Prototypes

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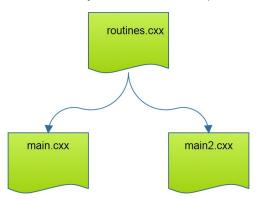
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1. Include files

Reuse code by include it in multiple mains.



We will develop a better scenario.



2. Forward declarations, 1

A first use of declarations is forward declarations.

Some people like defining functions after the main:

```
int f(int);
int main() {
  f(5);
};
int f(int i) {
  return i;
}
```

versus before:

```
int f(int i) {
  return i;
}
int main() {
  f(5);
};
```



3. Forward declarations, 2

You also need forward declaration for mutually recursive functions:

```
int f(int);
int g(int i) { return f(i); }
int f(int i) { return g(i); }
```



4. Declarations for separate compilation

```
// file: def.cxx
int tester(float x) {
   .....
}
```

```
// file : main.cxx
int tester(float);

int main() {
  int t = tester(...);
  return 0;
}
```



5. Compiling and linking

Your regular compile line

```
icpc -o yourprogram yourfile.cc
```

actually does two things: compilation, and linking. You can do those separately:

- First you compile
 icpc -c yourfile.cc
 which gives you a file yourfile.o, a so-called object file; and
- 2. Then you use the compiler as linker to give you the executable file:
 - icpc -o yourprogram yourfile.o



6. Dealing with multiple files

Compile each file separately, then link:

```
icpc -c mainfile.cc
icpc -c functionfile.cc
icpc -o yourprogram mainfile.o functionfile.o
```



7. Declarations and header files

Header file contains only
declaration:

// file: def.h
int tester(float);

The header file gets included both in the definitions file and the main program:

What happens if you leave out the **#include** "def.h" in both cases?



8. Class declarations

```
Header file:
class something {
private:
  int i;
public:
  double dosomething( int i, char c );
};
Implementation file:
double something::dosomething( int i, char c ) {
  // do something with i,c
};
```



Review quiz 1

For each of the following answer: is this a valid function definition or function declaration.

```
• int foo();
• int foo() {};
• int foo(int) {};
• int foo(int bar) {};
• int foo(int) { return 0; };
• int foo(int bar) { return 0; };
```



9. Make

Good idea to learn the Make utility for project management.

(Also Cmake.)

