

Pay attention to include guards. They ensure that include files are only included once. For instance, the following code is from `myfunctions.h`.

```
#ifndef MYFUNCTIONDECLARATIONS_H_
#define MYFUNCTIONDECLARATIONS_H_

    int myfunc1();
    int myfunc2();
    int myfunc3();

#endif /* MYFUNCTIONDECLARATIONS_H_ */
```

If you have the following in `myfunctions.cpp`

```
#include "myfunctions.h"
#include "myfunctions.h" //included twice
```

During preprocessing of these 2 statements

for the first include;

`MYFUNCTIONDECLARATIONS_H_` **is not** defined so everything within the `#ifndef` and `#endif` is included in `myfunctions.cpp`.

Note also the `#define MYFUNCTIONDECLARATIONS_H_` statement;

`MYFUNCTIONDECLARATIONS_H_` is now defined.

for the second include;

`MYFUNCTIONDECLARATIONS_H_` **is** defined. **So NOTHING within the `#ifndef` and `#endif` is included**

So the contents of `myfunctions.h` are only included once.