### Prototypes

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# Prototypes and forward declarations, 1

A first use of prototypes is forward declaration.

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);
};
```



# Prototypes and 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); }
```



## **Prototypes for separate compilation**

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

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

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



# 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



# 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
```



# **Prototypes and header files**

```
// 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?



## Class prototypes

#### Header file:

```
class something {
private:
   int i;
public:
   double dosomething( std::vector<double> v );
};

Implementation file:
double something::dosomething( std::vector<double> v ) {
   // do something with v
};
```



## Review quiz 1

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

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

