

C-148 \Rightarrow Macro in C - Preprocessor Commands

(#define and #undef)

* We know that you can define Constants in two ways like either using const keyword or using #define with macro name.

Eg: const int a=5;

#define NAME_ID 5

#define PI 3.14

do not put semicolon

Eg ① #define A 10

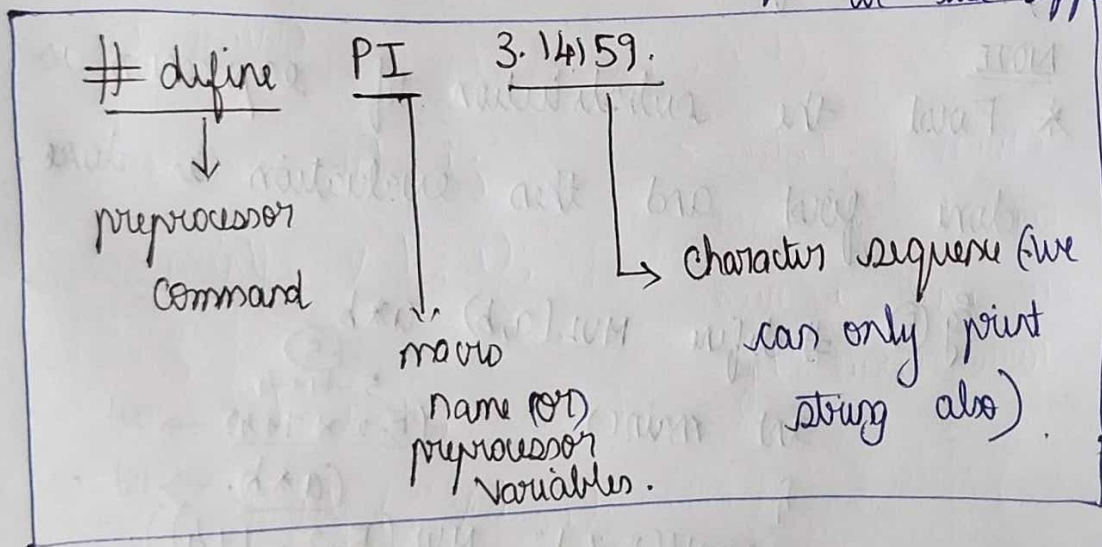
int main()

{

int x = A;

printf("%d", x); \Rightarrow 10

* macro name can be in lower or upper case but generally we use uppercase



Eg ② #define PI 3.14159

int main()

{

int n=5;

printf("area of circle is = %.f", PI*n*n);
return 0; }

Eg ③ #define MSG "Jenny's Lectures C/IT
NET & JRF"

```
int main()
{
    printf("%s", MSG);
    return 0;
}
```

* We can also define macros for functions.

Eg ④ #define MUL(a,b) a*b

```
int main()
{
    printf("%d", MUL(2,3));
}
```

⑥
 $2 * 3 \rightarrow 2^{\text{nd}}$
 $(a * b) \rightarrow 1^{\text{st}}$

* So before compilation these lines are replaced and during compilation we get result faster using macros.

NOTE

* First the substitution of expression is done first and then evaluation is done.

Eg ⑤ #define MUL(a,b) a*b

```
int main()
{
    printf("%d", MUL(5-2, 7+4));
}
```

⑤
 $5 - 4 + 4$
 $(5 - 2 * 7 + 4) \rightarrow 2^{\text{nd}}$
 $(a * b) \rightarrow 1^{\text{st}}$

Eg: ⑥ #define MAX(a,b)

```
if(a>b) | printf("%d is max", a);  
else |  
    printf("%d is max", b);
```

```
int main()
```

```
{
```

```
printf("%d", a); MAX(5,6);
```

```
return 0;
```

```
}
```

expanded source
code by substituting
these whole lines
of code.

* #undef is used to undefine a macro
which is already defined.

Eg: ⑦ #define MAX(a,b) if(a>b)

```
printf("%d is max", a);  
else |  
    printf("%d is max", b);
```

```
int main()
```

```
{
```

```
MAX(5,6);
```

remove and
execute

```
#undef MAX → don't put semicolon.
```

MAX(11,6); → Error; since we
undefined it previously
then we cannot access
it again; now this is
considered as normal
function call.

Eg: ⑧ without undefine
try using macros
Two times

