

Re: organising classes c++

Source: <http://coding.derkeiler.com/Archive/C/ CPP/alt.comp.lang.learn.c-cpp/2003-11/1001.html>

From: Jason (jason.carney1_at_btinternet.com)

Date: 11/20/03

Date: Wed, 19 Nov 2003 23:21:16 +0000 (UTC)

"David White" <no@email.provided> wrote in message
news:LISub.1783\$xm.87676@nasal.pacific.net.au...
> "Jason" <jason.carney1@btinternet.com> wrote in message
> news:bpgrp5\$970\$1@sparta.btinternet.com...
> > hello,
> >
> > How do I organise my classes in c++? At the moment I have something
like
> > this in a .cpp file
> >
> > class classname { //class definition
> > private:
> > //...
> > public:
> > //...stuff
> > char getchar();
> > }
>
> Place this in your header file only, and #include the header in this
source
> file. Unless the class is used in only one source file, put it in a header
> file.
>
> > char classname::classname getchar() {
> > return anything;
> > }
>
> Placing this in a source file (.cpp in your case) is correct. However, any
> member functions that you want inline need to be in the header file –
either
> within the class definition itself or with the 'inline' keyword outside
the
> class.
>
> > and then in a separate header file I placed a copy of the class
> definition –
> > obviously not the function implementations.

>
> *Don't make copies of class definitions. Any changes that you want to make*
> *will have to made in two places. Just include the header that contains the*
> *single definition, as explained above.*
>
> > *Is that how classes make their interfaces known to other classes so a*
> *class*
> > *in another file just includes <"classname.h">.*
>
> *Use ONE of <> and "", not both. Use <> for system headers and "" is for*
> *your*
> *own, e.g.,*
>
> *#include <string>*
> *#include "MyClass.h"*
>
> > *Must I have a separate*
> > *header file to the main .cpp file in order to create associations?*
>
> *What do you mesan by associations?*

sorry to use jargon, by association i just meant making a class known to another class such as by including one object as an attribute of another object. So the question was does the class definition have to be in a separate header file to be visible to the outside world, but that question has already been answered by yours and others responses so thanks.

>
> > *Does the*
> > *main .cpp file have to include the class definition here and in the*
> *header*
> > *file?*
>
> *A program doesn't have to have a main.cpp. It just has to have a 'main'*
> *function. You can put this function anywhere and there are no special*
> *rules*
> *regarding header files for it. You #include header files in any source*
> *file*
> *when the source file needs them. That's all.*
>
> > *When you have lots of classes how do most c++ programmers organise*
> > *them, just as described or different?*
>
> *Some people use the convention of one class per source file, but I think*
> *that's too rigid. I'll often put closely related classes in the same file.*
> *There are no rules for this. Just use common sense.*
>
> *DW*
>
>
>