| T | h | i | s | \0 | i | s | \0 | t | e | s | t | i | n | g | \0 |

#include <hello.h> → library directory
                     → custom

#include "hello.h"

Comp2160
hello.c   hello.h

clang -Wall
hello.c
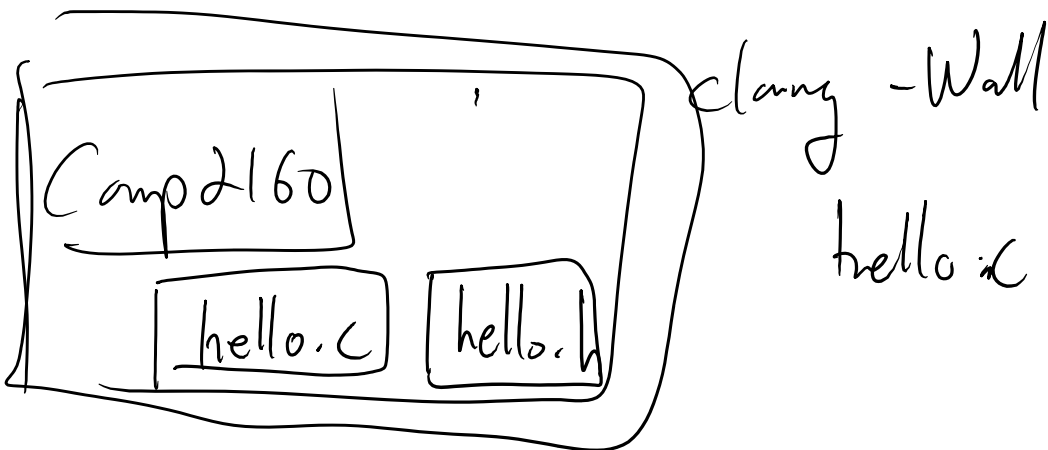
#define SIZE 10

#define MAX(a , b) (a>b? a:b)

```c
int oldvalue = 100;
int newvalue = 10;

newvalue = MAX(oldvalue, newvalue);

=)

newvalue = (oldvalue > newvalue ? oldvalue : newvalue);
```

boolean ? □ : □

clang -DDEBUG

#define DEBUG

```
#define PI  3.14159
```

```
const double PI = 3.14159;
```

```
#define BOOL int

    ;
    ;

BOOL test = 1;
=> (int  test = 1;)
```

```
[ typedef int BOOL; ]
```

```
[ BOOL test = 1; ]
```

```
BOOL test = 1;
```

```
#define INTPTR int *
typedef int * INTPTR;

INTPTR a, b, c;
  =>  int * a, b, c;

INTPTR a, b, c;

      int *a, *b, *c;

typedef int BOOL;
```

```c
const BOOL TRUE = 1;
const BOOL FALSE = 0;
    #define TRUE 1
```

```c
typedef enum {
        FALSE,      ← 0
        TRUE        ← 1
    } bool;
```

```c
bool test = TRUE;
```

```c
const int CLUBS = 0;
const in DIA = 1;
const in HEARTS = 2;
```

```
const int SPADES = 3;
const int DECKS = 4;

enum DECKS {
    CLUBS,          .                    CLUBS
    DIA,            '
    HEARTS.         2
    SPADES.         3
    DECK_COUNT. 4
}
```