

#define and #include Preprocessor Directives - C Tutorial In Hindi #59.mp4 - VLC media player

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THE # INCLUDE DIRECTIVE

- ✓ The #include directive causes the preprocessor to fetch the contents of some other file to be included in the present file
- ✓ This file may in turn #include some other file(s) which may in turn do the same.
- ✓ Most commonly the #included files have a ".h" extension, indicating that they are header files.

Handwritten notes:

- `printf` (underlined)
- `.h` (underlined)
- Diagram showing a box labeled "1000+" with arrows pointing to two other boxes, labeled "10 files" (underlined).

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TWO COMMON #INCLUDE FORMATS

- ✓ In C programming there are two common formats for #includes:
 - ✓ #include <headerFile.h> // The angle brackets say to look in the standard system directories
 - ✓ #include "myFile.h" // The quotation marks say to look in the current directory.
- ✓ Disk drive full path is allowed, but discouraged since it is not portable:
 - ✓ #include <C:\Program Files\Harry\bhai\somefile.h> // Too specific
 - ✓ #include <sys/file.h> // Relative and portable path to the standard locations.

Handwritten notes:


- Red star symbol

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THE # DEFINE DIRECTIVE

#define PI 3.14



*int a;
char b;*

- ✓ The #define directive is used to "define" preprocessor "variables"
- ✓ The #define preprocessor directive can be used to globally replace a word with a number.
- ✓ It acts as if an editor did a global search-and-replace edit of the file.

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USING #DEFINE FOR DEBUGGING

#define DEBUG

#if def DEBUG
[print statement

#endif

undef DEBUG

- ✓ #define directive can be used for debugging
- ✓ We can have printing statements that we only want active when debugging.
- ✓ We can "protect" them in a "ifdef" block as follows:

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MACROS USING #DEFINE

- ✓ We can also create macros using #define
- ✓ Macros operate much like functions, but because they are expanded in place and are generally faster

#define PI 3.14

#define SQUARE(x) x*x

area = PI * SQUARE(radius);
→ area = 3.14 * radius * radius

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