

## Re: Comments

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**From:** Graham Stratford ([gstratford\\_at\\_das.ca](mailto:gstratford_at_das.ca))

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I have a couple of rules that I follow:

Comments should not show "what" a section of code is doing (unless it is rather complex), but "why" it is doing so. Of course, there is always a place for comments at the head of units, functions, etc.

Also, every time I put in a comment, I try to think whether the code wouldn't be better served with a function/procedure that accomplishes the same goal. For example:

```
// Check to see if the user has permission  
... my code here ...
```

might be easier to understand and maintain if it were put into a function called

```
function TMyObject.CheckUserPermission();
```

Graham

In article <40d955fd\$1@newsgroups.borland.com>, ya.ierfgnf@thnxf.x says...

> *Scout wrote:*

> >

> > *What rules do you use in deciding what (and what not) to comment?*

> *Myself I tend to comment rather more than less, when in doubt. I have too many times noticed that "simple, obvious" things (to me) are far from obvious to a colleague who has to jump in and fix something in my code. Of course I don't mean stupid things like "inc(i); // increase i by one" type comments; but rather the goings-on at application levels higher than that - there's plenty of medium-to-high-level stuff that warrants an explanation.*