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and Implementations
shows how to create
reusable APIs using
interface-based design,
a language-

independent
methodology that
separates interfaces
from their
implementations. This
methodology is
explained by
example.C Interfaces
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Creating ...Unlike some
modern object-oriented
languages, C provides
little linguistic support
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creating reusable
application
programming
interfaces (APIs). While
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use APIs...C Interfaces
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application
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interfaces (APIs). While

most C programmers use APIs and the libraries that implement them in almost every application they write, re-creating reusable software modules; they are the building blocks of large, reliable applications.

C Interfaces and Implementations: Techniques for Creating Reusable Software

Author: David R. Hanson

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Interfaces and Implementations: Techniques for Creating

Reusable Unlike some modern object-oriented languages, C provides little linguistic support or motivation for creating reusable application programming interfaces (APIs). While most C programmers use APIs and the libraries that implement them in almost every application they write, relatively few programmers create and disseminate new, widely applicable APIs.

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implementation is not
an arduous problem in
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Separating interface
from implementation is
not an arduous problem
in C; there are a few

techniques for doing this, like opaque pointers or the pimpl idiom. What is actually exhibited in this work is more or less the pimpl idiom implemented in the C language.

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Unlike some modern object-oriented languages, C provides little linguistic support or motivation for creating reusable application programming interfaces (APIs). While most C programmers use APIs and the libraries that implement them in almost every application they write, *rel* creating reusable software modules; they are the building blocks of large, reliable applications.

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This hierarchy contains
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0-201-49841-3). For
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C Interfaces and Implementations shows how to create reusable APIs using interface-based design, a language-independent methodology that separates interfaces from their

implementations. This methodology is explained by example.

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