CoCoA-5 - Design #1631

Use filesystem::path instead of string (packageDir, CoCoAManFileName)

12 Nov 2021 10:21 - John Abbott

Status:	New	**Start date:**	12 Nov 2021
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:	enhancing/improving	**Estimated time:**	0.00 hour
Target version:	CoCoA-5.4.2	**Spent time:**	0.40 hour

Description
In some files we use std::string to represent paths to files. Replace these with values of type filesystem::path (or boost:filesystem::path until we move to C++17)

Related issues:		
Related to CoCoA-5 - Bug #1397: Crashes if CoCoAHelp.xml is missing	**Closed**	**21 Jan 2020**
Related to CoCoALib - Design #1632: C++17: notes about updating	**New**	**12 Nov 2021**

History

#1 - 12 Nov 2021 10:21 - John Abbott

- Related to Bug #1397: Crashes if CoCoAHelp.xml is missing added

#2 - 12 Nov 2021 10:25 - John Abbott

It seems that filesystem::path was introduced in C++17.
Anna asks whether we should start compiling with standard C++17 instead of C++14.
The alternative is to use the BOOST impl: this requires writing the prefix boost::, but is otherwise compatible.

Note that Main.C includes boost/filesystem.hpp

See also comment 10 in issue #1397

#3 - 12 Nov 2021 18:09 - John Abbott

- Related to Design #1632: C++17: notes about updating added

#4 - 13 Nov 2021 00:55 - John Abbott

The global packageDir should probably also be of type boost::filesystem::path.

Currently it is std::string and declared in Interpreter.H but defined in OnlineHelp.C (weird?!?)

#5 - 14 Jan 2022 10:27 - Anna Maria Bigatti

- Subject changed from Use filesystem::path instead of string to Use filesystem::path instead of string (packageDir, CoCoAManFileName)