

Namespaces Exercises

- What is meant by a namespace in C++?
- Why are namespaces useful?

- Write a simple class with a member function that prints out a message. Define this in the global namespace
- Write a similar class in a namespace (use your name if you cannot think of anything suitable)
- Both these classes should have header files that define the interface and source files that implement the print member function
- Add a main() function that creates instances of these classes and calls their print member functions

- C++11 introduced a sub-library to deal with time handling inside the standard library
- This is defined in a namespace called chrono which is nested inside the std namespace
- A type called seconds is defined inside the chrono namespace
- Write down the definition of a variable of type seconds

- What is meant by "hiding" a symbol? How can we deal with this?
- Write a simple program to demonstrate symbol hiding
- How does the "using" keyword make working with namespaces easier? How should it not be used?