Writing a Slice Definition

The first step in writing any Ice application is to write a Slice definition containing the interfaces that are used by the application. For our minimal printing application, we write the following Slice definition:

Slice

```
module Demo {
    interface Printer {
        void printString(string s);
    };
};
```

We save this text in a file called `Printer.ice`.

Our Slice definitions consist of the module `Demo` containing a single interface called `Printer`. For now, the interface is very simple and provides only a single operation, called `printString`. The `printString` operation accepts a string as its sole input parameter; the text of that string is what appears on the (possibly remote) printer.

See Also

- The Slice Language