prepocessor

are the programms that proccess our program before compilation

gcc

./a.out

code written stored in a file (file.c)

file.c processed by an expanded source code and generate file.i

file.i is compiled and it generates and an object file is generated file.obj

linker link the obj file to the library obj file to generate ./a.out

compiler know that there's a preprocessors with the '#' symbol

exmp: #include will include extra code in your code

4 types of preprocessor :

Macros: piece of prgrm that is given a name whenever the macros name is called it got replaced by the actual piece of prgrm

Exp:#define buffer_size 5
macro expansion

file inclusion: tells the program to include a file in the source code

header file : #include <stdio.h>
user defined files : #include "libft_h"

note: the <> tells the program to look for it in the standard directory

conditional compilation: make a condition for the compil, if its true do it if it's not just skip it

with a little help of ifdef && endif we can do that

exmp: ifdef macro_name

k1;

endif

if the macro name is define the block k1 will excute normally but ifnot the program will skip that block