C++- Namespaces

Introduction

A namespace is designed to overcome this difficulty and is used as additional information to differentiate similar functions, classes, variables etc. with the same name available in different libraries. Using namespace, you can define the context in which names are defined. In essence, a namespace defines a scope.

Defining a Namespace

A namespace definition begins with the keyword *namespace* followed by the namespace name as follows:

```
namespace namespace_name {
   // code declarations
}
```

To call the namespace-enabled version of either function or variable, prepend (::) the namespace name as follows:

```
name::code;  // code could be variable or function.
```

The using directive

You can also avoid prepending of namespaces with the using namespace directive. This directive tells the compiler that the subsequent code is making use of names in the specified namespace.

```
Using namespace name;
```

Exercise

Create the *namespace psrs* and transform the results of the “C++ - Functions” exercises to use it for the defined functions (with and without *using namespace*).