

Include and Require

- The include() and require() statements allow us to include the code contained in a PHP file within another PHP file.
- Including a file produces the same result as copying the script from the file specified and pasting it into the location where it is called; it puts the whole content as it is.
- By URL wrapper configuration we can also include remote files (Not Recommended)

Ex.

```
Include "filename.php";  
Require ("filename");
```

Difference :

- All the properties include being shared by require.
- The only difference is — the include() statement will only generate a PHP **warning (E_WARNING)** but allow script execution to continue if the file to be included can't be found,
- The require() statement will generate a **fatal error(E_ERROR)** and stop the script execution.

Include_once

The system keeps a log of all included files using require, include.

Include_once is similar to include except if a file is already included it will ignore file inclusion. Same as include it produces a **warning (E_WARNING)** if a file is not found in the case if it is not included earlier.

require_once.

Same as Include_once require_once is similar to require except if a file is already included it will ignore file inclusion. Same as required it produces a **fatal error(E_ERROR)** if a file is not found or if a file is not included earlier.

What I understood.

- Every *_once(require_once and include_once) call means checking that log. So there's definitely some extra work being done.
- It is better to use the require() statement if we are including the library files or files containing the functions and configuration variables that are essential for running your application, such as a database configuration file.
- It is better to use include() to load optional template-like files or reusable PHP templates.

- Use `require_once()` to load dependencies (classes, functions, constants).
- Use `include_once()` to load optional dependencies.
- We should keep class and function definitions organized in files.
- `"*_once"` is nice, because it checks whether the file is already loaded or not,