C++98 Mapping for Modules

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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.

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See Also

- Modules
- C++98 Mapping for Identifiers
- C++98 Mapping for Built-In Types
- C++98 Mapping for Enumerations
- C++98 Mapping for Structures
- C++98 Mapping for Sequences
- C++98 Mapping for Dictionaries
- C++98 Mapping for Constants
- C++98 Mapping for Exceptions

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