

Re: XML tags and /doc switch

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-04/3783.html>

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- > 1. If I enable this for a single project, add some tags for most objects,
- > specify the XML output file name, then I can build the project with no
- > problems and the XML file is created -- but if I attempt to build the
- > solution it complains that not all of the members of every structure I
- > defined have a tag associated with them! Why this discrepancy and how do I
- > convince the solution build to permit this?

They are only warnings, you can ignore them if you wish. The compiler is complaining because you've stated you want documentation, but you haven't documented your publicly accessible objects. Which means the documentation will be incomplete. You don't need to document *all* classes\methods, only publicly accessible ones. So mark classes that you don't intend to be accessed from elsewhere 'internal'. The same goes for methods\properties etc, mark them private or internal as required.

- > 3. Is there some facility available that will convert the generated XML
- into
- > a documentation dictionary? The XML file is cool, but I do not see it as
- > being much use outside of the IDE itself.

I use ndoc (<http://ndoc.sourceforge.net>) which is excellent (erm, if that link doesn't work try searching for ndoc on sourceforge. Our http web access is currently broken and I can't verify I remembered it correctly).

- > 4. The documentation indicates that the comments entered are used for
- > intellisense and the object browser displays -- do I have to generate the
- > XML file to get these benefits, or merely define the tags?

You need to give the tags a body if you actually want them to display something. The XML file is used for class libraries that are not a part of your project but are referenced by your assembly (IIRC).

n!