

Re: Headers ????

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Robby <Robby@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

Is it customary or typical to declare all function prototypes in one header as opposed to creating a header file for every .c file and declaring the function prototypes in the respective .h header file?

I've seen it either way. And a third way in between, where there are multiple headers, each corresponding to some logical unit of the library (e.g. a source file), plus a master header that simply #includes all of them. The client then just has to include the master header to get access to the whole library. See e.g. windows.h

I mean, right now, for every .c file, I have a .h file where I define the functions that exist in the .c file. I find this redundant of having so many .h files. Can't I just have one .h file and define all the .c functions in there?

Yes you can.

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With best wishes,
Igor Tandetnik

With sufficient thrust, pigs fly just fine. However, this is not necessarily a good idea. It is hard to be sure where they are going to land, and it could be dangerous sitting under them as they fly overhead. — RFC 1925

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