

## GammaLib - Change request #1054

### Remove superfluous comments

01/04/2014 01:24 PM - Deil Christoph

<b>Status:</b>	Rejected	<b>Start date:</b>	01/04/2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assigned To:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
GammaLib has thousands of comments like this:			
<pre>// Free table delete table;</pre>			
<pre>// Return return;</pre>			
I suggest to remove those, following the advice of Bjarne Stroustrup who writes in Section 9.7 of his book on C++ ( <a href="http://www.stroustrup.com/4th.html">http://www.stroustrup.com/4th.html</a> ):			
"Once something has been stated clearly in the language, it should not be mentioned a second time in a comment."			
Jürgen, as in #1053 I'm happy to make a pull request for you to review, but I wanted to ask first if you agree before going through and removing those lines.			
As in the change proposed in #1053, the advantage is that 1000s of superfluous lines are removed from the GammaLib code files and don't have to be read by future developers / users.			

### History

#### #1 - 01/05/2014 11:57 PM - Knödlseider Jürgen

This is also a question of taste. When you read Donald Knuth ([http://en.wikipedia.org/wiki/Literate\\_programming](http://en.wikipedia.org/wiki/Literate_programming)) you would even add more of that ...

Comments also help to structure the code (at least if your editor is highlighting the code). I agree that some comments are not very informative, but then the action should be rather to make the comments more informative and not to remove them.

#### #2 - 01/06/2014 12:07 AM - Deil Christoph

```
// But
but
```

```
// why
why
```

```
// repeat
repeat
```

```
// the
the
```

```
// exact thing
exact thing
```

```
// twice ?
twice ?
```

:-)

**#3 - 01/06/2014 12:08 AM - Deil Christoph**

It's just a suggestion ... feel free to reject and close.

**#4 - 01/06/2014 11:20 AM - Knödseder Jürgen**

- *Status changed from New to Rejected*

... I take the freedom wink.png