


```
def dosomething():  
    """  
    """  
    # step0: get params  
  
    # step1: params validate  
  
    # step3: begin process  
  
    # step3.1: xxxx  
  
    # step3.2: xxxx  
  
    # step4: convert result  
  
    # step5: render and return
```



```

#include "engine.h"
#include <iostream>

>>int main(int argc, char argv[]) {
    if (argc != 2) {
        std::cout << "Usage: " << argv[0] << " " << argv[0] << " e.g. " << argv[0] << " ../"
        exit(0);
    }

```

second argument of 'int main(int, char*)' should be 'char **' [-Wmain]

3. Signs

5. Error balloons

```

>>string map_path(argv[1]);

if (*map_path.end() != '/')
    map_path.append("/");

Engine engine(map_path);
try {
    engine.main_loop();
} catch(exception* e) {
    engine.teardown_curses();
    cout << "Exception caught: " << e->what() << endl;
} catch(exception e) {

```

1. Location list

4. Statusline flag

```

[3:1] [main.cpp] [cpp][unix-utf-8] L10/26:C1 Top [Syntax: line:4 (3)]
main.cpp|4 col 5 warning| second argument of 'int main(int, char*)' should be 'char **' [-Wmain]
main.cpp|10 col 28 error| invalid conversion from 'char' to 'const char*' [-fpermissive]
/usr/include/c++/4.6/bits/basic_string.tcc|214 col 5 error| initializing argument 1 of 'std::basic_string<
~
~
[Location List]
invalid conversion from 'char' to 'const char*' [-fpermissive]

```

2. Command window

```
try:  
    1 / 0  
except:  
    pass
```



```
2
1 # prt<tab>
6 print "TRACK ===== a", a
1
2 # ppint
3 import pprint
4 pprint.pprint(a)
5
6 # rms
7 # TODO: remove this
8 DEBUG = True
9
10 # tr
11 import traceback; traceback.print_exc()
12
```

**vim中定义的代
码片段快捷键**

#

