

## lab9\_supplementary (Namespace)

### 1. Using scope resolution operator

```
namespace ss {  
    int x;  
}  
int main() {  
    int x = 100;  
    ss::x = 3;  
    std::cout << x << " " << ss::x << std::endl;  
    return 0;  
}
```

### 2. Only a specific member of the namespace is made visible.

```
namespace ss {  
    int x;  
}  
int main() {  
    using ss::x;  
    x = 100;  
    std::cout << x << std::endl;  
    return 0;  
}
```

### \*\* Error\*\*

```
namespace ss {  
    int x;  
}  
int main() {  
    int x;  
    using ss::x;  
    x = 100;  
    std::cout << x << std::endl;  
    return 0;  
}
```

❌ 1 error C2874: using 선언 때문에 'ss::x'이(가) 여러 번 선언됩니다.

\* Error because of redefining variable x.

### 3. All the members defined in namespace are brought into view.

```
namespace ss {  
    int x;  
}  
int main() {  
    using namespace ss;  
    x = 100;  
    std::cout << x << std::endl;  
    return 0;  
}
```

```
int main() {  
    using namespace ss;  
    x = 11;  
    int x;  
    x = 100;  
    std::cout << x << " " << ss::x << std::endl;  
    return 0;  
}
```

100 11

- namespace std

```

int main() {
    int cout, cin;
    cout = 100;
    cin = 200;
    std::cout << cout << " " << cin << std::endl;
    return 0;
}

```

C:\windows\system32\cmd.exe

```

100 200
계속하려면 아무 키나 누르십시오 . . .

```

Exercise2)

Namespace:

even -> info

odd -> info

```

Input >> int1+int2
15+15
Result: Even Number
계속하려면 아무 키나 누르십시오 . . .

```

```

Input >> int1+int2
12+3
Result: Odd Number
계속하려면 아무 키나 누르십시오 . . .

```

<http://www.cplusplus.com/reference/string/string/>

string -> find

string -> substr

stoi( )