

# Doxygen & Graphviz

## Doxygen und Graphviz installieren

>sudo apt install doxygen

>sudo apt install graphviz

## Configfile erzeugen und editieren

1. Config-File erzeugen **doxygen -g config.txt**
2. config.txt editieren
  1. PROJECT\_NAME
  2. EXTRACT\_ALL = YES/NO
  3. INPUT Core  
hier kann man Verzeichnisse (RECURSIVE) oder Dateien durch Leerzeichen getrennt einfügen
  4. RECURSIVE=YES/NO
  5. [SOURCE\\_BROWSER](#) tag to YES
  6. [INLINE\\_SOURCES](#) to YES
  7. CLASS\_GRAPH YES
  8. INCLUDE\_GRAPH YES
  9. CALL\_GRAPH yes

## Doxygen Commands

`\ref ...` Link zu named section, subsection, page or anchor

`\author r.k.`

- Einrückung

- weitere Einrückung

`\b bold`

`\c code`

`\section ... H1`

`\subsection ... H2`

`\todo`

`\note ... Notiz`

`\code ... \endcode`

`\warning`

`\deprecated`

`\see ... "see also" Text`

`\brief`

`\remarks`

`\link ... \endlink`

## Info.h

Jedes Projekt hat eine Einführungs-Datei, die als intro.h File dem Projekt beigefügt wird, aber nirgends über #include eingebunden wird:

```
/**  
\file xxx.h  
\brief Main Page of Markdown Documentation  
\remarks comments are implemented with Doxygen Markdown format  
  
\mainpage Arduino SFEMP3Shield Library  
  
\tableofcontents  
  
\section Intro Introduction  
Eine Einführung  
\section Contributors Contributors  
\author anton,  
\author Bill P, www.b.info  
\author Michael F, www.f.net
```

```
\section Requirements Requirements
```

```
\note This library was originally developed on IDE 0.2x and later
```

```
*/
```

```
//-----
```

```
/**
```

```
* \def SEEDUINO
```

```
* \brief A macro to configure use on a Seeeduino MP3 player shield
```

```
*
```

```
* Seeduino MP3 Players is supported. However, its DREQ is not connected to a
```

```
* hard INT(x) pin, hence it MUST be polled. This can be configured, using
```

```
* USE_MP3_SimpleTimer.
```

```
* When using a Seeeduino MP3 Player shield set the below define of SEEDUINO
```

```
* to 1. As so the correct IO pins are configured MP3_XCS, MP3_XDCS and MP3_DREQ
```

```
*
```

```
* Along with USE_MP3_REFILL_MEANS should not be USE_MP3_INTx, unless extra
```

```
* jumper wires are used.
```

```
*
```

```
* Set \c SEEDUINO to \c 0 to use on a SparkFun MP3 player shield
```

```
*  
* Set \c SEEDUINO to \c 1 to use on a Seeeduino MP3 player shield  
*/
```

## Source Code File Header

```
/**  
\file xxx.cpp  
  
\brief Code file for the xxx library  
\remarks comments are implemented with Doxygen Markdown format  
  
*/
```

## Function

```
/**  
* \brief ...  
* \param[out] s..pointer..of..a..  
*\return char array (aka string) with out whitespaces  
* \note .....  
* \warning .....  
*/
```

## Class

```
/**  
 * \class SFEMP3Shield  
 * \brief Interface Driver to the VS10xx chip on the SPI.  
 */
```