

Jonathan Wakely – Smarter Than The Average Pointer

Seb Rose – Transformation Priority Premise

Aaron Ridout – Advocating References

Mike Long - Metricide

Anna-Jayne Metcalfe – Don't Let The Big Ball of Mud Sneak

Up on You

Roger Orr – Code Critiques

Pete Goodliffe – The C++ Cathedral & The Bizarre

Peter Sommerlad – C++'s "hello, world" Considered Harmful

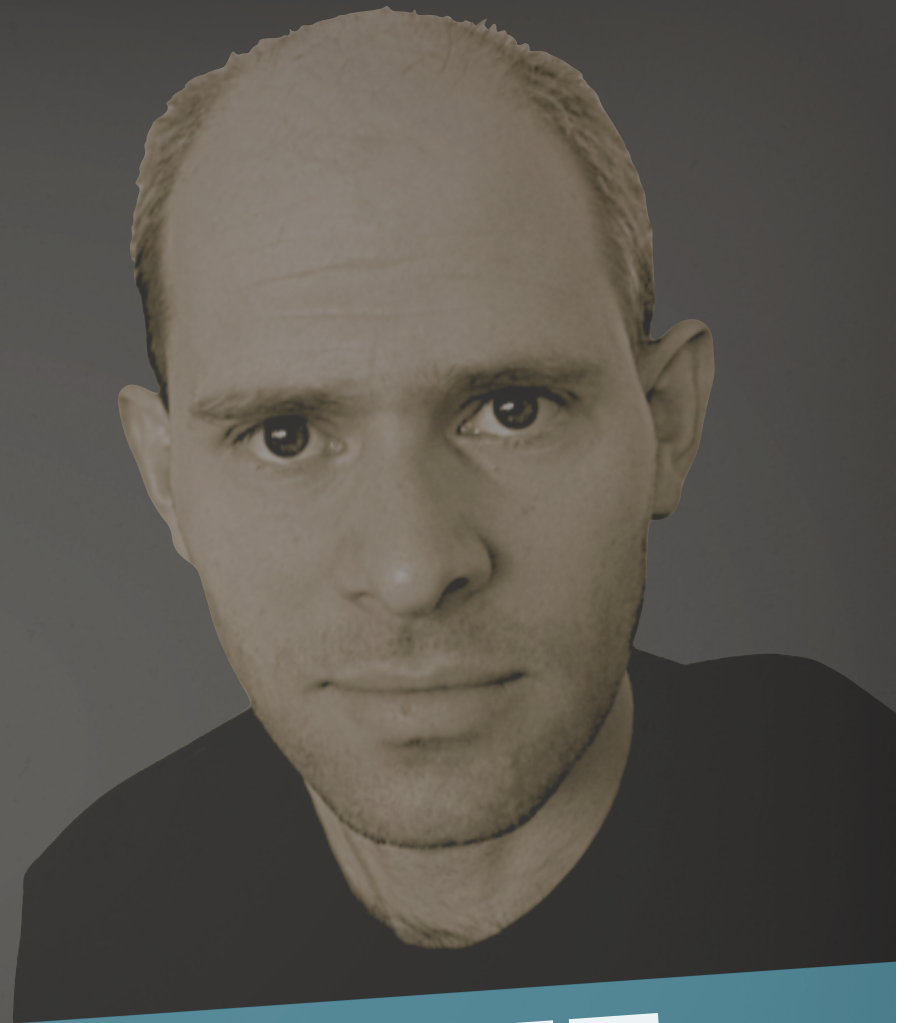


C++

**THE CATHEDRAL
&
THE BIZARRE**

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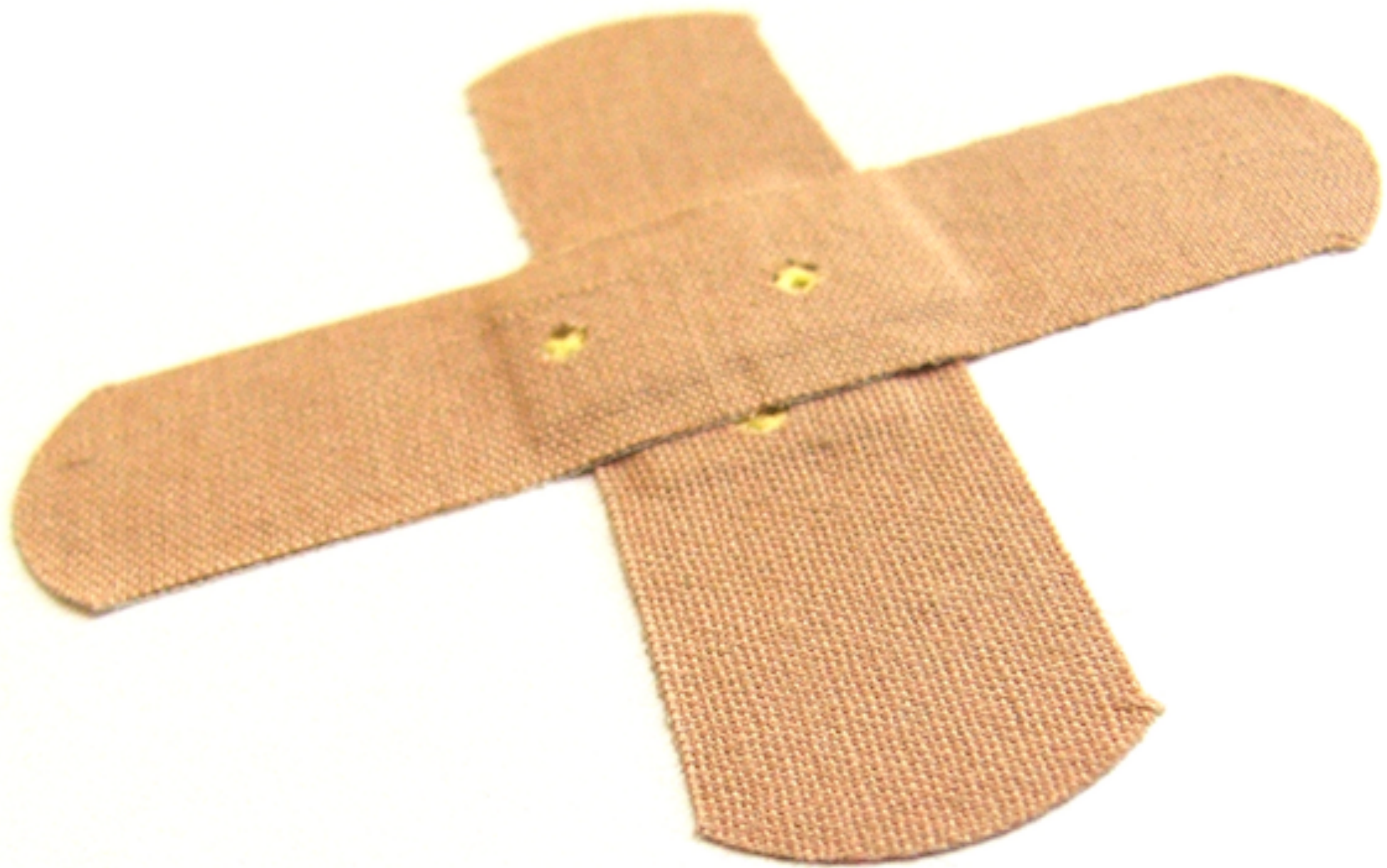


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semicolon overload


```
void foo()  
{  
};
```

```
class Foo  
{  
public:  
    Foo() { /* blah */ };  
};
```

the non-virtual destructor

```
class Foo
{
public:
    virtual void doSomething() = 0;
};
```

it's just common sense, come on people

being very certain

```
if (foo == true) doFoo();
```

being surprised

```
if (foo && bar || baz) doFoo();
```

very careful delete

```
if (foo) delete foo;
```

looking like code

```
void foo(Thing &t)
{
    Component *source = t.source;
    {
        return true;
    }
    return false;
}
```

in(line) sanity

in .h...

```
class Foo
{
public:
    void MyMethod();
};
```

in .cpp:

```
inline void Foo::MyMethod()
{ /* do tonnes of stuff */ }
```

the namespace class

not using initialiser lists

wrong order initialiser lists

any warnings

the wrong type of
inheritance

writing your own list

or pair

or string

or list

or...

const (in)correctness

I said...

```
void useFoo(const Foo &foo);
```

Chinese whispers...

```
void useFoo(Foo &foo); // fred: i had to remove  
                        //constness, as we adjust foo  
                        // before using it
```

delete disaster

```
int *foo = new int [10];  
delete foo;
```

doing nothing in style

```
bool Foo::ThingChanged(Thing *param, int value)
{
    switch(param->GetTag())
    {
        default:
            break;
    }
    return true;
}
```



rule of three

IL MENSILE DEL *CORRIERE DELLA SERA*

Style

MAGAZINE

Ritratti

Jonathan Franzen:
«Con un libro
cambio l'America»

In società

Viaggio libero,
in auto

stupid long functions

ascii art "standard" header

```
/*-----  
Function:  
Enter:  
Exit:  
Notes :  
-----*/  
void Foo::DoThing(Thing *pThing)  
{  
    //... stuff
```

just one more parameter

it's only wafer theeeen...

the early return

```
void Foo::DoSomethingAwesome()
{
    evilMachinations();

    // fred: the app seems to crash with the code below
    return;

    otherEvilMachinations();
}
```

inconsistency

naming

spacing

pointers/references

the helpful comment

```
void Foo::ItWasBuggyButIFixedItCozIAmGreat()
{
    // [geoff] Added this, it was responsible for
    // bugs #234 an #9087
    if (foo == 23) ...
}
```

the wrong members

don't use any member variables

static methods placed here because that's
"where it's used"

making casual friends

```
class Foo
{
    // because we need to get to...
    friend class CompletelyUnrelated;
};
```

leaving helpful notes
or questions in the code

```
//fred: why set it to 24????
```


protected member variables

for convenience

commenting out code

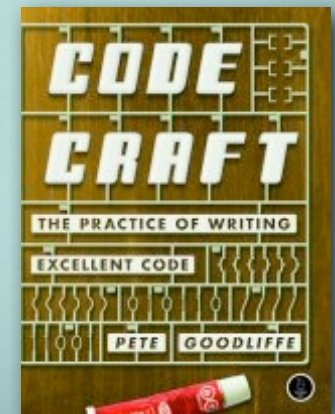
large swathes of it

calling everything foo



KEEP
CALM
AND
CARRY
ON

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BUMPH DULL, but important



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