Unit 5 study material

Section 1 Setting Limits

Libraries represent a relationship with the client programmer. Boundaries are essential to that relationship.

List the two reasons to control access to structure members.

Client programmers can do anything they want with that **struct**, and there’s no way to force any particular behaviors.

* The first is to keep the client programmer’s hands off tools they shouldn’t touch, tools that are necessary for the internal machinations of the data type, but not part of the interface the client programmer needs to solve their particular problems
* The second reason for access control is to allow the library designer to change the internal workings of the structure without worrying about how it will affect the client programmer