

Preprocessor Directives

Q)What would be the output of the following program?

```
#include SQR(x)(x*x)
```

```
{
```

```
main()
```

```
{
```

```
int a,b=3
```

```
a=SQR(b+2);
```

```
printf(“%d”,a);
```

```
}
```

A 25 b 11 c) error d garbage

2) # define MESSAGE ERROR

```
main()
```

```
{
```

```
printf(“MESSAGE”);
```

```
}
```

3) # define MAX(a,b)(a>b?a:b)

```
main(){
```

```
int x;
```

```
x= MAX(3+2,2+7);
```

```
printf(“%d”,x);
```

```
}
```

4)

```
# define INFINITELoop while(1)
```

```
main()
```

```
{
```

```
INFINITELoop
```

```
printf(“GREY HAired”);
```

```

5) #define PRINT(int) printf(“%d”,int)
main()
{int a=12,b=13,c=24;
PRINT(a);PRINT(b);PRINT(c);}

```

```

6) #define PRINT(int) printf(“int =%d”,int)
main()
{int a=12,b=13,c=24;
PRINT(a);PRINT(b);PRINT(c);}

```

```

7 #define MAN (x,y) ((x>y)) (x):(y)
int main()
{
int i=10,j=5,k;
k= MAN (++i,j++)
printf(“%d%d%d”,i,j,k);
}

```

```

8 #include<stdio.h>
#define FUN(i, j) i##j

int main()
{
int va1=10;
int va12=20;
printf(“%d\n”, FUN(va1, 2));
return 0;
}
A. 10 B. 20 C. 1020 D. 12

```

```

Q) #define FUN(i,j) i##j

```

```

int main()

{ int First =10;int Second =20;

```

```
char FirstSecond[]="CODINGCLA";  
  
printf("%s\n",FUN(First,Second));  
  
return 0;  
  
}
```

```
9 #define CUBE(x) (x*x)  
  
main ()  
  
{int a,b=3;  
  
a=CUBE(b++);  
  
printf("%d%d",a,b);  
  
}
```