
Subject: Re: Enhancing project templates (upt files) [FEATURE REQUEST]

Posted by [Werner](#) on Tue, 26 Sep 2006 10:17:06 GMT

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Thank you for adopting my suggestion.

After using "PACKAGE_UPPERCASE" for a couple of days, I'm no longer happy with the simplistic creation of its content. This was obviously an over-quick suggestion. Sorry!

As far as I can see, it is quite common - and I adhere to this quasi-standard - to capitalize mixed-uppercase-lowercase identifiers by inserting an underscore ("_") when the change from a lowercase letter to an uppercase letter indicates a new component.

That is why I wrote the following tiny function, which I suggest to include into Ultimate++, maybe into "uppsrc/ide".

I intentionally wrote it as a non-member function of "String" (compare e. g., Stroustrup, The C++ Programming Language, Special Edition, 10.3.2; Sutter, Alexandrescu, C++ Coding Standards, 44; Meyers, Effective C++, 4.6 / 23).

```
String MkInclGuard(const String& name)
{
    String output("");
    int str_len = name.GetLength();
    for (int i = 0; i < str_len; ++i)
    {
        int ch = name[i];
        if (IsAlNum(ch))
        {
            output += ToUpper(ch);
            if (i < str_len - 1)
                if (IsLower(ch) && IsUpper(name[i + 1]))
                    output += '_';
        }
        else
            output += '_';
    }
    return output;
}
```

The patched function then reads:

```
ArrayMap<String, EscValue> TemplateDlg::MakeVars0()
{
    ArrayMap<String, EscValue> var;
    String n = ~package;
    int q = n.ReverseFind('/');
```

```
n = q >= 0 ? n.Mid(q + 1) : n;  
var.Add("PACKAGE", n);  
var.Add("PACKAGE_UPPERCASE", MkInclGuard(n));  
return var;  
}
```

Werner
