C++ Mapping for Modules

A Slice module maps to a C++ namespace. The mapping preserves the nesting of the Slice definitions. For example:

Slice

```
module M1 {
    module M2 {
        // ...
    };
    // ...
};

// ...

module M1 {     // Reopen M1
    // ...
};
```

This definition maps to the corresponding C++ definition:

C++

```
namespace M1 {
    namespace M2 {
        // ...
    }
    // ...
}

// ...

namespace M1 {  // Reopen M1
    // ...
}
```

If a Slice module is reopened, the corresponding C++ namespace is reopened as well.

See Also

- Modules
- C++ Mapping for Identifiers
- C++ Mapping for Built-In Types
- C++ Mapping for Enumerations
- C++ Mapping for Structures
- C++ Mapping for Sequences
- C++ Mapping for Dictionaries
- C++ Mapping for Constants
- C++ Mapping for Exceptions