Communicating in Code: Commenting

Comments

- An internal documentation mechanism
  - Documentation of the code stays with and close to the code
- Comments should complement good coding style, not replace it
  - The better written your code, the fewer comments you will need
- Poor commenting is a waste of time and sometimes harmful.

What Comments are Not

- Design documents
- API references

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- Design documents
- API references
- Specifications

Types of Comments

- Repeat of the Code
  - Repeating what code does or stating the obvious is useless

```c
//loop through all Teams
for(i=0;i<NumTeams;i++)
    //add that team’s players to total
    TotalPlayers += Team[i].NumPlayers;
```
Types of Comments

● Repeat of the Code
  - Repeating what code does or stating the obvious is useless

//Find total number of players in league
for(i=0;i<NumTeams;i++)
    TotalPlayers += Team[i].NumPlayers;

Types of Comments

● Explanation of the code
  - Can be a sign that the code is difficult to understand
  - Don’t comment bad code – rewrite it
  - If the explanation is too long, code should be rewritten

/* Update the attenuation due to multiple scattering whenever there is a valid layer hit. The next intersection layer hit will be skipped over and the intersection point will generate a new vector and the last vector created will be stored */
for(i=IntersectLayer-1;i<NumLayersHit;i++) {
    if (isValidHit(r)) {
        Attenuation.Update(Layer[i++].HitPoint(genVector(r)));
    }
}

Types of Comments

● Marker in the Code
  - Used as notes to the developer
    //***** FIX THIS ROUTINE
  - Often have key phrases to search on
  - Used to visually separate code blocks
    • As a style element, e.g. function header blocks

Types of Comments

● Summary of the code
  - Short statement summarizing several lines of code.
  - Useful for quick scanning over code to find areas where things are happening
  - Provides a global “map” to the code
Types of Comments

- Description of the code’s intent
  - Best type – explains the why, not the how
  - Comments should add something that is not immediately evident from the code
  - Understanding the intent of code is usually the issue – it’s much easier to tell exactly what the code is doing.

Things to Comment

- Functions
- Global variables
  - Can be tough to keep track of
- Code that is truly complicated
  - Might require lots of explanation, references to algorithms

Maintaining Comments

- Comments need to be maintained as code is edited!
  - Conflicts between comments and code cause tremendous difficulty
  - Commenting styles can assist with maintenance

```plaintext
/*************************/
/*                       */
/* My comments           */
/*                       */
/*************************/
```
Maintaining Comments

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/************************
* My comments
* ************************/

Maintaining Comments

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/****************************
* My comments
*****************************/

Maintaining Comments

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  - Commenting styles can assist with maintenance

- Difficulty lining up comments:

  int     Capacity;  // Number of cats we could keep
  int     NumCats;   // Number of cats in the house
  float   CatFood;   // Monthly cost of cat food
Maintaining Comments

● Difficulty lining up comments:

```c
int     Capacity;  // Number of cats we could keep
int     NumCats;   // Number of cats in the house
float   CatFood;   // Monthly cost of cat food
float   BoardingCosts; // Cost to board cats per day
```

● Difficulty lining up comments:

– Difficult to maintain over time, so tend to degrade with modification
– Leaving enough space often leads to short comments

Maintaining Comments

● Comments often last

– Don’t use comments you don’t want others to see
– Don’t expect comments to really be “temporary”
– If markers are left in code, be sure they will be found

More Commenting “DON’Ts”

● Don’t include useless comments

```
MOV AX, 723h   ; R.I.P.L.V.B
```
More Commenting “DON’Ts”

- Don’t include useless comments
- Avoid endline comments
- Don’t use too many comments
  - Can actually obscure the code itself!
  - No set “ideal”, but one comment about every 10 lines or so is probably right.

MOV AX, 723h   ; R.I.P.L.V.B
(Beethoven died in 1827 = 723h)

More Commenting “DON’Ts”

- Don’t include useless comments
- Avoid endline comments
  - For one line of code, tend to be repetitive
    - not much to say about one line of code
  - For multiple lines of code, tend to be difficult to match
    - Which lines does the comment “belong” to?
    - Difficult to say too much
  - Not much room

Commenting “DOs”

- Write code at the level of intent
/* Check each character in “inputstring” until a dollar sign is found or all characters have been checked */
done = false;
maxLen = inputString.length();
i = 0;
while ( !done && (i<maxLen) ) {
  if ( inputString[i] == '$' ) {
    done = true;
  }
  else {
    i++;
  }
}
● Write code at the level of intent

/* Find '$' in inputString */
done = false;
maxLen = inputString.length();
i = 0;
while (!done && (i<maxLen)) {
    if (inputString[i] == '$') {
        done = true;
    } else {
        i++;
    }
}

● Use comments to prepare the reader for what is to follow
  ● May not understand why things are being set up in one area for later use
  ● Comments should precede statements they comment on.

for(element=0; element < elementCount; element++) {
    // Use right shift to divide by two. Substituting
    // right-shift operation cuts loop time by 75%
    elementList[element] = elementList[element] >> 1;
}
Commenting “DOs”
- Write code at the level of intent
- Use comments to prepare the reader for what is to follow
- Document surprises not obvious in the code
- Avoid cryptic statements and abbreviations

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Commenting “DOs”
- Comment about anything that is used to avoid an error or an undocumented feature
  - Prevents that code from being accidentally deleted!

Other Commenting Suggestions
- Comment units for numeric data
- Comment ranges of allowable values
- Comment limitations on input data
- Document flags to the bit level
- Be sure comments stay associated with what they comment
  - avoid separating comments about a variable from the variable
Commenting Control Structures

- Comments before loops and large blocks are natural
- Comment to identify the end of control structures, especially when end is far separated from beginning

Commenting Functions

- Input required
  - Restrictions/ranges
- Output produced
- Side effects and global effects
- Limitations of the routine
- Sources for algorithms implemented