# ESC 101: FUNDAMENTALS OF COMPUTING

Lecture 33

Apr 1, 2010

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## **OUTLINE**

1 Defining Global Variables for Multiple Files

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## GLOBAL VARIABLE

- A global variable is defined outside of any function.
- Its scope is over the entire program from the point it is defined.
- In the recursive function for Fibonacci sequence, we use two global variables: F[] and m.

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## THE SIZE VARIABLE

- To fix the size of each number during execution, we need to make the SIZE also variable instead of a constant.
- One possible way of doing this is to defined it in one of the files for addition library.
- However, it will not then be available in the files preceding it in during compilation.

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### DEFINING SIZE IN HEADER FILE

- To get around this, we can define SIZE in the header file numbers.h.
- However, since the header is included in every file, this gives rise to multiple places where SIZE is defined: this is not allowed!
- Is there a way to circumvent this problem?

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### THE extern DECLARATION

In one of the files, we define the variable:

int SIZE = 10;

In all other files, we declare that the variable is defined in some other file by saying:

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- This works, but requires SIZE to be defined or declared in every file.
- It is more convenient to put the definition in the header file.
- But then we come back to the problem of multiple definitions.
- We need to define SIZE in the header file, and also make sure that this definition is valid in only one of the files.
- In the remaining files, it is just declared using extern.

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### THE ifdef DIRECTIVE

We solve this by differentiating between files using directives to the compiler:

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<2->
#ifdef SOME_CONSTANT
   int SIZE = 10;
#endif
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The above tells the compiler to include the variable definition in a file only if the constant SOME\_CONSTANT is defined in the file.

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## PUTTING IT TOGETHER IN THE HEADER FILE

```
#ifdef NUMBER_SIZE
    int SIZE = 10;
#endif
#ifndef NUMBER_SIZE
    extern int SIZE;
#endif
```

## DECLARATIONS IN OTHER FILES

- In one of the files, we give #define NUMBER\_SIZE 1 before including the header file.
- In all other files, we do nothing.

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