

THE PREPROCESSOR

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Preprocessor

- C lang. uses the preprocessor to extend its power and notation
- *preprocessor directives*
 - ▣ lines beginning with a #
 - ▣ communicates with the preprocessor

#include

#define

Use of #include

#include <stdio.h>

#include <stdlib.h>

- The preprocessor looks for the file only in other places and not in the current directory.
- Where the standard header files are stored is system-dependent.

#include "filename"

- Search is made first in the current directory,
- and then in other system-dependent places

Use of #define

#define *identifier token_string*_{opt}

- The preprocessor replaces every occurrence of *identifier* by *token_string* in the remainder of the file, except in quoted string.

```
#define SECONDS_PER_DAY (60*60*24)
```

```
#define PI 3.14159
```

```
#define C 299792.458 /*speed of light in km/sec */
```

```
#define EOF (-1) /*typical end-of-file value */
```

```
#define MAXINT 2147483647 /*largest 4-byte integer */
```

- The use of simple **#define** can improve
 - program clarity
 - Program portability

Use of #define

- Syntactic sugar
 - ▣ alter the syntax of C toward users' preference

```
#define EQ ==
```

```
while (i EQ 1) {
```

```
...
```

⇒

```
while (i == 1) {
```

```
...
```

Macros with Arguments

- `#define` can be used to write macro definitions with parameters

`#define identifier(identifier, ..., identifier) token_stringopt`

`#define SQ(x) ((x) * (x))`

`SQ(7 + w) ⇒ ((7 + w) * (7 + w))`

`SQ(SQ(*p)) ⇒ ((((*p) * (*p))) * (((*p) * (*p))))`

`#define SQ(x) x * x`

`SQ(a + b) ⇒ a + b * a + b ≠ ((a + b) * (a + b))`

`#define SQ(x) (x) * (x)`

`4 / SQ(2) ⇒ 4 / (2) * (2) ≠ 4 / ((2) * (2))`

Macros with Arguments

```
#define SQ (x) ((x) * (x))
```

```
SQ(7)      ⇒   (x) ((x) * (x)) (7)
```

```
#define SQ(x) ((x) * (x)); /* a common error */
```

```
x = SQ(y); ⇒   x = ((y) * (y));
```

```
if (x == 2)
```

```
    x = SQ(y); ⇒   x = ((y) * (y));
```

```
else
```

```
    ++x;
```

Macros with Arguments

- Macros are frequently used to replace function calls by inline code

- ▣ More Efficient !!!

```
#define min(x, y) (((x) < (y)) ? (x) : (y))
```

```
m = min(u, v);    ⇒    m = (((u) < (v)) ? (u) : (v));
```

```
#define min4(a, b, c, d) min(min(a, b), min(c, d))
```

- A macro definition can use both functions and macros in its body.

```
#define SQ(x)      ((x) * (x))
```

```
#define CUBE(x)   (SQ(x) * (x))
```

```
#define F_POW(x)  sqrt(sqrt(CUBE(x))) /* fractional power: 3/4 */
```

Macros in `stdio.h` and `ctype.h`

[`stdio.h`]

```
#define getchar()  getc(stdin)
```

```
#define putchar(c)  putc((c), stdout)
```

[`ctype.h`]

Macro	Nonzero (true) is returned if:
<code>isalpha(c)</code>	<code>c</code> is a letter
<code>isupper(c)</code>	<code>c</code> is an uppercase letter
<code>islower(c)</code>	<code>c</code> is an lowercase letter
<code>isdigit(c)</code>	<code>c</code> is a digit
<code>isalnum(c)</code>	<code>c</code> is a letter or digit
<code>isxdigit(c)</code>	<code>c</code> is a hexadecimal digit
<code>isspace(c)</code>	<code>c</code> is a white space character
<code>ispunct(c)</code>	<code>c</code> is a punctuation character
<code>isprint(c)</code>	<code>c</code> is a printable character
<code>isgraph(c)</code>	<code>c</code> is printable, but not a space
<code>iscntrl(c)</code>	<code>c</code> is a control character
<code>isascii(c)</code>	<code>c</code> is an ASCII code

Macros in `stdio.h` and `ctype.h`

[`ctype.h`]

Call to the function or macro	Value returned
<code>toupper(c)</code>	corresponding uppercase value or <code>c</code>
<code>tolower(c)</code>	corresponding lowercase value or <code>c</code>
<code>toascii(c)</code>	corresponding ASCII value

- `c` is a variable of integral type, such as `char` or `int`.
- The value of `c` stored in memory does not get changed

Conditional Compilation

```
#define DEBUG 1
```

```
#if DEBUG
```

```
    printf("debug: a=\"%d\"\n", a);
```

```
#endif
```

```
#define DEBUG
```

```
#ifdef DEBUG
```

```
    printf("debug: a=\"%d\"\n", a);
```

```
#endif
```

Conditional Compilation

- `#if`
- `#ifdef`
- `#ifndef`
- `#endif`

- `#undef identifier`

Conditional Compilation

```
#if defined(HP9000)||defined(SUN4) && !defined(VAX)
    /* machine-dependent code */
#endif
```

__linux__	Defined on Linux
__sun	Defined on Solaris
__FreeBSD__	Defined on FreeBSD
__NetBSD__	Defined on NetBSD
__OpenBSD__	Defined on OpenBSD
__APPLE__	Defined on Mac OS X
__hpux	Defined on HP-UX
__osf__	Defined on Tru64 UNIX (formerly DEC OSF1)
__sgi	Defined on Irix
__AIX	Defined on AIX

Predefined Macros (ANSI C)

<code>__DATE__</code>	매크로가 치환되는 순간의 날짜 (문자열)
<code>__TIME__</code>	매크로가 치환되는 순간의 시간 (문자열)
<code>__STDC__</code>	ANSI 표준을 따르는지 여부 (0 또는 1)
<code>__FILE__</code>	매크로가 포함된 <code>source file</code>
<code>__LINE__</code>	<code>source file</code> 에서 <code>line number</code>