

Module 20

Partha Pratim Das

Objectives & Outline

namespace Fundamenta

namespace Scenarios

namespac

Nested
namespace
using namespace
Global
namespace
std namespace
namespaces are

namespace vis-a-vis clas

Lexical Scop

Summary

Module 20: Programming C++ Namespace

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Module Objectives

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

namespac

Nested namespace using namespace Global namespace std namespace

namespace

Lexical Scope

Summarv

 Understand namespace as a free scoping mechanism to organize code better



Module Outline: Lecture-35

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

namespace Features

Nested namespace using namespace Global namespace std namespace

namespace

Lexical Scop

Summarv

- namespace Fundamental
- namespace Scenarios
- namespace Features
 - Nested namespace
 - using namespace
 - Global namespace
 - Standard Library std namespace
 - namespaces are open
- namespace vis-a-vis class
- Lexical Scope



namespace Fundamental

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Objectives & Outline

namespace Fundamental

namespac Scenarios

namespace
Features
Nested
namespace
using namespace
Global
namespace
std namespace

vis-a-vis cla

Lexical Scop

- A namespace is a declarative region that provides a scope to the identifiers (the names of types, functions, variables, etc) inside it
- It is used to organize code into logical groups and to prevent name collisions that can occur especially when your code base includes multiple libraries
- namespace provides a class-like modularization without class-like semantics
- Obliviates the use of File Level Scoping of C (file)static



Program 20.01: namespace Fundamental

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Objectives & Outline

namespace Fundamental

Scenarios

Features

Nested
namespace
using namespace
Global
namespace
std namespace

vis-a-vis clas

Lexical 30

Summary

Example:

```
#include <iostream>
using namespace std:
namespace MvNameSpace {
    int myData;
                                                                     // Variable in namespace
    void myFunction() { cout << "MyNameSpace myFunction" << endl; } // Function in namespace
    class MvClass { int data:
                                                                     // Class in namespace
    public:
        MyClass(int d) : data(d) { }
        void display() { cout << "MyClass data = " << data << endl; }</pre>
    }:
int main() {
    MyNameSpace::myData = 10: // Variable name qualified by namespace name
    cout << "MvNameSpace::mvData = " << MvNameSpace::mvData << endl:</pre>
    MyNameSpace::myFunction(): // Function name qualified by namespace name
    MyNameSpace::MyClass obj(25); // Class name qualified by namespace name
    obj.display();
    return 0:
```

- A name in a namespace is prefixed by the name of it
- Beyond scope resolution, all namespace items are treated as global



Scenario 1: Redefining a Library Function (Program 20.02)

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namespace Scenarios

- cstdlib has a function int abs(int n); that returns the absolute value of parameter n
- You need a special int abs(int n); function that returns the absolute value of parameter n if n is between -128 and 127. Otherwise, it returns 0
- Once you add your abs, you cannot use the abs from library! It is hidden and gone!
- namespace comes to your rescue

#include <cstdlib>

int abs(int n) {

return n;

return 0:

int main() {

if (n < -128) return 0:

std::cout << abs(-203) << " "

<< abs(-6) << " "

<< abs(77) << " "

<< abs(179) << std::endl:

if (n > 127) return 0;

if (n < 0) return -n:

```
Name-hiding: abs()
                                                            namespace: abs()
#include <iostream>
```

```
#include <iostream>
#include <cstdlib>
namespace myNS {
    int abs(int n) {
        if (n < -128) return 0:
        if (n > 127) return 0:
        if (n < 0) return -n;
        return n:
int main() {
    std::cout << mvNS::abs(-203) << " "
        << myNS::abs(-6) << " "
        << mvNS::abs(77) << " "
        << mvNS::abs(179) << std::endl:
    // Output: 0 6 77 0
    std::cout << abs(-203) << " "
        << abs(-6) << " "
        << abs(77) << " "
        << abs(179) << std::endl;
    // Output: 203 6 77 179
    return 0:
```

// Output: 0 6 77 0



Scenario 2: Students' Record Application: The Setting (Program 20.03)

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

Features
Nested
namespace
using namespace
Global
namespace

namespace vis-a-vis clas

Lexical Scope

Summary

- An organization is developing an application to process students records
- class St for Students and class StReg for list of Students are:

```
#include <iostream>
using namespace std;
class St { public: // A Student
    typedef enum GENDER { male = 0, female };
    St(char *n, GENDER g) : name(strcpy(new char[strlen(n) + 1], n)), gender(g) {}
    void setRoll(int r) { roll = r; } // Set roll while adding the student
    GENDER getGender() { return gender; } // Get the gender for processing
    friend ostream& operator << (ostream& os. const St& s) { // Print a record
        cout << ((s.gender == St::male) ? "Male " : "Female ")</pre>
             << s.name << " " << s.roll << endl:
        return os:
private:
    char *name; GENDER gender; // name and gender provided for the student
    int roll:
                              // roll is assigned by the system
};
class StReg { // Students' Register
    St **rec: // List of students
    int nStudents: // Number of student
public:
    StReg(int size) : rec(new St*[size]), nStudents(0) {}
    void add(Students* s) { rec[nStudents] = s: s->setRoll(++nStudents): }
    Students *getStudent(int r) { return (r == nStudents + 1) ? 0 : rec[r - 1]; }
};
```

• The classes are included in a header file Students.h



Scenario 2: Students' Record Application: Team at Work (Program 20.03)

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Objectives & Outline

Fundament

namespace Scenarios

Features

namespace using namespace Global namespace std namespace

namespace vis-a-vis clas

Lexical Scop

Summa

- Two engineers Sabita and Niloy are assigned to develop processing applications for male and female students respectively. Both are given the Students.h file
- The lead Purnima of Sabita and Niloy has the responsibility to integrate what they produce and prepare a single application for both male and female students. The engineers produce:

```
Processing for males by Sabita
 //////// App1.cpp /////////
 #include <iostream>
  using namespace std:
 #include "Students.h"
 extern StReg *reg;
 void ProcessStduents() {
     cout << "MALE STUDENTS: " << endl:
     int r = 1; St *s:
     while (s = reg->getStudent(r++))
         if (s->getGender() ==
             St::male)
             cout << *s:
     cout << endl << endl:
     return:
 //////// Main.cpp //////////
  #include <iostream>
 using namespace std;
 #include "Students.h"
 StReg *reg = new StReg(1000):
  int main() {
     St s("Partha", St::male); reg->add(&s);
     ProcessStduents():
     return 0:
NPTEL MOOCs Programming in C++
```

```
Processing for females by Niloy
//////// App2.cpp //////////
#include <iostream>
using namespace std:
#include "Students.h"
extern StReg *reg;
void ProcessStduents() {
    cout << "FEMALE STUDENTS: " << endl:
    int r = 1: St *s:
    while (s = reg->getStudent(r++))
        if (s->getGender() ==
            St::female)
            cout << *s:
    cout << endl << endl:
    return:
/////// Main.cpp //////////
#include <iostream>
using namespace std;
#include "Students.h"
StReg *reg = new StReg(1000):
int main() {
    St s("Ramala", St::female); reg->add(&s);
    ProcessStduents():
    return 0:
     Partha Pratim Das
```



Scenario 2: Students' Record Application: The Integration Nightmare (Program 20.03)

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

Features

Nested
namespace
using namespace
Global
namespace
std namespace

namespace vis-a-vis clas:

Lexical Scope

Summary

To integrate, Purnima prepares the following main() in her Main.cpp where she intends to call the
processing functions for males (as prepared by Sabita) and for females (as prepared by Niloy) one
after the other:

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

void ProcessStduents(); // Function from App1.cpp by Sabita
void ProcessStduents(); // Function from App2.cpp by Niloy

StReg *reg = new StReg(1000);

int main() {
    St s1"Ramala", St::female); reg->add(&s1);
    St s2("Partha", St::male); reg->add(&s2);

    ProcessStduents(); // Function from App1.cpp by Sabita
    ProcessStduents(); // Function from App2.cpp by Niloy
    return 0;
}
```

- But the integration failed due to name clashes
- Both use the same signature void ProcessStduents(); for their respective processing function.
 Actually, they have several functions, classes, and variables in their respective development with the same name and with same / different purposes
- How does Purnima perform the integration without major changes in the codes? namespace



Scenario 2: Students' Record Application: Wrap in Namespace (Program 20.03)

Module 20

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

Features

Nested
namespace
using namespace
Global
namespace
std namespace

vis-a-vis cla

Lexical Scope

Summary

```
Introduce two namespaces - App1 for Sabita and App2 for Niloy
```

Wrap the respective codes:

```
Processing for males by Sabita
//////// App1.cpp /////////
#include <iostream>
using namespace std;
#include "Students h"
extern StReg *reg;
namespace App1 {
    void ProcessStduents() {
        cout << "MALE STUDENTS: " << endl;
       int r = 1:
        St *s;
        while (s = reg->getStudent(r++))
        if (s->getGender() == St::male)
                cout << *s:
        cout << endl << endl:
        return;
```

```
Processing for females by Nilov
//////// App2.cpp /////////
#include <iostream>
using namespace std;
#include "Students h"
extern StReg *reg;
namespace App2 {
    void ProcessStduents() {
        cout << "FEMALE STUDENTS: " << endl;</pre>
        int r = 1:
        St *s;
        while (s = reg->getStudent(r++))
        if (s->getGender() == St::female)
                cout << *s:
        cout << endl << endl:
        return;
```



Scenario 2: Students' Record Application: A Good Night's Sleep (Program 20.03)

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namespace Fundamenta

namespace Scenarios

namespac Features

Nested namespace using namespace Global namespace std namespaces are

namespace

Lexical Scope

Summary

```
Now the integration gets smooth:
#include <iostream>
using namespace std:
#include "Students.h"
namespace App1 { void ProcessStduents(): } // App1.cpp by Sabita
namespace App2 { void ProcessStduents(): } // App2.cpp by Nilov
StReg *reg = new StReg(1000);
int main() {
    St s1("Ramala", St::female); reg->add(&s1);
    St s2("Partha", St::male); reg->add(&s2);
    App1::ProcessStduents(): // App1.cpp by Sabita
    App2::ProcessStduents(); // App2.cpp by Niloy
    return 0:
```

Clashing names are made distinguishable by distinct namespace names



Program 20.04: Nested namespace

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Objectives Outline

namespace Fundamenta

Scenarios

namespace Features

namespace
using namespace
Global
namespace
std namespace

namespace

Lexical Scope

Summary

A namespace may be nested in another namespace

```
#include <iostream>
using namespace std;
int data = 0;
                            // Global name ::
namespace name1 {
    int data = 1:
                           // In namespace name1
    namespace name2 {
        int data = 2:
                           // In nested namespace name1::name2
int main() {
    cout << data << endl;</pre>
                                           // 0
    cout << name1::data << endl;</pre>
    cout << name1::name2::data << endl: // 2</pre>
    return 0;
```



Program 20.05: Using using namespace and using for shortcut

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Objectives Outline

namespace Fundamenta

namespac Scenarios

Nested namespace using namespace Global

namespace std namespace namespaces are Open

namespace vis-a-vis class

Lexical Scope

Summary

Using using namespace we can avoid lengthy prefixes

```
#include <iostream>
using namespace std:
namespace name1 {
    int v11 = 1:
   int v12 = 2;
}
namespace name2 {
    int v21 = 3;
   int v22 = 4:
7
using namespace name1: // All symbols of namespace name1 will be available
using name2::v21:
                       // Only v21 symbol of namespace name2 will be available
int main() {
    cout << v11 << endl:
                               // name1..v11
    cout << name1::v12 << endl; // name1::v12
    cout << v21 << endl:
                              // name2::v21
    cout << name2::v21 << end1: // name2::v21
    cout << v22 << end1;
                            // Treated as undefined
    return 0:
}
```



Program 20.06: Global namespace

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Objectives of Outline

namespace Fundamenta

namespac Scenarios

Features
Nested
namespace
using namespace
Global
namespace
std namespace
namespaces are

vis-a-vis cla

Lexical Scop

Summary

using or using namespace hides some of the names

• Items in Global namespace may be accessed by scope resolution operator (::)



Program 20.07: std Namespace

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Objectives & Outline

namespace Fundamenta

namespac Scenarios

namespac Features

namespace
using namespace
Global
namespace

std namespace namespaces are Open

VIS-a-VIS CIA

Lexical Scope

Summary

• Entire C++ Standard Library is put in its own namespace, called std

Without using using std

With using using std

```
#include <iostream>
int main(){
   int num;
   std::cout << "Enter a value: ";
   std::cin >> num;
   std::cout << "value is: ";
   std::cout << num;
   return 0;
}</pre>
```

- Here, cout, cin are explicitly qualified by their namespace. So, to write to standard output, we specify std::cout; to read from standard input, we use std::cin
- It is useful if a few library is to be used; no need to add entire std library to the global namespace

```
#include <iostream>
using namespace std;
int main(){
   int num;
   cout << "Enter a value: ";
   cin >> num;
   cout << "value is: ";
   cout << num;
   return 0;
}</pre>
```

- By the statement using namespace std; std namespace is brought into the current namespace, which gives us direct access to the names of the functions and classes defined within the library without having to qualify each one with std::
- When several libraries are to be used it is a convenient method



Program 20.08: namespaces are Open

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Objectives & Outline

namespace Fundamenta

namespac Scenarios

Features

namespace
using namespace
Global
namespace
std namespace
namespaces are

Open namespa

Lexical Scope

```
namespace are open: New Declarations can be added
#include <iostream>
using namespace std;
namespace open
\{ int x = 30; \}
namespace open
\{ int y = 40; \}
int main() {
    using namespace open;
    x = y = 20;
    cout << x << " " << y;
    return 0 ;
Output: 20 20
```



namespace vis-a-vis class

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

namespace Features

Nested namespace using namespace Global namespace std namespace namespaces are

namespace vis-a-vis class

Lexical Scope

Summary

namespace

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- ullet Every namespace is not a class
- A namespace can be reopened and more declaration added to it
- No instance of a namespace can be created
- using-declarations can be used to short-cut namespace qualification
- A namespace may be unnamed

class

- Every class defines a namespace
- A class cannot be reopened
- A class has multiple instances
- No using-like declaration for a class
- An unnamed class is not allowed



Lexical Scope

Module 20

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

Features
Nested
namespace
using namespace
Global
namespace
std namespace

namespace vis-a-vis cla

Lexical Scope

- The scope of a name binding an association of a name to an entity, such as a variable is the part of a computer program where the binding is valid: where the name can be used to refer to the entity
- C++ supports a variety of scopes:
 - Expression Scope restricted to one expression, mostly used by compiler
 - Block Scope create local context
 - Function Scope create local context associated with a function
 - Class Scope context for data members and member functions
 - Namespace Scope grouping of symbols for code organization
 - File Scope limit symbols to a single file
 - Global Scope outer-most, singleton scope containing the whole program



Lexical Scope

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

namespac Features

Nested namespace using namespace Global namespace std namespace

namespace

Lexical Scope

- Scopes may be named or Unnamed
 - Named Scope Option to refer to the scope from outside
 - Class Scope class name
 - Namespace Scope namespace name or unnamed
 - Global Scope "::"
 - Unnamed Scope
 - Expression Scope
 - Block Scope
 - Function Scope
 - File Scope
 - Scopes may or may not be nested
 - Scopes that may be nested
 - Block Scope
 - Class Scope
 - Namespace Scope
 - Scopes that cannot be nested
 - Expression Scope
 - Function Scope may contain Class Scopes
 - File Scope will contain several other scopes
 - Global Scope will contain several other scopes



Module Summary

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Objectives & Outline

namespace Fundamenta

namespace Scenarios

namespac Features

Nested namespace using namespace Global namespace std namespace

namespace vis-a-vis cla

Lexical Scop

- Understood namespace as a scoping tool in c++
- Analyzed typical scenarios that namespace helps address
- Studied several features of namespace
- Understood how namespace is placed in respect of different lexical scopes of C++



Instructor and TAs

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Objectives & Outline

namespace Fundament

namespac Scenarios

namespac Features

Nested namespace using namespace Global namespace std namespace namespaces are

namespace vis-a-vis cla

Lexical Scop

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