The Implementation File

The header file <mark>defines the instance variables</mark> used to store the attributes or properties. The implementation file, which typically uses the structure name with a `.cpp` extension, **provides a definition** for each <mark>member function</mark> defined in the interface.

Here's a starter for the implementation file:

```cpp
#include "time.h"
#include <iostream>
using namespace std;
```

1. `#include` the header file with the class definition. If you don't, the compiler will flag all of the member functions as errors.

2. Surround the header name in "double quotes" `not` <angle brackets>, which the preprocessor sees as instructions to look for standard library files.

3. `#include` any standard libraries that the implementation uses. Here that is the `<iostream>` library, which is used for the `read()` and `write()` member functions.

Because this is an implementation, not an interface file, you may include a `using namespace` std; preprocessor directive.