item_t_class'
/usr/local/lib/libmpi.a(vprotocol_pessimist_event.o):(.data.rel+0x8): undefined reference to `opal_list_item_t_class'
collect2: error: ld returned 1 exit status
Makefile:76: recipe for target 'dexe.grd' failed
make[2]: *** [dexe.grd] Error 1
make[2]: Leaving directory '/home/mpiuser/cloud/hpl/testing/ptest/Linux_Intel64'
Makefile:64: recipe for target 'build_tst' failed
make[1]: *** [build_tst] Error 2
make[1]: Leaving directory '/home/mpiuser/cloud/hpl'
Makefile:72: recipe for target 'build' failed
make: *** [build] Error 2
</code></pre>
```

<p>Trying to apply a default value in my code when compiling the file.</p>

<p>I need to set a defined key word to a certain value in my code.</p>

<p>So when I compile the code and it doesn't receive any definition in the arguments of the compiler it will use my default valu

<p>I'm not to sure on how to do this, but I got a little idea:</p>

```
<pre><code>#ifndef MAXWORKLOAD
#define MAXWORKLOAD 10
#endif
</code></pre>
```

<p>So if I put this in the code and I use this command line in the argument:</p>

```
<pre><code>gcc -W -Wall
</code></pre>
```

<p>It will use 10 has default?</p>

<p>And if I use this command line on the compilation: </p>

```
<pre><code>gcc -W -Wall -DMAXWORKLOAD=5
</code></pre>
```

<p>It will use the 5 as its new setting?</p>

<p>I'm not too clear from reading the documentation on this.</p>

<p>To protect against multiple definitions, I have an include file with this structure:</p>

```
<pre><code>#ifndef foo_h
#define foo_h

// all sorts of stuff

#endif
</code></pre>
```

<p>This file might get included multiple times compiling just one .cpp file, as it is included by several other .h files.</p>

<p>In the eclipse editor (Neon), this whole file is flagged as inactive. I find it useful to have the editor show active/inactive code

<p>Is there a workaround for this?</p>

40294204

Eclipse marks code as inactive due to #ifndef / #defir

<p>I'm trying to write my own basic libraries to program the Arduino in pure C++. I've tried using a variadic function to impleme

<p>The following is my SPI library:</p>

```
<pre><code>/*
 spi.h: SPI driver for Atmega328p
 */

#ifndef _SPI_H
#define _SPI_H

#include <avr/io.h>;
#include <stdio.h>;
#include <stdbool.h>;
#include <stdarg.h>;
#include <inttypes.h>;

// SPI bus pin mapping //////////////////////////////////

#define PORT_SPI PORTB // Port register containing SPI pins
#define DDR_SPI DDRB // Data direction register containing SPI pins

#define DDR_SCK DDB5 // Data direction bit of SPI SCK pin
#define DDR_MISO DDB4 // Data direction bit of SPI MISO pin
#define DDR_MOSI DDB3 // Data direction bit of SPI MOSI pin
#define DDR_HWCS DDB2 // Data direction bit of SPI hardware chip select pin

#define PIN_SCK PB5 // Port register bit of SPI SCK pin
#define PIN_MISO PB4 // Port register bit of SPI MISO pin
#define PIN_MOSI PB3 // Port register bit of SPI MOSI pin
#define PIN_HWCS PB2 // Port register bit of SPI hardware chip select pin

// SPI ioctl commands //////////////////////////////////

#define SPIIOCONF 0 // Configure SPI command
#define SPIIOCDECONF 1 // Deconfigure SPI command
#define SPIIOCTRANSMIT 2 // SPI byte exchange command

// Clock frequency settings //////////////////////////////////

#define SCK_DIV2 2 // Divide source pulse by 2
#define SCK_DIV4 4 // Divide source pulse by 4
#define SCK_DIV8 8 // Divide source pulse by 8
```

<p>I'm trying to figure out, how to use C headers with #ifndef and #include.  
Lets say I have these two header files:</p>

<p><strong>headerA.h:</strong></p>

```
<pre><code>#ifndef HEADERA_H
#define HEADERA_H

#include "headerB.h"

typedef int MyInt;
TFoo foo;
... some other structures from headerB.h ...

#endif
</code></pre>
```

<p><strong>headerB.h</strong></p>

```
<pre><code>#ifndef HEADERB_H
#define HEADERB_H

#include "headerA.h"

typedef struct foo{
 MyInt x;
} TFoo;

#endif
</code></pre>
```

<p><strong>headerA.c</strong></p>

```
<pre><code>#include "headerA.h"

... some code ...
</code></pre>
```

<p><strong>headerB.c</strong></p>

```
<pre><code>#include "headerB.h"

... some code ...
</code></pre>
```

<p>all!</p>

<p>I'm configuring exim mail-server and I'm a newbie to it. It is not my first mail server configuration, but first of exim.</p>

<p>So far, I have read different config docs (e.g. <a href="http://marc.merlins.org/linux/exim/" rel="nofollow norereferrer">this </a>). For example,

```
<pre><code>.ifdef CHECK_MAIL_HELO_ISSUED
deny
 message = no HELO given before MAIL command
 condition = ${if def:sender_helo_name {no}{yes}}
.endif
</pre></code></p>
```

<p><br/>

As far as I saw from the <a href="http://exim.org/exim-html-current/doc/html/spec\_html/ch-the\_exim\_run\_time\_configuration.html">http://exim.org/exim-html-current/doc/html/spec\_html/ch-the\_exim\_run\_time\_configuration.html</a> I can't find any example of using .ifdef directive. And if I want to apply that acl (it is a part of acl), it is better to use that without <code>.ifdef</code> directive.</p>

<p>So, please, correct me if I'm wrong,</p>

40659357

EXIM4 configuration directives: .ifdef, ifndef



<p>I have the following <code>makefile</code>:</p>

```
<pre><code>SHELL += -eu
GREEN=$(shell echo -e "\033[0;32m")
RED=$(shell echo -e "\033[0;31m")

AWS=$(shell command aws --version 2> /dev/null)
all: prereqs
 @echo "${GREEN} ✓ Testing our local environment for dependencies."

prereqs:
 ifndef "${AWS}"
 ${error "${RED} AWS is not available please install aws-cli"}
 endif
 "${AWS}"
</code></pre>
```

<p>How do I change it so that if there is dependency missing to show a more appropriate error and continue with the check?</p>

<p>I tried:</p>

```
<pre><code>prereqs:
 aws --version || ${error "${RED} AWS is not available please install aws-cli"}
 @echo
</code></pre>
```

<p>But it does not seem to be working, what am I missing as <code>aws</code> exists!</p>

<p>Any advice is much appreciated.</p>

40819253

bash to test if command can run

<p>My question is rather direct, is this code portable?</p>

```
<pre><code>#include <stdint>;

#ifndef ECS_INT
#define ECS_INT uint32_t
#endif

#ifndef ECS_MAX_NB_COMPONENTS
#define ECS_MAX_NB_COMPONENTS 255
#endif

static constexpr uint8_t FIND_MAX_NUMBER_OF_BITS(uint64_t base) {

 //! Round to upper pow2
 base--;
 base |= base >> 1;
 base |= base >> 2;
 base |= base >> 4;
 base |= base >> 8;
 base |= base >> 16;
 base |= base >> 32;
 base++;

 //! Check bits number
 uint8_t counter = 0;
 while (!(base & (1 << counter)))
 ++counter;
 return counter;
}

static constexpr const ECS_INT INVALID_INDEX = ((ECS_INT) - 1);
static constexpr const uint8_t ECS_INT_MAX_BITS = FIND_MAX_NUMBER_OF_BITS(INVALID_INDEX) + 1;
static constexpr const uint8_t ECS_COMPONENT_MAX_BITS = FIND_MAX_NUMBER_OF_BITS(ECS_MAX_NB_COMPONENTS);
</code></pre>
```

<p>I'm not an expert about bits but I think the language allow this to be portable. Or maybe I should use something like <code>

<p>I've upgraded my C++ project from VS 2010 to 2015 and have some problems compiling it. Method header looks like follow

```
<pre><code>void CCodeGenerator::GenerateCode(const MachineExArray & AMachineExArray,
 const MachineArrays & AMachineArrays,
 std::ofstream & HeaderFile,
 std::ofstream & SourceFile)
</code></pre>
```

<p>There's a line:</p>

```
<pre><code>std::string HeaderDefine = path(OutputFilename).filename().generic_string();
```

```
for (std::string::iterator Iter = HeaderDefine.begin(); Iter != HeaderDefine.end(); Iter++)
 *Iter = toupper((unsigned char)*Iter);
```

```
HeaderDefine = "___" + HeaderDefine + "_H___";
```

```
HeaderFile << "#ifndef " << HeaderDefine << "\n"; // <-- This one
</code></pre>
```

<p>Compiler stops here and says: </p>

<blockquote>

<p>No operator "&lt;&lt;" matches these operands. Operand types are:

std::ofstream &lt;&lt; const char[9]</p>

</blockquote>

<p>I wrote in C++ long ago, but from what I remember, <code>std::ofstream</code> is quite liberal and should accept most of

<hr />

<p>When, at the beginning I write <code>HeaderFile.</code>, It is immediately marked as error (red underline) and comment :

41300922

std::ofstream does not accept const char \* for << op

<p>I'm looking for an atom package that generates C++ include guards in .h/.hpp header files. The package should do somethin

<p>If the plugin offers some additional features, like auto-generating cpp and h files from a given class name, that would be gre

<p>I'm suprised I couldn't find a sensible plugin by googling for it. Are there any plugins around that match this description?</p>

<p><em>Note: This is not a question seeking for opinions (/out-of-topic), but for material to base my further research for such

41660558

generate c++ include header guards in atom?

<p>I fount the below code in QT header file named "mywidget.h".

Could any one please clarify the below questions: </p>

<ol>

<li>What the code does ?</li>

<li>Is it a good practice ?</li>

<li>Where can I find similar kind of code snippets to enhance my knowledge?</li>

</ol>

<pre class="lang-c prettyprint-override"><code> #ifndef %PRE\_DEF%

#define %PRE\_DEF%

#include <%;BASECLASS%>

class %CLASS% : public %BASECLASS%

{

Q\_OBJECT

public:

%CLASS%(QWidget \*parent = 0);

~%CLASS%();

};

#endif // %PRE\_DEF%

</code></pre>

41674162

What does the code does and how can i use it in my

I have to filter out from a huge amount of cpp files all the macros defined, excluding the guards, for example:

```
<code>#if <NAME>
#ifdef <NAME>
#ifndef <NAME>
#if defined(<NAME>)
#if defined <NAME>
!defined(<NAME>)
!defined <NAME>
#else if <NAME>
#elif <NAME>
</code></pre>
```

I have to retrieve all the NAMES, but they are not all in the form XXX, due to different programmers working on

Any advice is appreciated!

**EDIT**

As someone pointed out, my NAME (with surroundings &lt; ) is only a placeholder, where in reality it can be XXXX, X

42139302

Using regex to filter for preprocessor directives?

The IDDeveloperConsoleMessageReceiver interface in the MSHTML.pas unit doesn't exist in

I want to manually declare this interface, but only if it doesn't already exist.

How can I test if this interface is declared?

Something like the "fake" code:

```
<code>{$IFDEF "IDDeveloperConsoleMessageReceiver"}
type
 IDDeveloperConsoleMessageReceiver = interface ...
{$ENDIF}
</code></pre>
```

42194320

How test if interface exists in compile-time?

<p>I am trying to print the contents of the vector but I am running into issues. I don't want to use a member in the class becau

```
<pre><code>/*
```

```
@Logan Kilpatrick
```

```
@Program #2...Expense Manager Plus
```

```
@Due on Monday, February 27, 2017
```

```
@V2.0.0
```

```
*/
```

```
#include <iostream>
```

```
#include <fstream>
```

```
#include <ostream>
```

```
#include <vector>
```

```
#include <string>
```

```
#include <sstream>
```

```
#include "Expense.h"
```

```
#include <iterator>
```

```
#include <algorithm>
```

```
using namespace std;
```

```
class menu
```

```
{
```

```
private:
```

```
double userMenuInput;
```

```
string userExitInput;
```

```
double mainMenuValue = 1;
```

```
int m_i = 0;
```

```
string m_searchExpenses;
```

```
string m_spendingDescription;
```

```
double m_spendingAmount;//string right now but might have to be a double
```

```
public:
```

```
void menuSelectionProcess(vector<Expense *> & expenses)
```

```
{
```

```
 while (mainMenuValue = 1)
```

```
 {
```

<p>I'm having some trouble getting a GNU Makefile macro to work the way I would like it to. Here's my test:</p>

```
<pre><code>TEST1 = defined
#TEST2 = defined
```

```
define add_ext
ifndef $(1)
$(error $(1) not defined)
endif
```

```
$(1)_EXT = $(1).extended
endif
```

```
TESTS = TEST1 TESTS2
```

```
$(foreach test,$(TESTS),$(eval $(call add_ext,$(test))))
```

```
all:
@echo TEST1: $(TEST1), $(TEST1_EXT)
@echo TEST2: $(TEST2), $(TEST2_EXT)
</code></pre>
```

<p>The macro is supposed to accept the name of a variable and the macro first checks that it is already defined, then creates a

<p>Given that I have commented out <code>TEST2</code>, I was expecting this to fail on <code>TEST2</code>. But this is the

```
<pre><code>Makefile:15: *** TEST1 not defined. Stop.
</code></pre>
```

<p>This is very similar to what Buildroot does in their Makefiles:

<a href="https://git.buildroot.net/buildroot/tree/package/pkg-generic.mk#n409" rel="nofollow noreferrer">https://git.buildro

<p>Anyone know where my trouble is?</p>