

```
1  #include <iostream>
2  inline int Square(int x) {
3      return x * x;
4  }
5  // in the past there was macros. Now this is
6  • deprecated.
7  // #define Square(x) x*x
8  int main() {
9      using namespace std;
10     int val = 5;
11     int result = Square(val + 1); // this is
12     • replaced
13     // by function body. // No function call
14     • happens here.
15     cout << result << endl;
16     return 0;
17 }
```