



**Embedded Systems Track** 

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# Table Of Content

- 1. What is a macro in C, and how is it defined?
- 2. What is the difference between macros and functions?
- 3. What do #ifdef, #ifndef, and #endif do?
- 4. What does malloc() do, and what type does it return?
- 5. What is the difference between malloc, calloc, and realloc?
- 6. Why must we always call free() after dynamic allocation?
- 7. What is a header guard, and what problem does it solve?
- 8. What is the typical format of a header guard?
- 9. How does the preprocessor handle nested includes?

## 1. Macros in C

#### **Definition:**

Preprocessor directives (#define) that perform text substitution before compilation.

## **Key Properties:**

- No type checking (raw text replacement)
- No scope rules (global substitution)
- Can be simple constants or function-like
- Faster than functions (no call overhead) but riskier

## Example:

## 2. Conditional Compilation

#### Directives:

- #ifdef MACRO: Includes code if MACRO is defined.
- #ifndef MACRO: Includes code if MACRO is not defined.
- #endif: Closes the conditional block.

#### Use Case:

Platform-specific code, debug modes, or feature toggles.

## Example:

```
#ifdef DEBUG
printf("Debug mode active!");
#endif
```



# 3. Memory Allocation Functions

Function Behavior ReturnType Initialization malloc() Allocates raw memory void\* Uninitialized calloc() Allocates + zeroes memory void\* Zero-filled

realloc() Resizes existing allocation void\* Preserves/extends data

**Critical Rule:** 

Always pair with free() to prevent memory leaks.

Example:

```
int* arr = malloc(10 * sizeof(int)); // Allocate
free(arr); // Release
```

#### 4. Header Guards

Purpose: Prevent duplicate inclusions of header files.

Mechanism:

```
#ifndef MY_HEADER_H // If not defined...
#define MY_HEADER_H // Define it now
// Header contents
#endif // End guard
```

# 5. Preprocessor & Nested Includes

## Behavior:

- 1. Processes #include directives recursively.
- 2. Header guards ensure each file is included once per translation unit.
- 3. Follows last-in-first-out (LIFO) order.

# **Example Flow:**

main.c → #include "utils.h" → #include "math.h"

