1. #include

*Includes the header file marvellous.h from the standard C header file directory, it is a pre-defined directory.*

1. #include "marvellous.h"

*Includes the header file marvellous.h from the current directory.*

1. #define LENGTH 100

*Declares a constant LENGTH by the Integer Value of 100.*

1. #define CUBE(x) ((x) \* (x) \* (x))

*Macro where we have defined a small snippet of code to calculate the cube of a passed parameter x.*

1. #define CALC(x,y,z) ((x) + CUBE(y) + CUBE(CUBE(z)))

*Macro where we have defined a small snipped of code to add the series of powers of three passed parameters x, y, z.*

(f) #ifdef LENGTH

printf("%d", LENGTH);

#endif

If a constant as LENGTH is defined, then print LENGTH.

(g) #ifndef THEFILE

#define THEFILE

void f(void)

{

printf("Hello world\n");

}

#endif

If a constant as THEFILE is not defined, then define it, execute the printf(“Hello World\n”)