CoCoALib - Feature #1702

Use C++ attributes

18 Oct 2022 20:56 - John Abbott

Status:	In Progress	Start date:	18 Oct 2022
Priority:	Low	Due date:	
Assignee:		% Done:	10%
Category:	Tidying	Estimated time:	0.00 hour
Target version:	CoCoALib-0.99900	Spent time:	0.30 hour

Description

Since C++11 *attributes* are available.
These can be used to suppress compiler warnings, or give hints about likelihood
of a condition being false/true.

A list of standard attributes can be found at:

`https://en.cppreference.com/w/cpp/language/attributes`

Related issues:

Related to CoCoALib - Design #1225: Move to C++14 (skipping C++11)	**In Progress**	**06 Sep 2018**

History

#1 - 18 Oct 2022 20:57 - John Abbott

- Related to Design #1225: Move to C++14 (skipping C++11) added

#2 - 16 Mar 2023 19:49 - John Abbott

Let me clarify. I think we should try to **avoid warnings by rectifying the code.**
If we are sure the code is correct, but the compiler still issues warnings then
we can resort to using attributes to try to suppress the warnings.

An example could be a variable whose value is used only when debugging is active.
It is in principle possible to suppress the variable using #if CoCoA_DEBUG_MODE
this is cumbersome, and could easily make the code harder to read.

I would like to reduce the number of warnings. One easy way is to complete the
implementation of some functions which have an unused "CheckForTimeout" parameter.

#3 - 15 Feb 2024 22:39 - John Abbott

- Target version changed from CoCoALib-0.99850 to CoCoALib-0.99900

#4 - 22 Apr 2024 21:26 - John Abbott

- Status changed from New to In Progress

- % Done changed from 0 to 10

We should try to reduce the number of warnings (esp. when compiling in "debug" mode).
Then we can consider attributes...