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CS 216

Homework 2

1) Having header files without include guards is a problem when they are included multiple times by implementation files because this could lead to structures being defined multiple times which causes a compilation error. This would violate the one definition rule in C++.

2) B

B

A

A

B

A

3) 676

4) vector <vector<int> > dubvec;

This would be known as a two dimensional vector.

5) “Using namespace std;” tells the program to use the std namespace which contains the names of all the classes, objects, and functions found in the standard C++ library. Without it code that accesses the STL class would have to be called with the scope resolution operator like so:

std::STL //more code