



# Using Code Templates to enhance software consistency and quality



# Overview Schedule

5 min – Introduction and Greetings

10 min – Why Code Templates?

10 min – The R\*TIME Code Template

10 min – Demo

10 min – Q&A



# Introductions

- Brent Young - Instructor  
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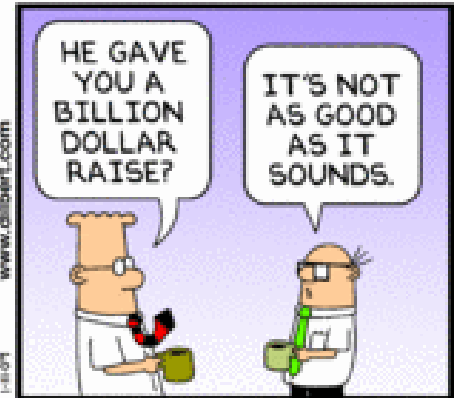
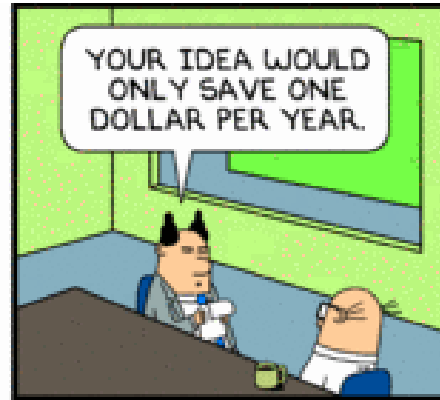
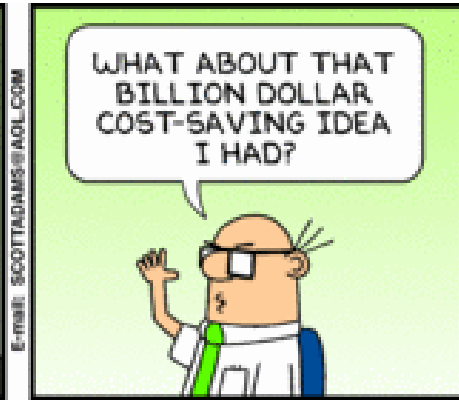
# Why Code Templates?

- What is a Code Template? (From Wikipedia)
  - a standardized set of code used as a pre-formatted example or starting point on which to base other code



# Why Code Templates? (Generic)

- Reduces time required to create a project. (\$\$\$)
- Enhances software consistency and quality (Also \$\$\$)
  - Gives source code a consistent look and feel
  - Helps enforce Coding standards. i.e. Good Programming Practices
  - Provides a tested base platform



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# Why Code Templates? (R\*TIME)

- Each R\*TIME PPC Project uses a Standards document to define how the code template will be set up.
- The code template is made to match customer specifications.



# Why Code Templates? (R\*TIME)

- Verifies functionality required for system integration is handled.

(Overhead)

- Sets up a Template for the Watchdog Timer.
- Automatically attaches to System Shared Memory to handle Database Updates.





# Why Code Templates? (R\*TIME)

- Sets up for using an Initialization file.
- Provides functions to Get data from the Initialization on startup and reload the Initialization file if and when it changes during Run Time.
- Dynamic Debugging- provides the ability to provide debug output during run time without having to modify code or put it into debug.



# Why Code Templates? (R\*TIME)

- Has place holders for Failover processing
- Has place holders for Simulator processing
- Handles Windows and UNIX system implementation differences
- Handles UNICODE message strings



# Why Code Templates? (R\*TIME)

- TCP/IP Class – A C++ Class that wraps the Standard TCP/IP functions
- Serial Class – A C++ Class that wraps the standard Serial Communication functions.
- Global Interface Functions – Allows a standard mechanism for gathering data from external systems.



## Why Code Templates? (Coding standards)

- Helps enforce Coding standards including:
  - Architecture - Platform neutral C and C++
  - Code Comments - Comments are a very important part of the documentation and maintenance of code



# Why Code Templates? (Coding standards)

- File Header Comments – Use of standard R\*TIME File Header
- Function Header Comments - Function heading comments provide a standard set of information and are required at the beginning of each software module.
- Naming Conventions – Hungarian Notation should be used for all new applications.



# Why Code Templates? (Coding standards)

- Hungarian Notation
  - Using Hungarian notation, variable names begin with one or more lowercase letters that denote the variable type, thus providing an inherent identification. For example, the prefix `h` is used to identify a handle, as in `hWnd` or `hDlg`, referring to window and dialog box handles, respectively. In like fashion, the prefix `lpz` identifies a long pointer to a null-terminated (ASCII) string.



# Why Code Templates? (Coding standards)

- Application Messaging
  - Applications should generate program messages for abnormal system events.
  - Messages can be written to system message files or console.



# The R\*TIME Code Template

- Step 1 – Install the VS Templates
  - Get the Zip file from \\IF-NT\RTIME\VS\_WIZARDS
  - Extract the Zip file to your C Drive – all the appropriate files will be automatically put in the proper location.





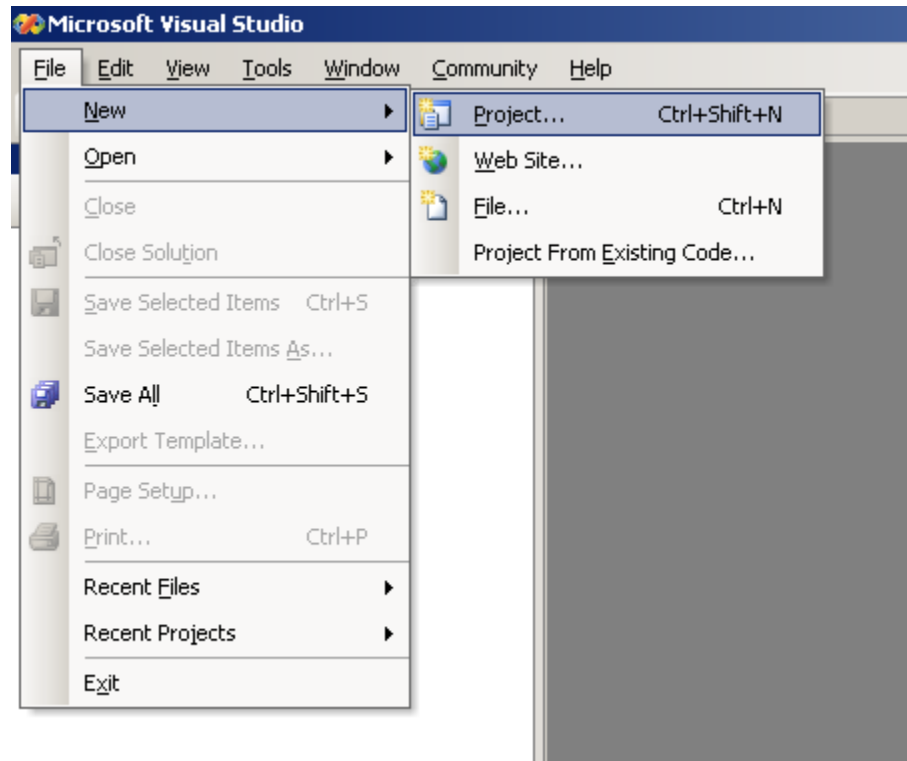
# The R\*TIME Code Template

- Location of VS Templates
  - VS2005
    - Project Files – C:\Program Files\Microsoft Visual Studio 8\VC\vcprojects
    - Wizard Files – C:\Program Files\Microsoft Visual Studio 8\VC\VCWizards
      - ❖ RTimeBgCppApp
      - ❖ RTimeExtCppApp



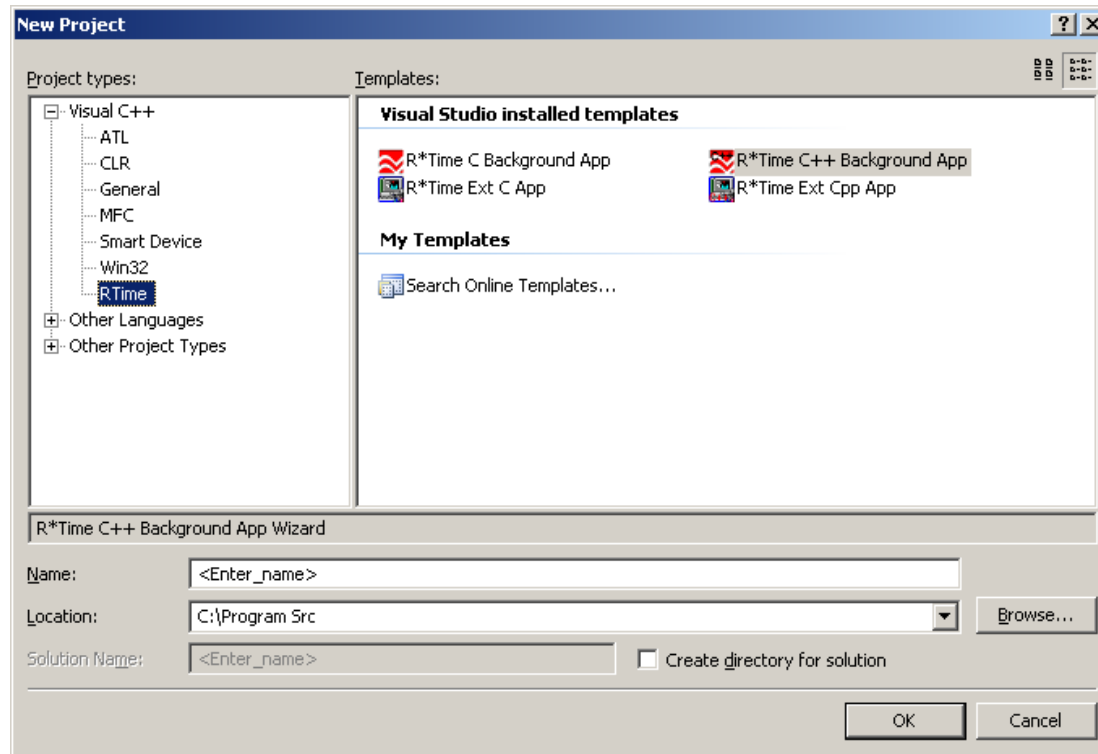
# The R\*TIME Code Template

Step 2 – Open VS and create a new VS Project



# The R\*TIME Code Template

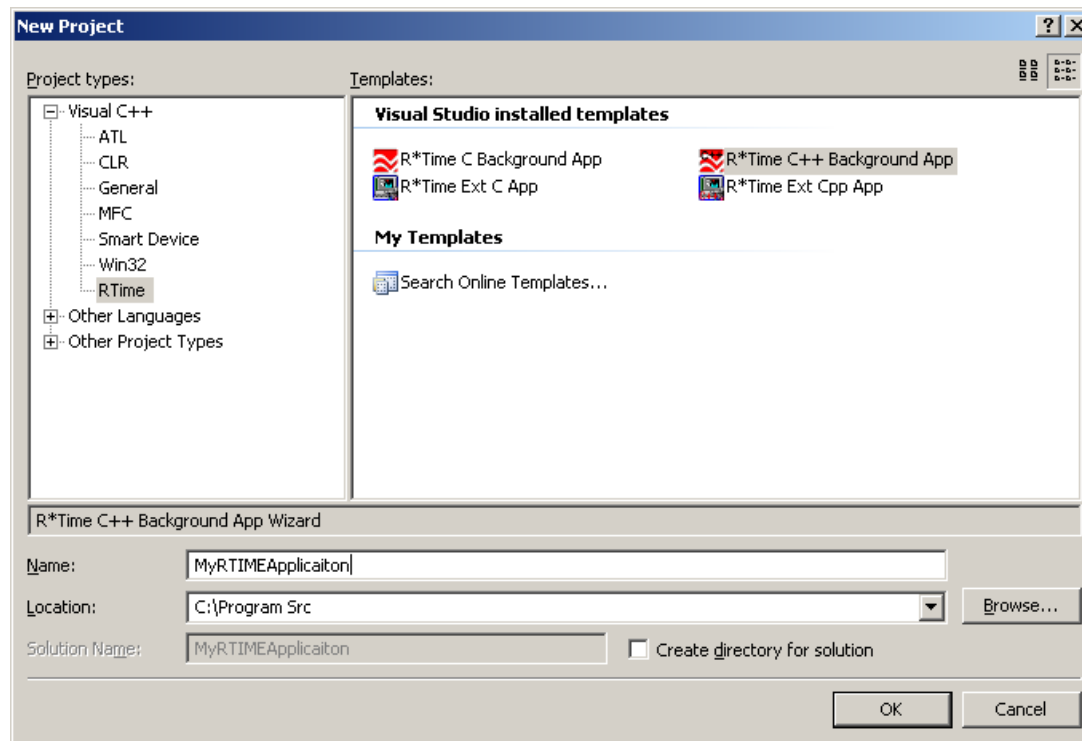
## Step 3 – Select the Type of R\*TIME Project





# The R\*TIME Code Template

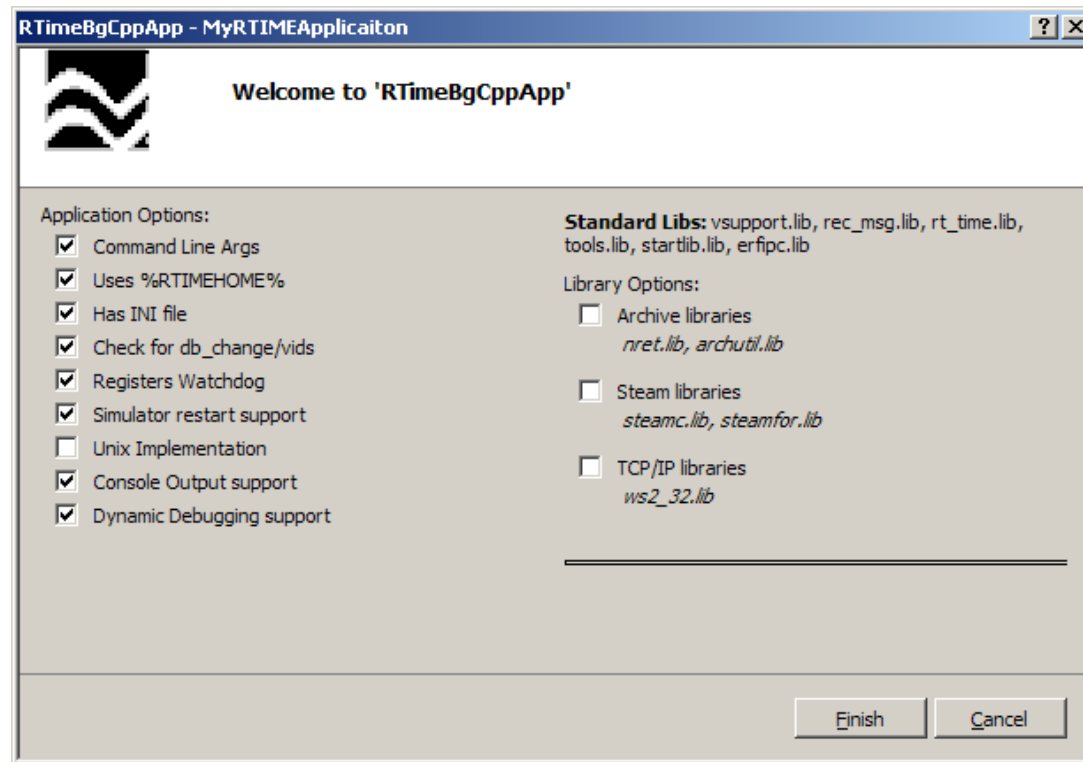
## Step 4 – Give the Project a Name and Location





# The R\*TIME Code Template

Step 5 – Choose the appropriate Project settings





# The R\*TIME Code Template

Step 6 – Program your Application

Step 7 – Fill out and Verify the R\*TIME  
Application Checklist



# R\*TIME Application Checklist

- Resolve need for all include files
- Remove any include files that are not required
- Resolve need for all library files.
- Remove any library files that are not required
- Resolve all TODO comments (don't leave them in the source code).
- Resolve the watchdog timer options (don't leave the defaults in there).



# R\*TIME Application Checklist

- Verify that Standby processing has been addressed.
- Verify that Failover processing has been addressed.
- Verify that Simulator processing has been addressed.
- Verify that PSS processing has been addressed. (Especially for External applications)





# Code Template Demo