
Subject: Is there any conventions style programming IDL?
Posted by on Thu, 22 Apr 2004 10:29:04 GMT
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Hello,

I'm trying to standarize the way we programm in IDL , is there any rules or conventions programming IDL ?

Thanks a lot.

Subject: Re: Is there any conventions style programming IDL?
Posted by on Tue, 27 Apr 2004 10:18:22 GMT
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news:4lejc.266086\$0R5.38653@pd7tw3no...
> "Dick Jackson" <dick@d-jackson.com> wrote in message
> news:KNcic.223564\$Pk3.78786@pd7tw1no...
>>
>> For those who are wondering (like I was) "Hungarian Notation" refers
> to
>> what Mike Schienle suggests, as in:
>>
>> Variables of type Byte shall begin with the letter "b"
>>
>> A full description of this and other aspects of naming identifiers is
>> this article at Microsoft's MSDN site:
>>
>> <http://tinyurl.com/ezmr>
>>
>> I agree with Mike Wallace in general, but I find it useful to identify
>> two kinds of identifiers in special ways: objects and pointers. I do
>> this since we work with them in ways quite different from the other
>> types. For example, when I see variable plnfo, the 'p' reminds me that
> I
>> need to dereference with '*' before using the thing itself.
>>
>> Just my CAD 0.02 (two Canadian cents' worth)
>
> Mirko Vukovic asked me to forward this to the group:
>
> -----
>
> I find Hungarian very usefull in designating the ``role" of variables.
> That is one level higher than type. Consider the foolwing
> multiple-usage of File and FileName. The hungarian notation allows (me)

```
> a simple naming convention.  
>  
> vFileName=['file.1','file.2','file.3'...]  
> cFile=n_elements(vFileName)  
> for iFile=0,cFile-1 do begin  
>   FileName=vFileName[iFile]  
> ...
```

I agree with this, I find usefull to use letters for roles but not for types
because IDL is weak typed, altought sometimes
it's not necessary more than 10 rules or less of these
<http://tinyurl.com/ezmr>.

Thanks all of you, I almost have finished my Conventions Document. ;-)

```
>  
> In the above, c stands for count, i for index, v for vector. I even use  
> it in combinations, such as  
>  
> viGoodPixel=where(mPixel eq ...,cGoodPixel)  
>  
> Now, vi is a vector of pixels, and cGoodPixel is the count of good  
> pixels. And so it goes.  
>  
> Dr.Ko  
>  
> -----  
>  
>
```
