## GammaLib - Change request #1055

## Review coding rule: "Output arguments should be passed as pointers"

01/04/2014 02:22 PM - Deil Christoph

Status:	New Start da	te: 01/04/2014
Priority:	Low Due da	e:
Assigned To:	Knödlseder Jürgen % Done	: 0%
Category:	Estimat	ed time: 0.00 hour
Target version:		
Description		
The GammaLib Coo	ling and design document contains this coding rule:	
Output aroume	nts should be passed as pointers.	
1 5		
This is a common c	oding rule that can e.g. also be found here:	
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http://google-stylegu	<pre>uide.googlecode.com/svn/trunk/cppguide.xml?showone= el::write(GXmlElement&amp; xml) and dozens of other GXXX</pre>	Reference_Arguments#Reference_Arguments
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http://google-stylegu I noticed that GMod an output argument http://gammalib.sou	uide.googlecode.com/svn/trunk/cppguide.xml?showone= el::write(GXmlElement& xml) and dozens of other GXXX by reference instead of as a pointer: rceforge.net/doxygen/classGModel.html#ab2692db0659	C::write() methods violate this rule, because they passes
http://google-stylegu I noticed that GMod an output argument http://gammalib.sou	<pre>uide.googlecode.com/svn/trunk/cppguide.xml?showone= el::write(GXmlElement&amp; xml) and dozens of other GXXX by reference instead of as a pointer:</pre>	C::write() methods violate this rule, because they passes

## History

## #1 - 01/06/2014 12:01 AM - Knödlseder Jürgen

The examples you mention are those where the arguments are input and output. For example, the write methods typically appends something to an existing object, but they do not create the object from scratch. When I was writing this rule I was more thinking about "pure" output arguments, hence arguments where the method fully sets the object.