



# What's New in CDT

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# Areas of active development

## ➤ C++11 support

Recently added support for:

```
using foo = std::array<int, 10>;
```

```
constexpr int foo(int a, int b) { return a * b; }
```

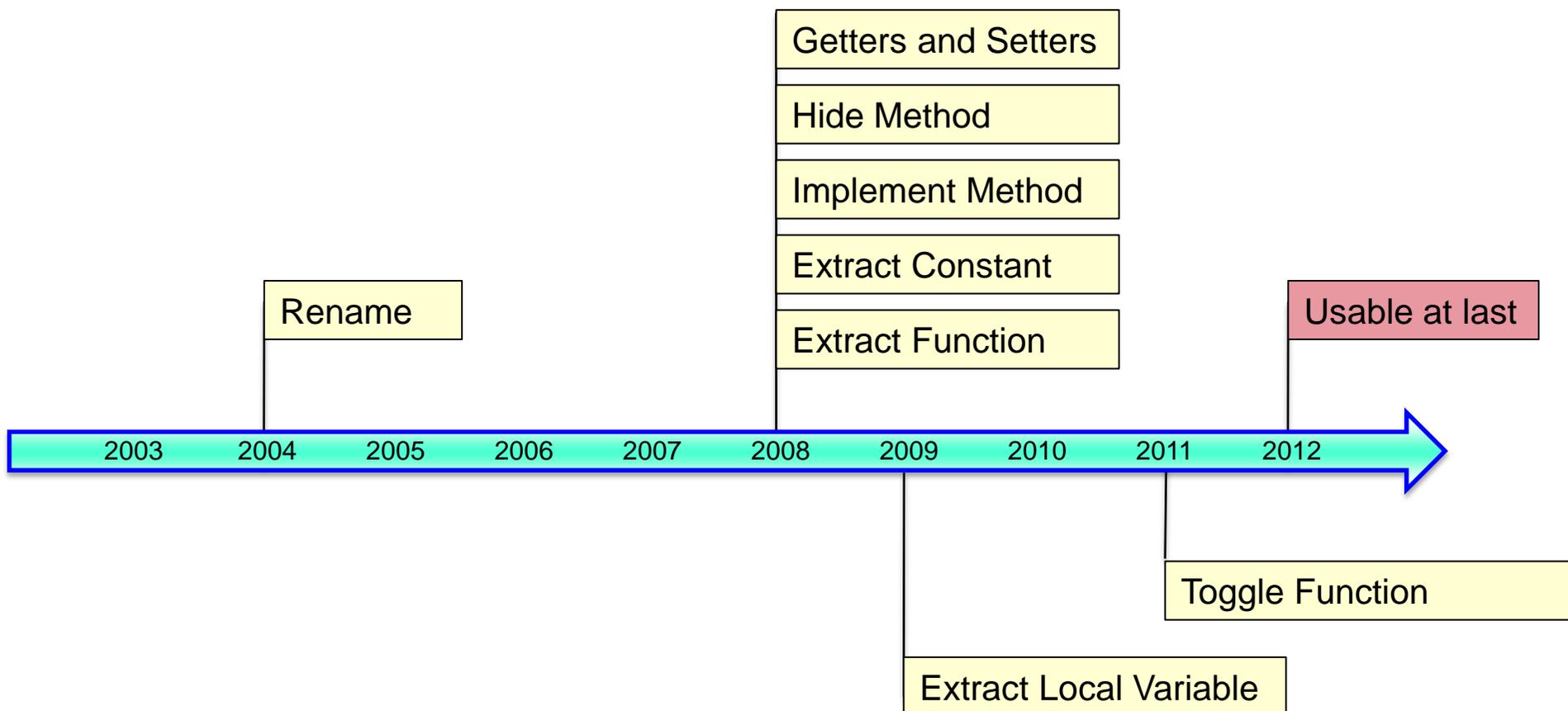
Current state in

<http://bugs.eclipse.org/bugs/showdependencytree.cgi?id=395568>

## ➤ Preservation of typedefs

## ➤ Refactoring

# Brief history of refactoring in CDT



# What's next in refactoring?

## ➤ **Organize Includes**

- Required for new refactorings (**Inline, Change Method Signature**)
- Useful by itself. Bugzilla enhancement request was created in 2003 and has 38 comments



# What needs to be organized?

- Includes
- Forward declarations
- Using declarations

```
#include <string>
using std::string;
string concatenate(const string& pieces...);

void main(int argc, const char* argv[]) {
    string s = concatenate(argv[1], argv[2]);
    ...
}
```

# Include vs forward-declare

```
A foo(A a) { // definition of A is required  
    return a;  
}
```

```
A* bar(A* a) { // definition of A is not required  
    return a;  
}
```

```
void baz(A* a) {  
    a->f(); // definition of A is required  
}
```

```
class C {  
    D x; // definition of D is required  
    static E y; // definition of E is not required  
};
```

# Who is responsible for inclusion?

MyString.h

```
class MyString {  
  public:  
    MyString(const char* s);  
};
```

Compare.h

```
class MyString; // is forward declaration enough?  
int compare(const MyString& s1, const MyString& s2);
```

main.cpp

```
#include "Compare.h"  
int main(int argc, const char* argv[]) {  
  return compare(argv[1], argv[2]);  
}
```

# Indirect inclusion

Font.h

```
enum Font { TIMES_ROMAN, HELVETICA };
```

Graphics.h

```
#include "Font.h"  
void drawLine(int x1, int y1, int x2, int y2);  
void setFont(Font font);
```

main.cpp

```
#include "Graphics.h"  
void main() {  
    drawLine(0, 0, 1, 1);  
    Font f = TIMES_ROMAN;  
    ...  
}
```

# More about indirect inclusion

- ***Include What You Use*** principle
- Representative header files
  - `<vector>`, not `<bits/stl_vector.h>`
  - `NULL` is defined in 13 headers

# Private and public headers

`component/*.h` can be included from anywhere

`component/internal/*.h` can be included only from `component/*.*` and `component/internal/*.*`

# Flavors of include statements

## ➤ Angle brackets or quotes

```
#include <vector>
```

```
#include "my_vector"
```

## ➤ Short or long path

```
#include "point.h"
```

```
#include "graphics/primitives/point.h"
```



# Grouping and ordering of includes

- With the same name but different extension
  - In the same folder
  - In subfolders
  - “System” includes
  - User-defined groups
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- A decorative footer at the bottom of the slide featuring a horizontal line and several overlapping, semi-transparent circles in shades of green, blue, red, and yellow.

# Grouping example

/MyProject/src/time/DateTime.cpp

```
#include "time/DateTime.h"
```

```
#include <sys/time.h>
```

```
#include <time.h>
```

```
#include <cstdio>
```

```
#include <string>
```

```
#include "time/Duration.h"
```

```
#include "time/timezone/TimeZone.h"
```

```
#include "base/Types.h"
```

```
#include "strings/Format.h"
```

```
#include "util/Logging.h"
```

```
...
```

# Preferences, preferences, preferences...

- Inclusion vs forward declaration
  - Header file substitution
  - Style of include statements
  - Grouping and ordering
  - What to do with unused includes
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# Demo



