

Re: Check on correctness

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-07/msg00111.html>

- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
 - *Date:* Tue, 04 Jul 2006 15:54:49 -0400
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It is the nature of for statements that the first and third clauses have side effects. So indeed I exclude those from the "no assignments" or, more generally, "no side effects" rule.

Whenever I find assignments embedded in code I'm working on (and it is never my code), I just rip them out, and replace them with separate assignment statements.

joe

On Mon, 3 Jul 2006 10:40:29 -0700, "Tom Serface" <tserface@xxxxxxx> wrote:

Hi Joe,

I assume you're excluding for() statements from this rule. For example:

```
for(int i=0; i < something;++i) {  
}
```

is very common and a proper form of declaration and initialization especially now that we have decent for scope handling. This keeps the variable local to the loop and is a concise and coherent way of declaring and setting the initial value.

I agree with you on other types of statements. For example:

```
if(x=1) {  
}
```

would work, but not likely how the programmer intended. Fortunately, we get a nice fat warning for this one.

Tom

Of course, this compiles in either release or debug modes
"Joseph M. Newcomer" <newcomer@xxxxxxxxxxxxx> wrote in message
news:u2fea21k8h9gj67kope08hp8uft4h0chh2@xxxxxxxxxxx

You need to do two things to become a better developer:

Never, ever under any circumstances embed assignments in any other

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construct. Not in an if, not in a while, and most especially not in an ASSERT.

Embedded assignment is a very poor programming methodology, and serves little if any useful purpose at any time and should be abandoned as a programming technique

Never, ever, under any circumstances make any document or view class visible

to a dialog. Dialogs should only work on their own member variables or structures used for communication and not know about anything else outside themselves.

joe

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