C program passes through 3 phases.

- 1. Pre- processing,
- 2. Compiling,
- 3. Linking
  - $\Rightarrow$  exe generate.

Preprocessor is a program which pre processes your program before it compiles.

We use pre-processor directives or pre-processor command to pre process.

## pre-processor directives

source code are being examine before compilation if it has any pre-processor directies.

## **Preprocessor Command**

They starts with # command. They are not program lines and always put in first column in source cod. No semicolon (;) needed to put last for preprocessor command.

# Eg.

#include<stdio.h> [include stdio.h file before compiling. File inclusion command]

#define used to define macro.

#undef used to undefined macro.
#if
#else
#endif

# There are 3 categories pre processor directives :

- 1. Macro substitution directives (used for macro)
- 2. File inclusion directives (used for including file)
- 3. Compiler control directives ( for controlling condition during compilation .. eg. Skiping the f line. )

## Macro substitution directives (used for macro)

We are defining substitute value for identifier. Syntax : #define identifier value

Common form where to use macro:

- Simple Macro substitution :
- Argumented Macro substitution
- Nested Macro substituion

#### Simple Macro substitution

#define VALUE 10 d= VALUE - 5; // (10-5)

#define AREA 50\*2

#define SIZE sizeof(int)\*4

#define A 50-10
#define B 10-2
C = A \* B; //C= 50-10 \* 10-2); // according operator precedent multiplication will be done
before subtraction. Problem

#### **Right way :**

#define A (50-10)
#define B (10-2)
C = A \* B; // 40 \* 8
[make sure you always use bracates () if you use expression in macro.

```
#include<stdio.h>
#define LIKES 10000
#define MESSAGE "Hi"
int main()
{
    int n = 2000;
        if (LIKES>n)
        {
            printf(MESSAGE);
        }
    return 0;
}
```

**Compiler Control Directives** 

#define X 100 // stored in macro.c
#ifndef X
#define X 200 // as X is already defined in macro.c so this line will be skipped.
#endif

## 

#define y 100 // stored in macro.c
#ifndef X
#define X 200 // this line will be executed in this case as X is not defined earlier.
#endif

<u>File inclusion directives ( used for including file)</u> <u>Compiler control directives ( for controlling condition during compilation .. eg. Skiping the f line. )</u>