

# Embedded Software Essentials

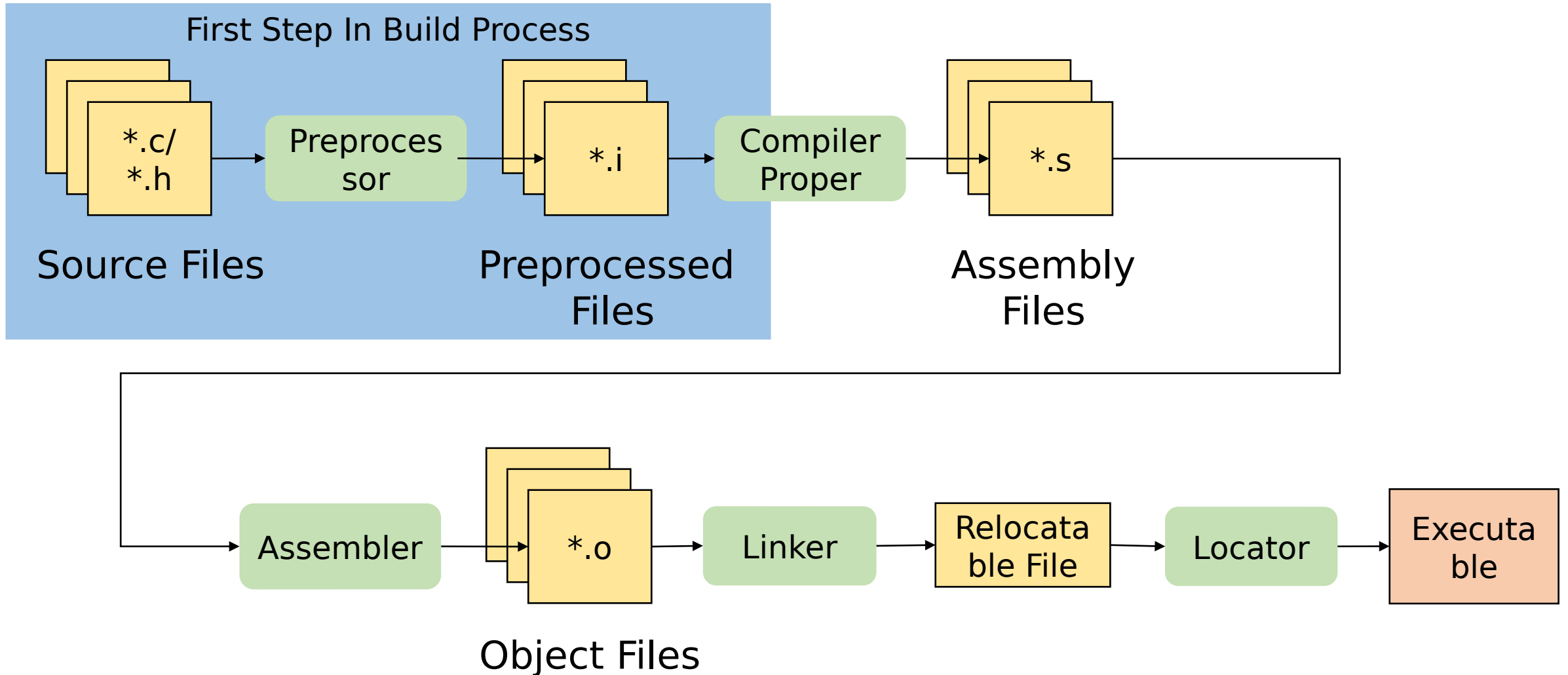
*The Preprocessor*

**C1 M2 V3**



# Copyright

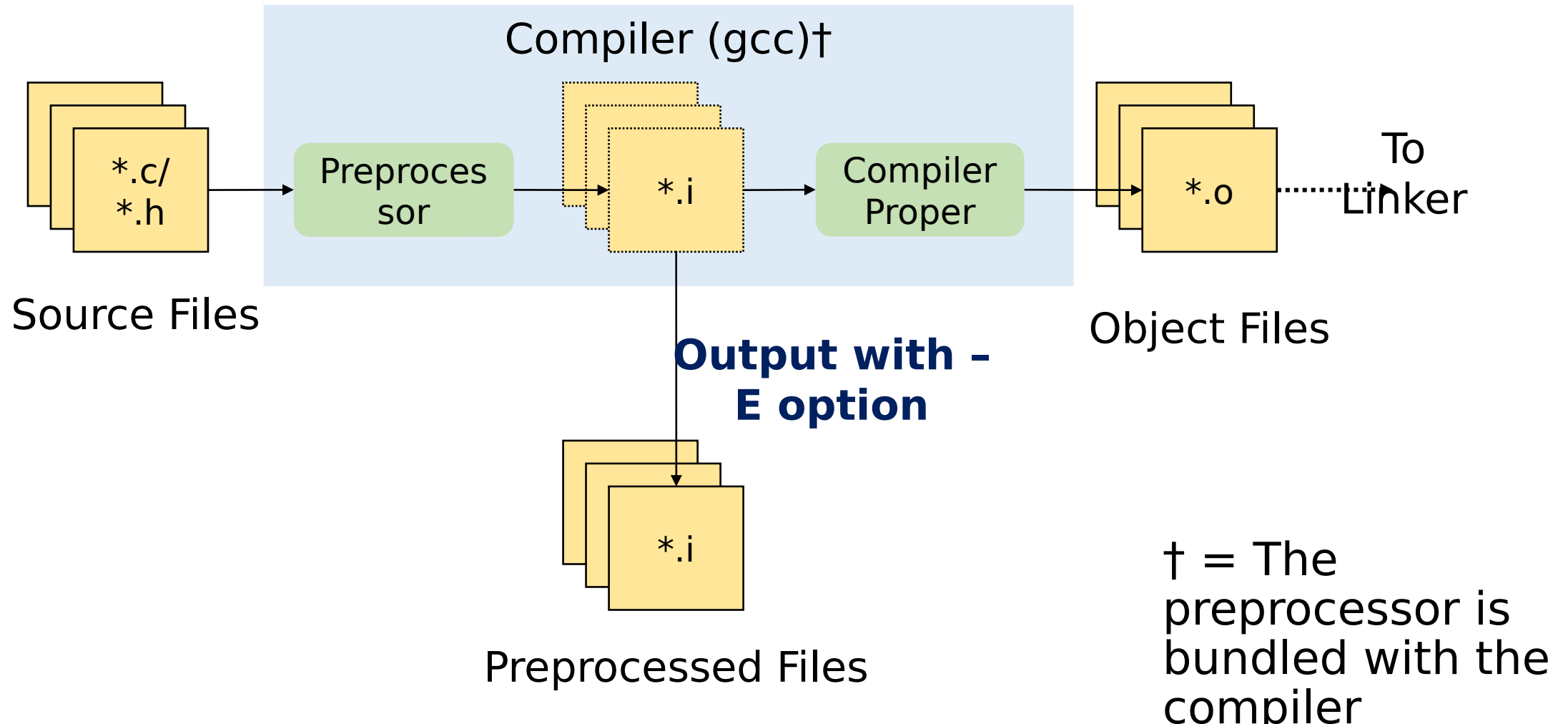
# The Preprocess [S1.2.3.1]



# Preprocessor Directives [S1.2.3.2]

- Special keywords used by the preprocessor before compilation
  - ✉ **Compile Time switches**
- Directives start with '#' sign
- Important Directives
  - #define, #undef
  - #ifndef, #ifdef, #endif
  - #include
  - #warning, #error
  - #pragma

# Preprocessor's Role [S1.2.3.3.a]



# Preprocessed Output [S1.2.3.3.b]

- Stop after preprocessing
- Output the preprocessed file to a \*.i extension

```
$ gcc -E -o main.i main.c
```

# #define as a Constant [S1.2.3.4]

- Used for defining constants, features or macro functions

```
#define <MACRO-NAME> <MACRO-VALUE>
```

- Constant Examples:

```
#define LENGTH      (10)
```

```
#define NO_ERROR    (0)
```

```
#define ERROR       (1)
```

```
/* Macro defined as another macro */
```

```
#define UART_ERROR  ERROR
```

# Macro Substitution [S1.2.3.5a]

## Original File

```
#define ZERO    (0)
#define LENGTH (10)

int main(){
    char arr[LENGTH];
    memset(arr, ZERO, LENGTH);
    ...
    return 0;
}
```

Preprocess  
or

## After Preprocessing

```
int main(){
    char arr[10];
    memset(arr, 0, 10);
    ...
    return 0;
}
```



# Macro Substitution [S1.2.3.5b]

## Original File

```
#define ZERO    (0)
#define LENGTH (10)

int main(){
    char arr[LENGTH];
    memset(arr, ZERO, LENGTH);
    ...
    return 0;
}
```

Preprocess  
or

## After Preprocessing

```
int main(){
    char arr[10];
    memset(arr, 0, 10);
    ...
    return 0;
}
```

# #define as a Macro Function

## [S1.2.3.6]

- Provide Macro Function name, parameters, and operation

```
#define <MACRO-FUNCTION>(<PARAMS>) (<OPERATION>)
```

- Constant Examples:  
#define SQUARE(x) (x\*x)

```
...  
int y_sqrd;  
int y = 2;  
y_square = SQUARE(y);
```

✉ **y\_square will equal 4**

# Macro Function Substitution

## [S1.2.3.7a]

### Original File

```
#define SQUARE(x) (x*x)

int main(){
    int y_sqrd;
    int y = 2;
    y_square = SQUARE(y);
    return 0;
}
```

Preprocess  
or

### After Preprocessing

```
int main(){
    int y_sqrd;
    int y = 2;
    y_square = (y*y);
    ...
    return 0;
}
```

# Macro Function Substitution

## [S1.2.3.7b]

### Original File

```
#define SQUARE(x) (x*x)

int main(){
    int y_sqrd;
    int y = 2;
    y_square = SQUARE(y);
    return 0;
}
```

Preprocess  
or

### After Preprocessing

```
int main(){
    int y_sqrd;
    int y = 2;
    y_square = (y*y);
    ...
    return 0;
}
```

# Macro Function Issues [S1.2.3.8a]

## Original File

```
#define SQUARE(x) (x*x)

int main(){
    int y_sqrd;
    int y = 2;
    y_square = SQUARE(y++);
    return 0;
}
```

Preprocess  
or

## After Preprocessing

```
int main(){
    int y_sqrd;
    int y = 2;
    y_square = (y++*y++);
    ...
    return 0;
}
```

# Macro Function Issues [S1.2.3.8b]

After the line `y_square` executes:  
`y = 4`  
`y_square = 6`

## Original File

```
#define SQUARE(x) (x*x)

int main(){
    int y_sqrd;
    int y = 2;
    y_square = SQUARE(y++);
    return 0;
}
```

Preprocess  
or

## After Preprocessing

```
int main(){
    int y_sqrd;
    int y = 2;
    y_square = (y++*y++);
    ...
    return 0;
}
```

Undefined Behavior!!!

# #define/#undef as a Feature

## [S1.2.3.9]

- Directive used for Boolean Compilation Conditions

```
#define <FEATURE-NAME>
```

- Constant Examples:

```
/* Define feature for the MSP */
```

```
#define MSP_PLATFORM
```

```
#define TEN          (10)
```

```
/* Undefine the Constant TEN */
```

```
#undef TEN
```

```
#define KL25_PLATFORM
```

```
/* Undefine the Feature */
```

```
#undef KL25_PLATFORM
```

# #if-else Directives [S1.2.3.10]

- Conditionally compile blocks of code

- #ifdef
- #ifndef
- #elif
- #else
- #endif – End of block (**required**)

- Useful for debugging

- “**Turn Off**” Large amounts of code

```
#define COMPILE_CODE
...
#ifdef COMPILE_CODE
    // Code will be compiled
#endif
```

```
#define DO_NOT_COMPILE_CODE
...
#undef DO_NOT_COMPILE_CODE
#ifdef DO_NOT_COMPILE_CODE
    // Code will be NOT be compiled
#endif
```



# #if-else & #define Directives

## [S1.2.3.11]

```
int main(void){

#ifdef ( KL25_PLATFORM ) && ( ! MSP_PLATFORM )
    kl25_initialize();
#elif ( MSP_PLATFORM ) && ( ! KL25_PLATFORM )
    msp_initialize();
#else
    #error "Please specify one platform target"
#endif

    /* More code here */

    return 0;
}
```

# #include Directive [S1.2.3.12]

- Includes software defined in other files
- Declarations get copied into file
- Include file from local directory  
`#include "uart.h"`
- Include file from a library path or include path:  
`#include <stdio.h>`

# #include Directive [S.1.2.3.13a]

## my\_file.c

```
#include "my_file.h"
char arr[LENGTH];

void clear(char * ptr, int size){
    int i;
    for(i = 0, i < size, i++){
        ptr[i] = 0;
    }
}
```

## my\_file.h

```
#define LENGTH (10)
void clear(char * ptr, int size);
```

**Preprocessed**



## my\_file.i

```
void clear(char * ptr, int size);
char arr[10];

void clear(char * ptr, int size){
    int i;
    for(i = 0, i < size, i++){
        ptr[i] = 0;
    }
}
```

# #include Directive [S.1.2.3.13b]

## my\_file.c

```
#include "my_file.h"
char arr[LENGTH];

void clear(char * ptr, int size){
    int i;
    for(i = 0, i < size, i++){
        ptr[i] = 0;
    }
}
```

## my\_file.h

```
#define LENGTH (10)
void clear(char * ptr, int size);
```

Preprocessed




## my\_file.i

```
void clear(char * ptr, int size);
char arr[10];

void clear(char * ptr, int size){
    int i;
    for(i = 0, i < size, i++){
        ptr[i] = 0;
    }
}
```

# #pragma [S1.2.3.14]

- Gives a specific instruction to the compiler
  - Controls compilation from software instead of command line
- Implementation/Compiler specific  Unrecognized pragmas will be ignored
- Adds options to compiler for specific function

```
#pragma GCC push_options
```
- Causes an error during compilation if code uses these functions

```
#pragma GCC poison printf sprintf fprintf
```
- Compile a function with a specific architecture

```
#pragma GCC target ("arch=armv6") -or-  
("cpu=cortex-m0plus")
```

# Pragma Compile Failure [S1.2.3.15]

```
alex@ubuntu14: ~/repos/ese-coursera/demos/c1m2v3
#include <stdio.h>

#pragma GCC poison printf

/* A pretty boring main file */
int main(void){

    printf("Hello World!\n"); // Std-Library function call!

    return 0;
}
"main.c" 12L, 171C written                                4,0-1      Top
```

```
alex@ubuntu14:c1m2v3$ (develop) gcc main.c -o main.out
main.c: In function 'main':
main.c:7:3: error: attempt to use poisoned "printf"
    printf("Hello World!\n"); // Std-Library function call!
    ^
alex@ubuntu14:c1m2v3$ (develop) █
```

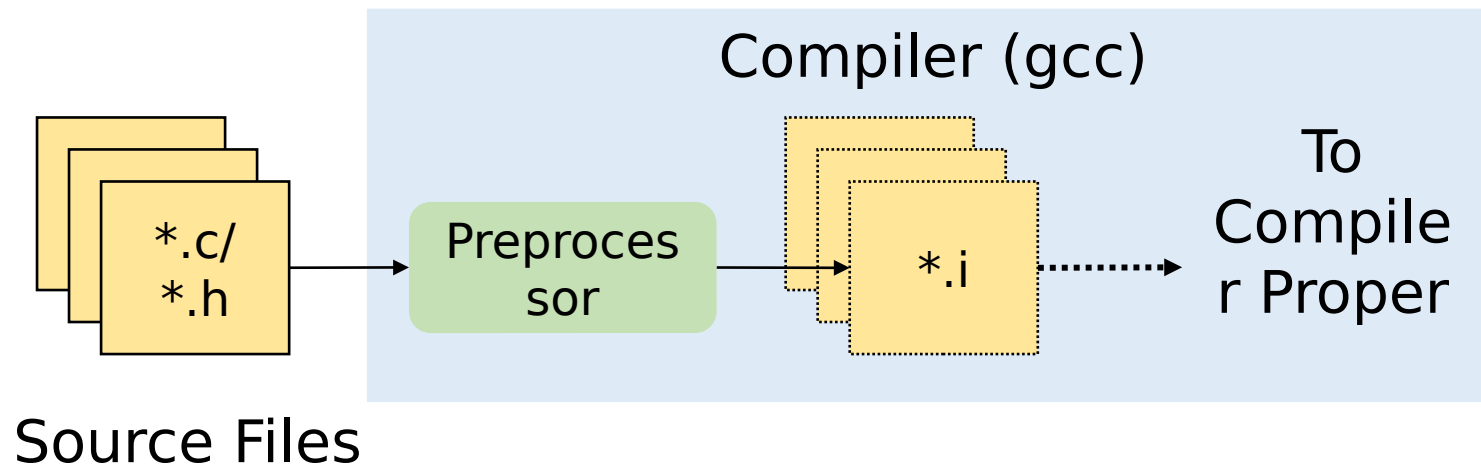
# Compile Time Switch [S1.2.3.16]

- Condition provided at Compile time to dictate **WHAT** should be compiled
  - Uses combination of #if-else and #define directives

```
#if defined ( KL25Z_PLATFORM ) && ! defined ( MSP_PLATFORM )  
    kl25_initialize();  
#elif ( MSP_PLATFORM ) && ( ! KL25Z_PLATFORM )  
    msp_initialize();  
#else  
    #error "Please specify one platform target"  
#endif
```

# Compile Time Switch [S1.2.3.17]

- Condition provided at Compile time to dictate **WHAT** should be compiled
  - Uses combination of `#if-else` and `#define` directives



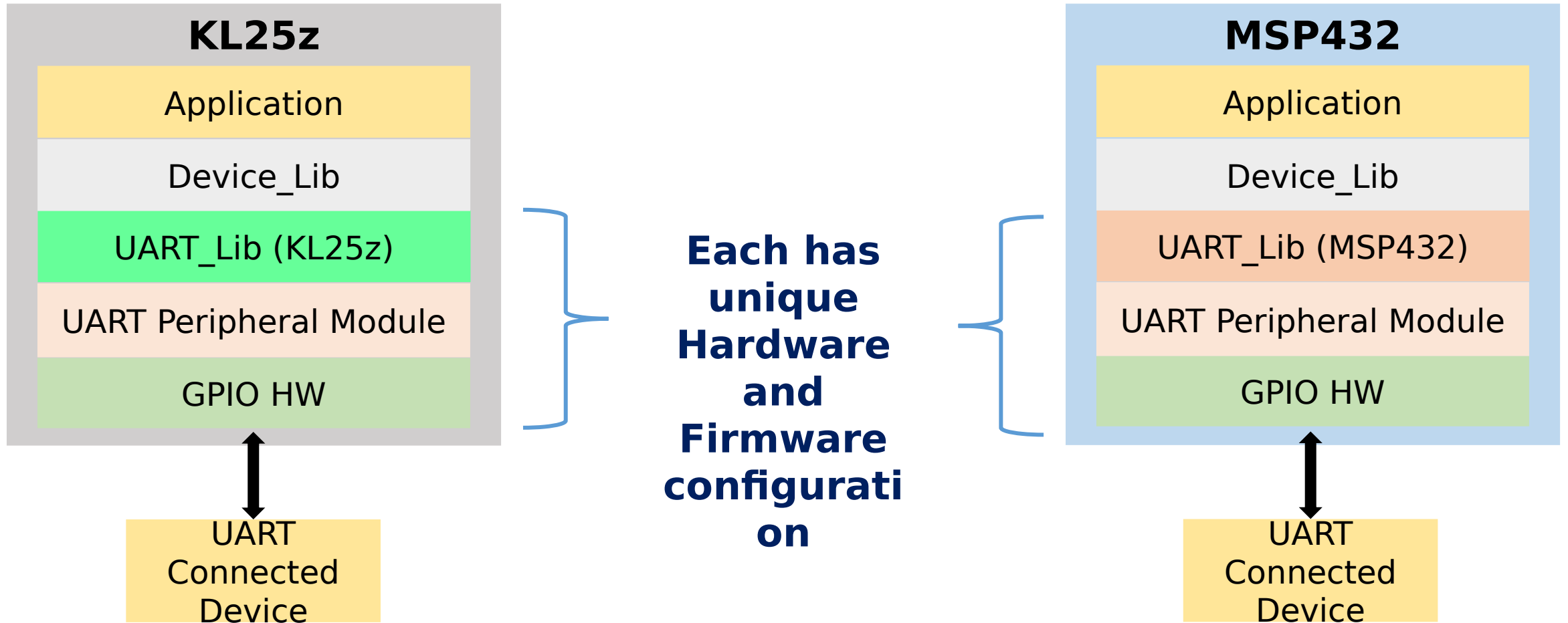
**Add extra option to gcc  
command to define  
Macro**

**-D<MACRO-NAME>**

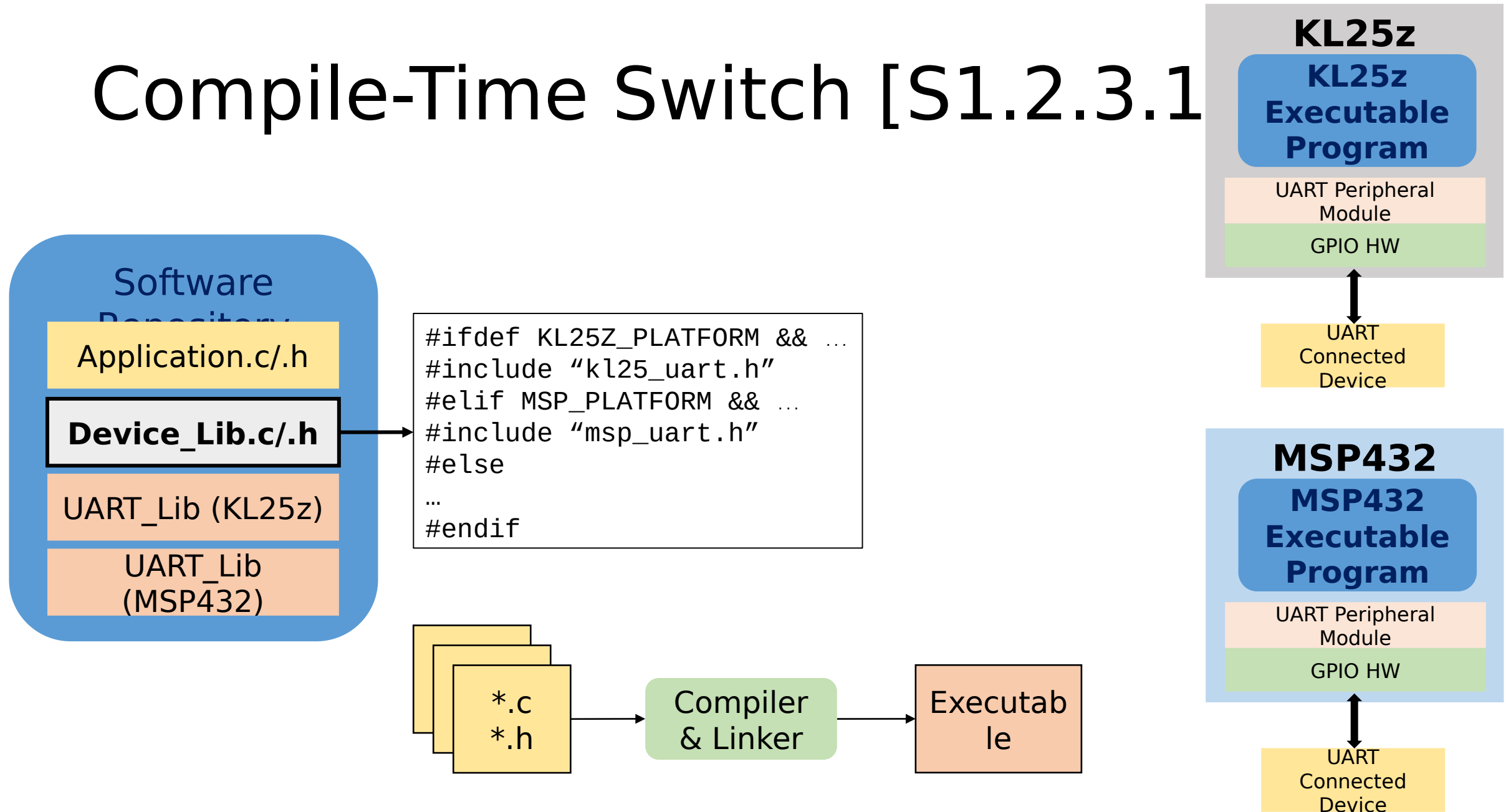
```
$ gcc -DMSP_PLATFORM -o main.out main.c
```



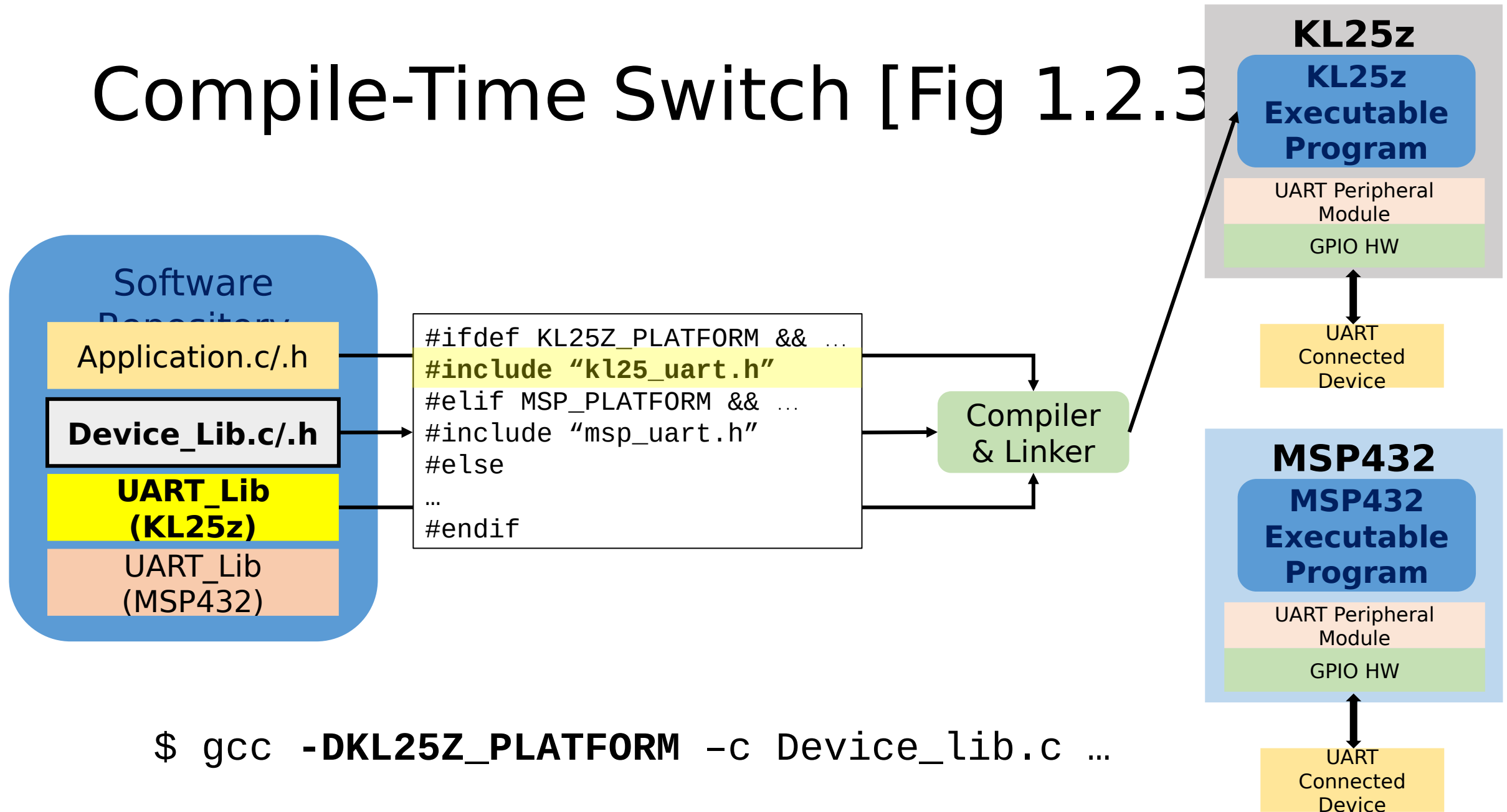
# Compile Time Switch [S1.2.3.18a]



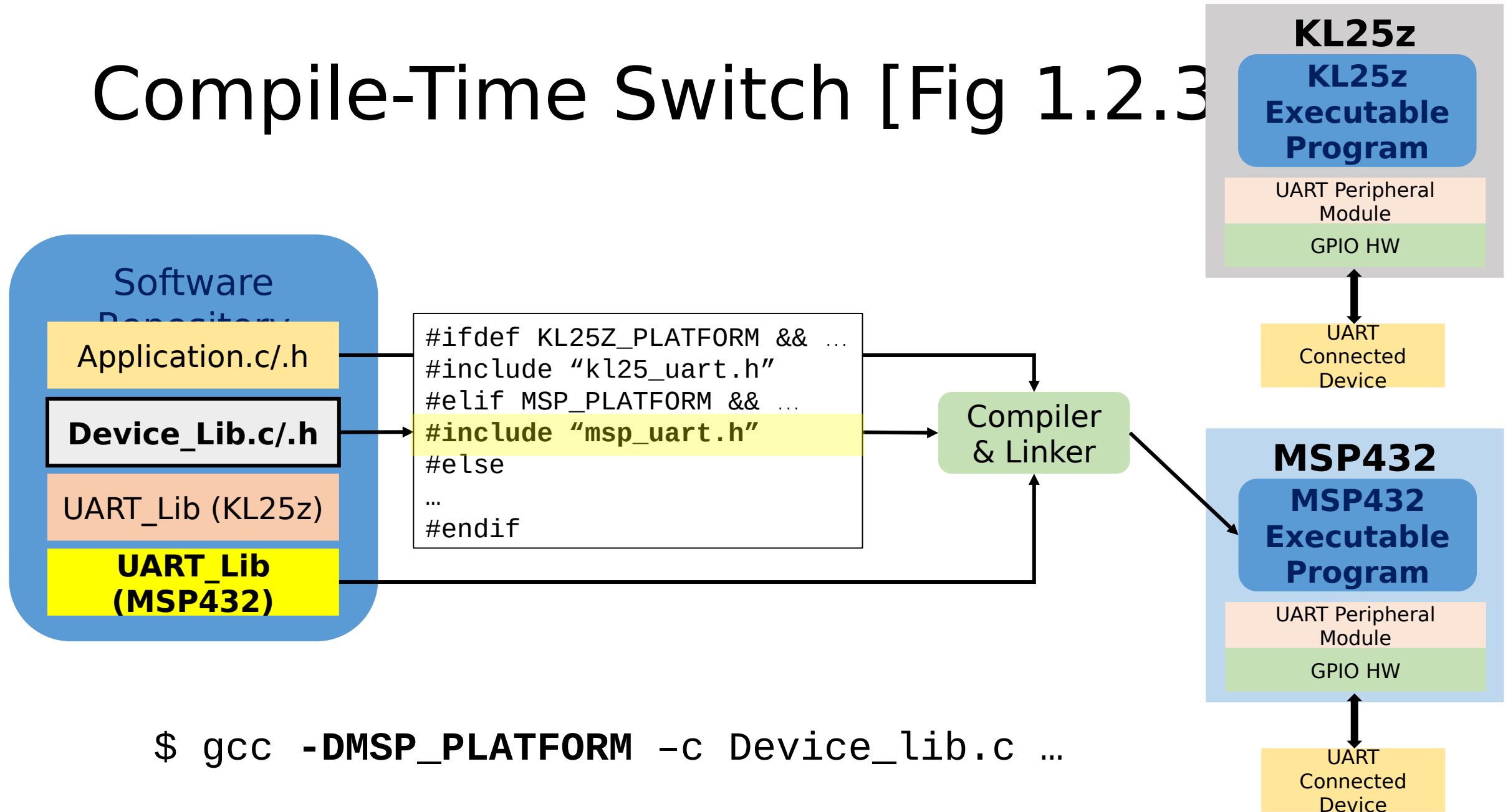
# Compile-Time Switch [S1.2.3.1]



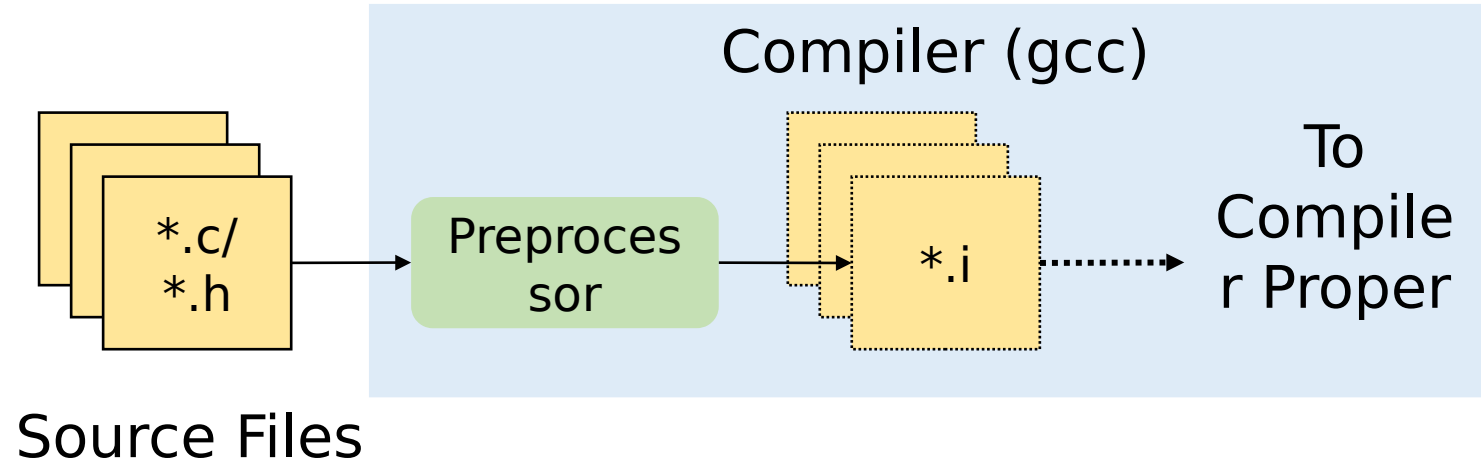
# Compile-Time Switch [Fig 1.2.3]



# Compile-Time Switch [Fig 1.2.3]



# Preprocessor Command Line Define [Unused]



**Add extra option to gcc  
command line to define  
Macro**



**-D<MACRO-NAME>**

```
$ gcc -DMSP_PLATFORM -o main.out main.c
```