

10 - C++ Header Files

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- CPP
 - Is the compilation files, what we actually compiles and has the code we are intrested in
- .h
 - header files
 - used more than just to declare the classes and structures
 - Used to declare certain functions and classes
 - we know what functions we have available for us
 - common place to store just declarations, not actually definitions
 - Just a place to sey that it exists
 - gets the signature of the function and add it to the header
 - decalrations doesn't have a body, just say that it exists
 - Instead of a header file, the developer can just define the declaratiونا at the begining of the file that it know it exists in another file
 - However, it would be very repetitive and boring to do it all over again and again
 - Header files gets included into a .cpp file with the `#include <File>`
 - which copy and past ann the content of a header file into a file
 - This avoid the necessity of declaring all over and over again
 - can include every where we want to use what is declared in there (the example is a log function)
 - We can only decalre one header file per cpp file (one per type)
 - Otherwise it can duplicate structures definitions for example, and cause compilation error
 - The is why we use to use safe header guards like
 - `# pragma once` (cleaner, but both gets the same resutls)
 - `or::`

```
#ifndef LOG_H
#define LOG_H
#define
```

- Comes back to how includes works and it can be inside a chain of includes. Which is not easy to see it comming or investigate
- [C++ Header Files](#)

