# 5. Application Interface Include Diagram

```
                    AppInterface

+ INT Setup(CHAR*);
+ INT Framework(UINT, AppDependency*)

- CHAR application_name[VS_MAXCHARLEN];

- AppInterfaceSocket application_socket;

- INT (
    AppInterface ::
    *ptr_to_application_framework)(
        UINT,
        AppDependency*
    );

- INT application(UINT, AppDependency*);
```

Included in WinMain funtion in file vs_sys_windows.cpp

```
        // Set application name
#    define VS_APPLICATION_APPNAME
#    include"../../vs_application/header/vs_app_setup.h"
     virtual_surface.sys_context->SetChar(
             virtual_surface.sys_context->APP_NAME,
             app_name
         );
```

Included in WinMain funtion in file vs_sys_windows.cpp

```
        // Set application version
#    define VS_APPLICATION_APPVERSION
#    include "../../vs_application/header/vs_app_setup.h"
```

Included in file vs_app_interface.h

```
// Include application class interface header(s)
#define VS_APPLICATION_INCLUDE
#include "../../vs_application/header/vs_app_setup.h"
```

Included declaration in file vs_app_interface.h

```
// ---------- AppInterfaceSocket ----------
/*!
\brief Union of pointers to applications.
\author Gareth Edwards
*/
union AppInterfaceSocket
{
    // Include defined application socket declaration(s)
    #define VS_APPLICATION_SOCKET
    #include "../../vs_application/header/vs_app_setup.h"
};
```

Include in AppInterface::Setup method in file vs_app_interface.cpp

```
// Include defined application framework pointer(s)
#define VS_APPLICATION_POINTER
#include "../../vs_application/header/vs_app_setup.h"
```

```
// ---------- vs_app_setup.h ----------
/*!
\file vs_app_setup.h
\brief Application interface setup
\author Gareth Edwards
\note Generated by app_setup application.
*/


// ---------- NAME ----------
//
// Included in vs_sys_windows.cpp
//
#ifdef VS_APPLICATION_APPNAME
    char *app_name = "[name]";
#undef VS_APPLICATION_APPNAME
#endif


// ---------- VERSION ----------
//
// Included in vs_sys_windows.cpp
//
#ifdef VS_APPLICATION_APPVERSION
#include "../../vs_application/[name]/header/
    [prefix]_version.h"
#undef VS_APPLICATION_APPVERSION
#endif


// ---------- HEADER ----------
//
// Included in vs_app_interface.h
//
#ifdef VS_APPLICATION_INCLUDE
#include "../../vs_application/[name]/header/
    [prefix]_application.h"
#undef VS_APPLICATION_INCLUDE
#endif


// ---------- SOCKET ----------
//
// Included in vs_app_interface.cpp
//
#ifdef VS_APPLICATION_SOCKET
    [name]::application *application;
#undef VS_APPLICATION_SOCKET
#endif


// ---------- POINTER---------
//
// Included in vs_app_interface.cpp
//
#ifdef VS_APPLICATION_POINTER
    if ( !strcmp(application_name, "[name]") )
    {
        application_socket.application = new
[name]::application();
        ptr_to_application_framework =
&AppInterface::application;;
    }
#undef VS_APPLICATION_POINTER
#endif
```