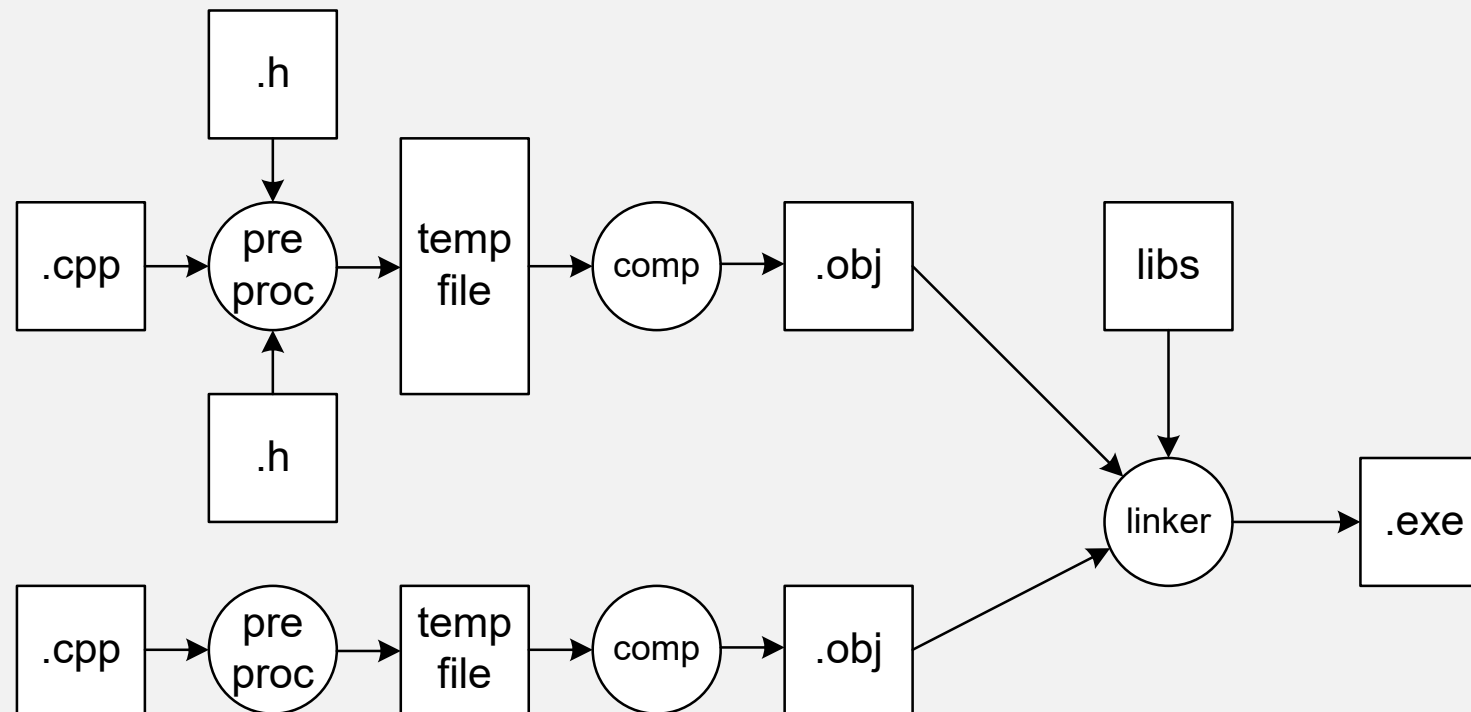




# MULTI-FILE PROGRAMS

“Real World” Program Organization

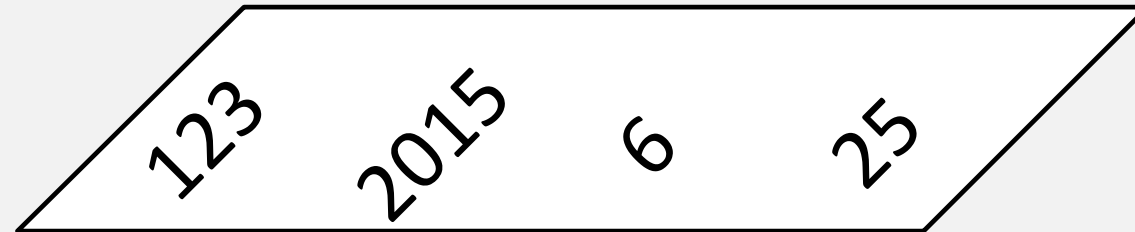
# COMPILING MULTI-FILE PROGRAMS





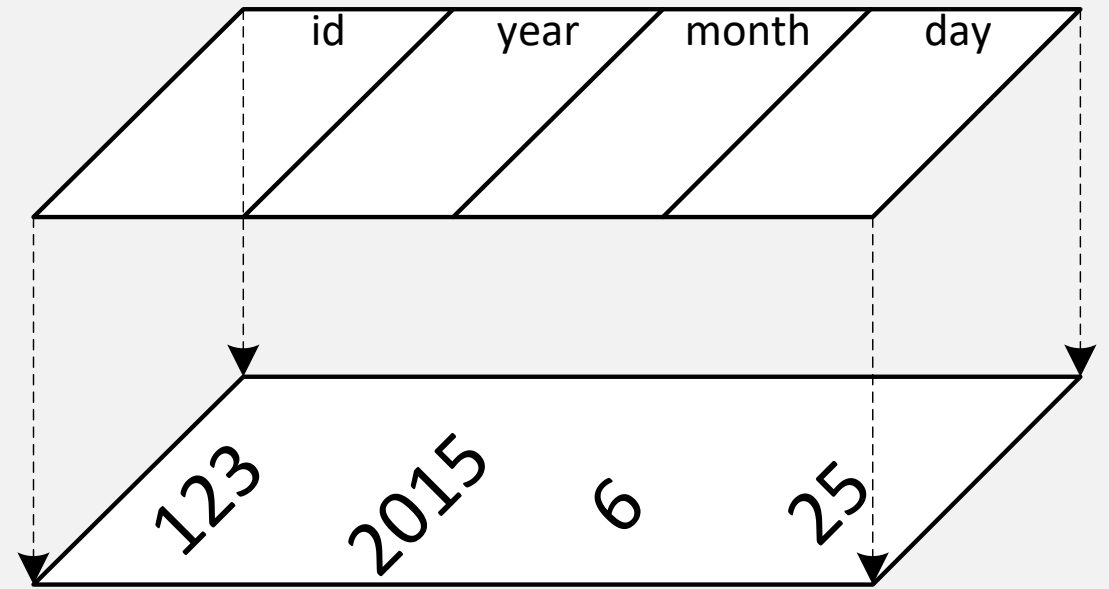
## MULTI-BYTE DATA IN MULTI-FILE PROGRAMS

- Most data types occupy more than one byte of memory
- The compiler “knows” about the byte order of built in data types
- User-created data types (like structures) must be used consistently in all files



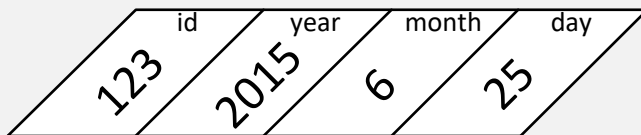
# STRUCTURES INTERPRET DATA

```
struct person
{
    int    id;
    int    year;
    int    month;
    int    day;
};
.
.
.
person p = {123, 2015, 6, 25 };
```

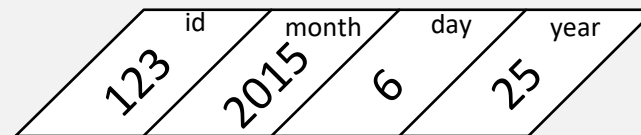


# PASSING STRUCTURES BETWEEN FILES

```
struct person
{
    int id;
    int year;
    int month;
    int day;
};
```



```
struct person
{
    int id;
    int month;
    int day;
    int year;
};
```



# HEADER FILES PROVIDE CONSISTENCY

