Subject: Re: dependency tree / call graph in idl (cscope for idl)?
Posted by Sven Utcke on Wed, 19 Nov 2008 18:34:24 GMT
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Paolo <pgrigis@gmail.com> writes:

> David Fanning wrote:
>> Sven Utcke writes:
>>
>>> what's the recommended way to do dependency tracking in IDL, you know,
>>> FUNCTION X depeneds on PRO Y which calls FUNCTIONs A, B, and C. That
>>> stuff. Preferably, but not necessarily from emacs?
>>>
>>> In C, I would for example use cscope <http://cscope.sourceforge.net/>.
>>>
>>> Reason I'm asking: I inherited a project with quite a few
>>> interdependent files (79 files so far, with 14000 lines, but I'm sure
>>> to find I missed some once dependency tracking works), and in order to
>>> get any idea at all what this is doing I would like to look at some
>>> sort of call graph.
>>>
>>> So what is the IDL-way of doing this?
>>
>> Whew! Don't you just hate it when someone comes to IDL for
>> the first time from a modern programming language. :-(
>
> This task may not even be *feasible* if the program does not
> consistently use square brackets for array!

Well, it might not be that bad. [c,e,idl]tags at least finds all
function and procedure definitions (although I would wish it would
also find each place where a function is called, but there). Would be
nice to also have global variables (which are used extensively within
the code in question --- is this good IDL praxis?), but I guess it
ought to be possible to hack [e,idl]tags to do that. But again this
leaves the problem of finding all uses...

Sven
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