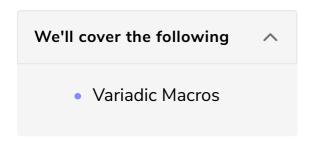
## **Macros**

Macros are a powerful extension of #define statements. They are similar to functions in the sense that they use arguments.



You can use #define statements in more advanced ways, which are sometimes called **macros** (a macro is typically used to define something that takes one or more arguments).

For example, you could define a macro to perform the square of a number like this:

```
#define SQUARE(n) n*n
```

Then you could use it in your code like this:

```
#include <stdio.h>
#define SQUARE(n) n*n

int main()
{
   int x = 3;
   int y = SQUARE(x);
   printf("%d",y);
   return 0;
}
```

Another common example of macros is to define a macro to return the maximum value of two arguments:

```
#define MAX(a,b) ( ((a) > (b)) ? (a) : (b) )
#include <stdio.h>
```

```
{
  int maxNumber=MAX(4,5);
  printf("The maximum number is %d", maxNumber);
  return 0;
}
```

Another one is to determine if a character is lower-case:

```
#define IS_LOWER_CASE(x) ( ((x) >= 'a') && ((x) <= 'z') )

int main()
{
   int answer= IS_LOWER_CASE('b');
   //the condition will either evaluate to 1(TRUE) or 0(FALSE)
   printf("%d",answer);
   return 0;
}</pre>
```

## Variadic Macros #

A Variadic macro is one with a variable number of arguments (one can also write variadic functions in C). Here is an example:

```
#define debugPrintf(...) printf("DEBUG: " __VA_ARGS__);
```

Now we could use this in the following way, either with one argument:

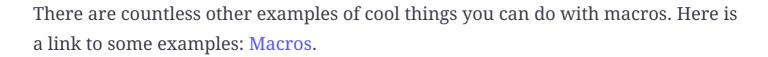
```
#define debugPrintf(...) printf("DEBUG: " __VA_ARGS__);
int main()
{
   debugPrintf("Hello World!\n");
   return 0;
}
```

or with multiple arguments:

```
#define debugPrintf(...) printf("DEBUG: " __VA_ARGS__);
int main()
{
```

```
int x=12;
int y=13;
debugPrintf("x=%d, y=%d\n", x, y);

return 0;
}
```



We can also tell the compiler how and we want to execute macros by using **conditional statements**. Now, we'll look at several different conditional statements.