

BornAgain - Refactoring #2466

Use full paths in #include directives

23 Jun 2020 15:55 - wuttke

Status:	Resolved	Start date:	23 Jun 2020
Priority:	Normal	Due date:	
Assignee:	wuttke	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	v1.18		
Description			
Instead of			
<code>#include "SessionItem.h"</code>			
we'll have			
<code>#include "GUI/coregui/Models/SessionItem.h"</code>			
This is recommended by https://google.github.io/styleguide/cppguide.html#Names_and_Order_of_Includes .			
Advantages:			
<ul style="list-style-type: none">• Provides valuable information to the reader of the code.• File names must be no longer unique. This allows in some cases for shorter or more natural names.• Slight simplification of CMake code.• Conformity with our other projects.			
Disadvantage:			
<ul style="list-style-type: none">• Renaming files requires more typing, or use of a script.			
The required script mv-src is available in gjt@jugit.fz-juelich.de :mlz/intern/text-processing-scripts.			
Related issues:			
Related to BornAgain - Refactoring #1766: Core: FF: Replace all form factors ...		Backlog	16 Feb 2017

History

#1 - 23 Jun 2020 15:56 - wuttke

- Description updated

#2 - 24 Jun 2020 15:42 - wuttke

- Related to Refactoring #1766: Core: FF: Replace all form factors in sample creation by shapes added

#3 - 25 Jun 2020 16:56 - wuttke

- Status changed from New to Sprint

- Target version set to v1.18

#4 - 07 Jul 2020 08:55 - wuttke

- Status changed from Sprint to Resolved

Done in <https://github.com/scgmlz/BornAgain/pull/998>