

# ????????

## vscode ????

```
{
  // Place your snippets for cpp here. Each snippet is defined under a snippet name and has a
  // prefix, body and
  // description. The prefix is what is used to trigger the snippet and the body will be
  // expanded and inserted. Possible variables are:
  // $1, $2 for tab stops, $0 for the final cursor position, and ${1:label}, ${2:another} for
  // placeholders. Placeholders with the
  // same ids are connected.
  // Example:
  "copyright info":{
    "prefix": "//file",
    "body": [
      "//-----",
      "",
      "///! Copyright(C) 2020-2022, netflt.com",
      "///! All rights reserved.",
      "/// ",
      "/// name: $TM_FILENAME",
      "/// author: Danny.Zhu",
      "/// date: $CURRENT_YEAR-$CURRENT_MONTH-$CURRENT_DATE
      $CURRENT_HOUR:$CURRENT_MINUTE:$CURRENT_SECOND",
      "///-----"
    ],
    "description": "add copyright information"
  },
  "simple comment":{
    "prefix": "//",
    "body": [
      "///<! ${1}"
    ],
    "description": "add simple comment"
  }
}
```

```
    },
    "block comment":{
      "prefix": "///<",
      "body": [
        "/*",
        "/*<! ${1}",
        "*/"
      ],
      "description": "add block comments"
    },
    "TODO": {
      "prefix": "///
```

## clang-format ??

```

// Copyright 2008 Google Inc.
// License(BSD/GPL/...)
// Author: voidccc
// This is ...

#include "eventloop.h"
#include <sys/types.h>
#include <vector>
#include "base/basictypes.h"
#include "foo/public/bar.h"

using std::string

namespace mynamespace {

EventLoop::EventLoop()
    : _num_entries_(10),
      _num_complated_connections_(false) {}

...

ReturnType ClassName::ReallyLongFunctionName(const Type& par_name1,
                                               Type* par_name2) {
    bool retval = DoSomething(averyveryveryverylongargument1,
                             argument2, argument3);

    if(condition) {
        for(int i = 0; i < kSomeNumber; ++i) {
            if (this_one_thing > this_other_thing &&
                a_third_thing == a_fourth_thing) {
                // TODO(name@abc.com): xxx
            }
        }
    } else {
        int j = gO
    }
    switch(var) {
        case 0: {
            break;
        }
        default: {
            assert(false);
        }
    }
    return x;
}
// namespace mynamespace

```

```

// Copyright 2008 Google Inc.
// License(BSD/GPL/...)
// Author: voidccc
// This is ...

#ifndef PROJECT_EVENTLOOP_H_
#define PROJECT_EVENTLOOP_H_

class Channel;

namespace mynamespace {

class EventLoop : public CallbackInterface {
public:
    typedef vector<int> IntVector;
    enum UrTableErrors {
        ERROR_OUT_OF_MEMORY = 0,
        ERROR_MALFORMED_INPUT,
    };
    explicit EventLoop(const int xx);

    void Add(const std::string& input, Channel* output);

    int num_entries() const { return num_entries_; }
    void set_num_entries(int num_entries) { num_entries_ = num_entries; }

private:
    DISALLOW_COPY_AND_ASSIGN(EventLoop);

    const int kDaysInWeek = 7;
    int num_entries_;
    int num_complated_connections_;

    Channel* channel_;
};
// namespace mynamespace
#endif // PROJECT_EVENTLOOP_H_

```

**Google C++ Style Guide**

- 版权许可证: BSD/GPL/MIT/... 文件内容简短说明
- 实现文件扩展名 .cc 文件名全小写, 可包含下划线或短横线
- 头文件扩展名 .h 文件名全小写, 可包含下划线或短横线
- 防止重复包含 宏格式为: <project>\_<path>\_<file>\_
- 头文件中尽量使用前置声明, 使用 #include STL类例外不使用前置声明, 使用 #include 命名空间全小写 顶头无空格 cc文件里提倡使用不具命名空间
- 类名大写开头单词, 使用组合通常比使用继承更适宜 若用继承, 只用共有继承 另: 接口类命名以 "Interface" 结尾
- 每一个限定符内, 声明顺序如下: 1 typedefs和enums 2 常量 3 构造函数 4 析构函数 5 成员函数, 含静态数据成员 6 成员变量, 含静态成员变量
- 2空格缩进 枚举名同类名, 大写开头单词 枚举值2空格缩进, 全大写下划线
- explicit修饰单参数构造函数, 防止隐式类型转换调用 若定义了成员变量无其他构造函数, 要定义一个默认构造函数 不为参数设置缺省值
- 普通函数命名, 大写开头单词, 输入参数在前为const引用, 输出参数在后为指针 短小的存取函数可用内联
- 存取函数命名, 取: 同变量名, 存: 值函数名为 set\_varname
- 尽可能使用 const
- 仅在需要拷贝对象时使用拷贝构造函数 不需要拷贝时在private里使用DISALLOW\_COPY\_AND\_ASSIGN宏 变量用描述性名称, 不要节约空间, 让别人理解你的代码更重要 const 变量为k开头, 后跟大写开头单词 变量命名: 全小写, 有意义的单词和下划线 类成员变量下划线结尾
- 头文件中只用了指针/引用, 则前向声明而非引入头文件
- 上下少空行, 每屏代码越多越好
- 左右小于80
- 保护宏结尾加注释

## .clang-format

```

---
Language: Cpp
# BasedOnStyle: Chromium
SortIncludes: true
AccessModifierOffset: -4
DerivePointerAlignment: false
PointerAlignment: Left
ConstructorInitializerIndentWidth: 4
AlignEscapedNewlines: Left
AlignAfterOpenBracket: Align
AlignConsecutiveMacros: Consecutive
AlignConsecutiveAssignments: None
AlignConsecutiveBitFields: Consecutive
AlignConsecutiveDeclarations: false
AlignOperands: Align
AlignTrailingComments: true
AllowShortBlocksOnASingleLine: Never
AllowShortFunctionsOnASingleLine: Empty
AllowAllArgumentsOnNextLine: true

```

AllowAllConstructorInitializersOnNextLine: false  
AllowAllParametersOfDeclarationOnNextLine: false  
AllowShortEnumsOnASingleLine: false  
AllowShortLambdasOnASingleLine: Empty  
AllowShortIfStatementsOnASingleLine: Never  
AllowShortCaseLabelsOnASingleLine: false  
AllowShortLoopsOnASingleLine: false  
AlwaysBreakTemplateDeclarations: true  
BinPackArguments: false  
AlwaysBreakBeforeMultilineStrings: false  
BreakBeforeBinaryOperators: NonAssignment  
BreakBeforeTernaryOperators: true  
BreakConstructorInitializersBeforeComma: false  
BinPackParameters: false  
ColumnLimit: 96  
ConstructorInitializerAllOnOneLineOrOnePerLine: false  
DerivePointerBinding: false  
ExperimentalAutoDetectBinPacking: false  
IndentCaseLabels: false  
MaxEmptyLinesToKeep: 1  
NamespaceIndentation: None  
ObjCSpaceBeforeProtocollist: true  
PenaltyBreakBeforeFirstCallParameter: 1  
PenaltyBreakComment: 300  
PenaltyBreakString: 1000  
PenaltyBreakFirstLessLess: 120  
PenaltyExcessCharacter: 1000000  
PenaltyReturnTypeOnItsOwnLine: 1000  
AlwaysBreakAfterDefinitionReturnType: None  
AlwaysBreakAfterReturnType: None  
PointerBindsToType: true  
Cpp11BracedListStyle: false  
Standard: Auto  
IndentWidth: 4  
TabWidth: 4  
UseTab: Never  
BreakBeforeBraces: Custom  
AttributeMacros:  
- \_\_capability

BraceWrapping:

- AfterCaseLabel: false
- AfterClass: true
- AfterControlStatement: false
- AfterEnum: false
- AfterFunction: true
- AfterNamespace: true
- AfterObjCDeclaration: true
- AfterStruct: false
- AfterUnion: false
- AfterExternBlock: true
- BeforeCatch: true
- BeforeElse: true
- BeforeLambdaBody: false
- BeforeWhile: false
- IndentBraces: false
- SplitEmptyFunction: false
- SplitEmptyRecord: false
- SplitEmptyNamespace: false

SpacesInParentheses: false

SpacesInAngles: false

BreakBeforeConceptDeclarations: true

BreakBeforeInheritanceComma: false

BreakInheritanceList: BeforeComma

BreakConstructorInitializers: BeforeComma

BreakAfterJavaFieldAnnotations: false

BreakStringLiterals: true

CommentPragmas: '^ IWYU pragma:'

CompactNamespaces: false

ContinuationIndentWidth: 4

DeriveLineEnding: true

DisableFormat: false

EmptyLineBeforeAccessModifier: LogicalBlock

FixNamespaceComments: true

ForEachMacros:

- foreach
- Q\_FOREACH
- BOOST\_FOREACH

StatementAttributeLikeMacros:

```
- Q_EMIT
IncludeBlocks: Regroup
IncludeCategories:
- Regex:      '^<ext/.*\\.h>'
  Priority:    2
  SortPriority: 0
  CaseSensitive: false
- Regex:      '^<.*\\.h>'
  Priority:    1
  SortPriority: 0
  CaseSensitive: false
- Regex:      '^<.*'
  Priority:    2
  SortPriority: 0
  CaseSensitive: false
- Regex:      ',*'
  Priority:    3
  SortPriority: 0
  CaseSensitive: false
IncludeIsMainRegex: '([-_](test|unittest))?$'
IncludeIsMainSourceRegex: ''
IndentCaseBlocks: false
IndentGotoLabels: true
IndentPPDirectives: BeforeHash
IndentExternBlock: AfterExternBlock
IndentRequires: false
IndentWrappedFunctionNames: true
InsertTrailingCommas: None
JavaScriptQuotes: Leave
JavaScriptWrapImports: true
KeepEmptyLinesAtTheStartOfBlocks: true
MacroBlockBegin: ''
MacroBlockEnd: ''
ObjCBinPackProtocolList: Auto
ObjCBlockIndentWidth: 2
ObjCBreakBeforeNestedBlockParam: true
ObjCSpaceAfterProperty: false
PenaltyBreakAssignment: 2
PenaltyBreakTemplateDeclaration: 10
```

PenaltyIndentedWhitespace: 0

RawStringFormats:

- Language: Cpp

Delimiters:

- cc
- CC
- cpp
- Cpp
- CPP
- 'c++'
- 'C++'

CanonicalDelimiter: ''

BasedOnStyle: google

- Language: TextProto

Delimiters:

- pb
- PB
- proto
- PROTO

EnclosingFunctions:

- EqualsProto
- EquivToProto
- PARSE\_PARTIAL\_TEXT\_PROTO
- PARSE\_TEST\_PROTO
- PARSE\_TEXT\_PROTO
- ParseTextOrDie
- ParseTextProtoOrDie
- ParseTestProto
- ParsePartialTestProto

CanonicalDelimiter: ''

BasedOnStyle: google

ReflowComments: true

SortJavaStaticImport: Before

SortUsingDeclarations: true

SpaceAfterCStyleCast: false

SpaceAfterLogicalNot: false

SpaceAfterTemplateKeyword: true

SpaceBeforeAssignmentOperators: true

SpaceBeforeCaseColon: false

```
SpaceBeforeCpp11BracedList: true
SpaceBeforeCtorInitializerColon: true
SpaceBeforeInheritanceColon: true
SpaceBeforeParens: ControlStatements
SpaceAroundPointerQualifiers: Default
SpaceBeforeRangeBasedForLoopColon: true
SpaceInEmptyBlock: false
SpaceInEmptyParentheses: false
SpacesBeforeTrailingComments: 1
SpacesInConditionalStatement: false
SpacesInContainerLiterals: false
SpacesInCStyleCastParentheses: false
SpacesInSquareBrackets: false
SpaceBeforeSquareBrackets: false
BitFieldColonSpacing: Both
StatementMacros:
  - Q_UNUSED
  - QT_REQUIRE_VERSION
UseCRLF:          false
WhitespaceSensitiveMacros:
  - STRINGIZE
  - PP_STRINGIZE
  - BOOST_PP_STRINGIZE
  - NS_SWIFT_NAME
  - CF_SWIFT_NAME
...
```

## clang-tidy ??

.clang-tidy

```
---
# Configure clang-tidy for this project.

# Here is an explanation for why some of the checks are disabled:
#
# -google-readability-namespace-comments: the *_CLIENT_NS is a macro, and
#     clang-tidy fails to match it against the initial value.
#
# -modernize-use-trailing-return-type: clang-tidy recommends using
#     `auto Foo() -> std::string { return ...; }`, we think the code is less
#     readable in this form.
#
# -modernize-return-braced-init-list: We think removing typedefs and using
#     only braced-init can hurt readability.
#
# -modernize-avoid-c-arrays: We only use C arrays when they seem to be the
#     right tool for the job, such as `char foo[] = "hello"`. In these cases,
#     avoiding C arrays often makes the code less readable, and std::array is
#     not a drop-in replacement because it doesn't deduce the size.
#
# -performance-move-const-arg: This warning requires the developer to
#     know/care more about the implementation details of types/functions than
#     should be necessary. For example, `A a; F(std::move(a));` will trigger a
#     warning IFF `A` is a trivial type (and therefore the move is
#     meaningless). It would also warn if `F` accepts by `const&`, which is
#     another detail that the caller need not care about.
#
# -readability-redundant-declaration: A friend declaration inside a class
#     counts as a declaration, so if we also declare that friend outside the
#     class in order to document it as part of the public API, that will
#     trigger a redundant declaration warning from this check.
#
# -readability-function-cognitive-complexity: too many false positives with
#     clang-tidy-12. We need to disable this check in macros, and that setting
#     only appears in clang-tidy-13.
#
# -bugprone-narrowing-conversions: too many false positives around
#     `std::size_t` vs. `*::difference_type`.
#
# -bugprone-easily-swappable-parameters: too many false positives.
```

```
#
# -bugprone-implicit-widening-of-multiplication-result: too many false positives.
#   Almost any expression of the form `2 * variable` or `long x = a_int * b_int;`
#   generates an error.
#
# -bugprone-unchecked-optional-access: too many false positives in tests.
#   Despite what the documentation says, this warning appears after
#   `ASSERT_TRUE(variable)` or `ASSERT_TRUE(variable.has_value())`.
#
```

Checks: >

```
  -*,
  abseil-*,
  bugprone-*,
  google-*,
  misc-*,
  modernize-*,
  performance-*,
  portability-*,
  readability-*,
  -google-readability-braces-around-statements,
  -google-readability-namespace-comments,
  -google-runtime-references,
  -misc-non-private-member-variables-in-classes,
  -misc-const-correctness,
  -misc-use-anonymous-namespace,
  -modernize-return-braced-init-list,
  -modernize-use-trailing-return-type,
  -modernize-use-nodiscard,
  -modernize-avoid-c-arrays,
  -performance-move-const-arg,
  -readability-braces-around-statements,
  -readability-identifier-length,
  -readability-magic-numbers,
  -readability-named-parameter,
  -readability-redundant-declaration,
  -readability-function-cognitive-complexity,
  -readability-convert-member-functions-to-static,
  -readability-qualified-auto,
  -readability-implicit-bool-conversion,
  -bugprone-narrowing-conversions,
  -bugprone-easily-swappable-parameters,
```

```
-bugprone-implicit-widening-of-multiplication-result,  
-bugprone-unchecked-optional-access,  
-bugprone-branch-clone
```

```
# Turn all the warnings from the checks above into errors.
```

```
WarningsAsErrors: "*"
```

```
CheckOptions:
```

```
- { key: readability-identifier-naming.ClassCase,          value: CamelCase }  
- { key: readability-identifier-naming.StructCase,         value: CamelCase }  
- { key: readability-identifier-naming.TemplateParameterCase, value: CamelCase }  
- { key: readability-identifier-naming.FunctionCase,       value: camel_back }  
- { key: readability-identifier-naming.PrivateMemberPrefix, value: _          }  
- { key: readability-identifier-naming.ProtectedMemberPrefix, value: _          }  
- { key: readability-identifier-naming.EnumConstantCase,   value: CamelCase }  
- { key: readability-identifier-naming.EnumConstantPrefix, value: k          }  
- { key: readability-identifier-naming.ConstexprVariableCase, value: CamelCase }  
- { key: readability-identifier-naming.ConstexprVariablePrefix, value: k          }  
- { key: readability-identifier-naming.GlobalConstantCase, value: CamelCase }  
- { key: readability-identifier-naming.GlobalConstantPrefix, value: k          }  
- { key: readability-identifier-naming.MemberConstantCase, value: CamelCase }  
- { key: readability-identifier-naming.MemberConstantPrefix, value: k          }  
- { key: readability-identifier-naming.StaticConstantCase, value: CamelCase }  
- { key: readability-identifier-naming.StaticConstantPrefix, value: k          }  
- { key: readability-implicit-bool-conversion.AllowIntegerConditions, value: 1 }  
- { key: readability-implicit-bool-conversion.AllowPointerConditions, value: 1 }  
- { key: readability-function-cognitive-complexity.IgnoreMacros, value: 1 }
```

---

Revision #3

Created 9 August 2024 13:41:20 by Danny

Updated 18 August 2024 12:42:49 by Danny