

# 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](#)