Interfaces

client

implementation
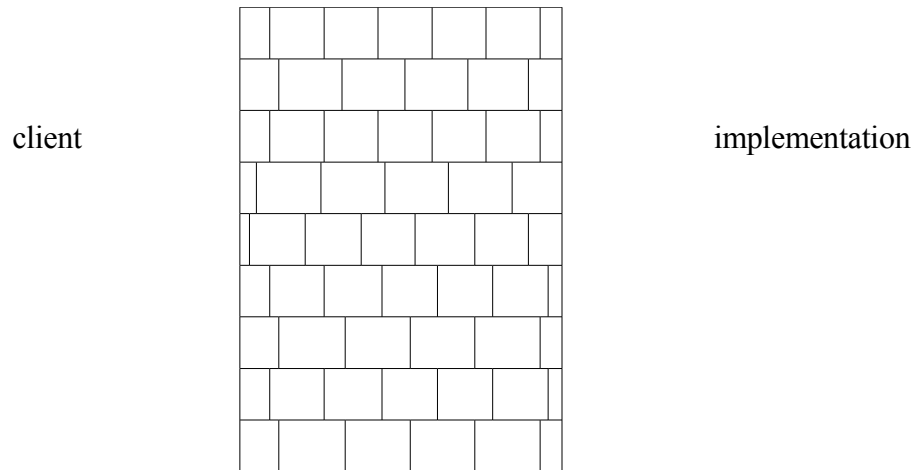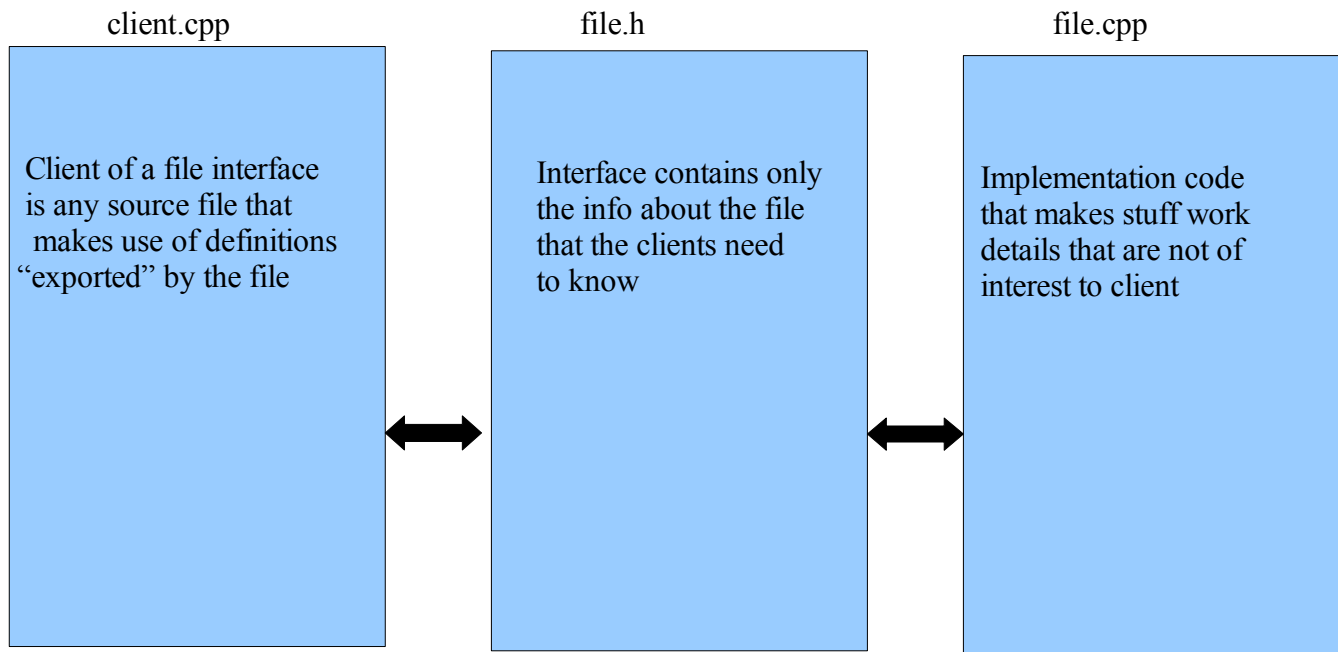
Channel of communication but also a boundary or barrier that prevents complex details from one side affecting the other.
Provides client with the info it needs, without revealing the details required
Reduces conceptual complexity of programming process
Spells out info that is required by both sides

client.cpp	file.h	file.cpp
Client of a file interface is any source file that makes use of definitions "exported" by the file	Interface contains only the info about the file that the clients need to know	Implementation code that makes stuff work details that are not of interest to client

unified
–   must be within a theme
simple
- hide as much as possible
sufficient
- sufficient functionality that meets the need of client
general
- flexible to meet needs of many different clients
stable
- functions defined should have some structure and effect
    even if underlying implementation changes

client.cpp

#include "file.h"

file.h

#ifndef _FILE_H
#define _FILE_H

   prototype code

#endif

file.cpp

#include "file.h"

implementation code

client.cpp

```
#include "fileTemp.h"
```

fileTemp.h

```
#ifndef  _FILETEMP_H
#define  _FILETEMP_H


prototype code
( template and non-templated )




#include "fileTemp.t"
#endif
```

fileTemp.t

```
#ifndef  _FILETEMP_T
#define  _FILETEMP_T



templated implemenrarion




#endif
```

fileTemp.cpp

```
#include "fileTemp.h"


non templated implementation
```