Documentation

- Documentation is a **contract** between the **programmers** and the **users** of a class
- Documentation should be developed *at the same time*, and *in the same place* as the source code
- Java provides facilities to help with this, by allowing source code comments to be automatically turned into documentation using the javadoc feature
Javadoc

- Comments occurring between the special tags /**/ and */ are treated as special javadoc comments.
- These can be automatically parsed (processed) to generate HTML documentation that can be read by a Web browser.
- The resulting documentation is used to precisely define the behaviour of the class and its methods.
- The Java API itself is generated from source code comments by javadoc.
- But beware: only test cases can check whether the code actually does what the documentation promises.
Writing Javadoc comments

• Place comments directly before a class, field (i.e. variable), constructor or method declaration
• Critically important for public classes, fields, constructors and methods, but may also be used for private ones if desired
• Comments can be written in HTML (the code used for Web pages), and enhanced with special javadoc tags such as
  @author, @version,
  @param, @returns, @throws
/**
 * Create a new bank account
 * @param balance integer opening balance in cents
 * @param name String identifying the account and owner
 */
public BankAcc(String name, int balance) {
    this.balance = balance;
    this.name = name;
}
/**
* Creates and displays a SimpleCanvas of the specified size
* with a white background. The client specifies whether repainting
* after a drawing command should be manual or automatic.
*
* @param   title title for the window
* @param   width the desired width of the SimpleCanvas
* @param   height the desired height of the SimpleCanvas
* @param   autoRepaint true for automatic repainting
*/

public SimpleCanvas(String title, int width, int height, boolean autoRepaint) { //code here }

SimpleCanvas.SimpleCanvas(String title, int width, int height, boolean autoRepaint)
Creates and displays a SimpleCanvas of the specified size with a white background. The client specifies whether repainting after a drawing command should be manual or automatic.

Parameters:

- **title** title for the window
- **width** the desired width of the SimpleCanvas
- **height** the desired height of the SimpleCanvas
- **autoRepaint** true for automatic repainting