

Doxygen Guideline

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Introduction

The purpose of this page is to provide a uniform style of Doxygen commenting for the RDK system. It will serve as a reference for current and future developers, while documenting the RDK system as it evolves. Ultimately, this will establish a consistent manner of documentation to strengthen the simplicity, readability, scalability, writability, reliability, and maintainability of the system.

Documentation Style

Doxygen documentation can be generated in many formats(HTML, LaTeX, RTF, PDF, DOC) . HTML generation has support for more plugins and is easier to refactor as the system changes. Doxygen style should follow a consistent format to aid development across different IDEs. Additionally, it reduces issues when generating documentation.

Standard Doxygen Tag Format

```
/**
 * @tagname
 */
```

This is an example of a Java doc style Doxygen tag, since it uses the “@” symbol. Tags using the “\tagname” style are considered Qt style Doxygen tags.

There should be a header file containing only Doxygen tags or a separate Doxygen file that acts as a guide for the components, classes, methods, and variables (e.g. DoxygenMainpage.h). This can be done using the [@mainpage](#) tag at the top of the file.

System

There should be a header file containing only Doxygen tags or a separate Doxygen file that acts as a guide for the components, classes, methods, and variables (e.g. DoxygenMainpage.h). This can be done using the [@mainpage](#) tag at the top of the file.

Main Page Tag Example

```
/**
 * @mainpage Title of Document
 *
 */
```

Example of HAL system [Doxygen Guideline](#) (Note: source code was also modified to support correct generation of documentation)

File

A file should contain the [@file](#) tag at the top of the file. This supports generation of a file list tab on the main page. It also helps when files contain multiple classes.

File Tagging Example

```
/**
 * @file          FileName.h
 *
 * @brief          Brief file description.
 *
 *                 Verbose file description.
 */
```

Classes

Classes can be tagged in a number of different ways, but in general they are tagged using the [@brief](#) and [@class](#) tags before the class declaration. Having the [@author](#), [@date](#), and [@version](#) supports tractability as the system is versioned throughout the software lifecycle. When updating classes, update comments like this:

Class Tagging Example

```
#include <iostream>
using namespace std;

/**
 * @brief          Brief class description
 *
 *
 *                Verbose description of class.
 *
 * @class          Class Name
 */

class ClassName {
public:
    ClassName();
    ~ClassName();

    int var1;                /**< Comment about public member variable*/

    /**
        * @brief          Brief method description
        *
        *                Verbose description of method
        *
        * @param          Parameter in the method's definition
        *
        * @return          Return value of method
        */
    int Function1(int x);

protected:
    int var2;                /**< Comment about protected member variable*/

    /**
        * @brief          Brief method description
        *
        *                Verbose description of method
        *
        * @param          Parameter in the method's definition
        *
        * @return          Return value of method
        */
    int Function2(int x);

private:
    int var3;                /**< Comment about private member variable*/

    /**
        * @brief          Brief method description
        *
        *                Verbose description of method
        *
        * @param          Parameter in the method's definition
        *
        * @return          Return value of method
        */
    int Function3(int x);
};
```

Structs

A struct can be tagged in the same way a class, but it is best to use the [@struct](#) tag. When updating structs, update comments like this:

Struct Tagging Example

```
/**
 *@brief          Brief struct description
 *
 *@struct          Struct Name
 */
```

Methods

Methods can be tagged in a number of ways, but in general the [@brief](#), [@details](#), [@param](#), and [@return](#) tags are used before a method's declaration or implementation. When updating methods, update comments like this:

Method Tagging Example

```
/**
 *@brief          Brief method description
 *
 *               Verbose description of method
 *
 *@param          Parameter in the method's definition
 *
 *@return         Return value of method
 *@retval         Verbose explanation of return values
 */
int addNumbers(int x)
{
    int sum = 0;
    sum += x;
    return sum;
}
```

Variables

When updating variables, update comments like this:

Variable Short Hand Tag Example

```
int number;          /**< Comment about number*/
```

Enumerated Types

Enumerated types are tagged using the [@enum](#). When updating enum types, update comments like this:

Method Tagging Example

```
/**
 *@brief          Brief enum description
 *
 *@enum           enum Name
 */
```

Miscellaneous

There are many tags you can use with HTML markup to create unique Doxygen documentation for a given file, class, method, or variable. The following are common tags that should be used when appropriate.

Informative Tags

```
/**
 *@note           A brief remark about the implementation to help clarify.
 *
 *@attention       An important remark that may cause code to break.
 *
 *@warning         An import remark that may depend on random conditions etc.
 *
 *@see            A reference to a class or a link to documentation (e.g. http://document.1a.com)
 */
```

Maintenance Tags

```
/**
 *@bug            A remark about a known bug in the code.
 *
 *@todo           A remark of what needs to be done to fix issues or remaining work.
 *
 */
```

Format Font Tags

```
/**
 *@a             Formats following word in special font (used for hyperlinks)
 *
 *@b             Formats following word in bold
 *
 *@em            Formats following word in italic
 *
 *@c             Formats following word in monospaced typewriter font
 *
 */
```

Structed List Tags

```
/**
 * - bulleted list item1
 *   - sub bulleted item1
 *
 * - bulleted list item2
 *
 */
```

Numbered List

```
/**
 * -# numbered list item1
 * -# numbered list item2
 *
 */
```

Displaying Code

```
/**
 * @code
 *   i++;
 * @endcode
 */
```

Setting up Doxygen Environment on Windows

Before generating Doxygen documentation, make sure to have the following:

Doxygen: <http://www.stack.nl/~dimitri/doxygen/download.html> (Contains Doxywizard)

Graphviz: <http://www.graphviz.org/> (Click the Download link on the left side of the page)

- Navigate to the DoxyWizard (comes with Doxygen setup) application and configure it:

The screenshot shows the 'Doxygen GUI frontend' window. It has a menu bar with 'File', 'Settings', and 'Help'. The main area is divided into two steps:

Step 1: Specify the working directory from which doxygen will run

There is a text input field and a 'Select...' button.

Step 2: Configure doxygen using the Wizard and/or Expert tab, then switch to the Run tab to generate the documentation

Below this, there are three tabs: 'Wizard' (selected), 'Expert', and 'Run'. The 'Wizard' tab is active, showing a 'Topics' list on the left with 'Project', 'Mode', 'Output', and 'Diagrams'. The main area of the wizard is titled 'Provide some information about the project you are documenting' and contains the following fields:

- 'Project name:' with a text input field containing 'My Project'.
- 'Project synopsis:' with a text input field.
- 'Project version or id:' with a text input field.
- 'Project logo:' with a 'Select...' button.

Below these fields, there is a section titled 'Specify the directory to scan for source code' with a 'Source code directory:' text input field and a 'Select...' button. A checkbox labeled 'Scan recursively' is also present.

At the bottom, there is a section titled 'Specify the directory where doxygen should put the generated documentation' with a 'Destination directory:' text input field and a 'Select...' button.

At the very bottom of the wizard area, there are 'Previous' and 'Next' buttons.