

# X-Macro

How to avoid repetition

# Example: printing enums for debugging

```
enum States {  
    Connected,  
    Disconnected,  
    Error  
};  
States s = Connected;  
std::cout << s << "\n"; //prints '0'
```

Solution: write a conversion function

```
const char* str(enum States s) {  
    switch(s) {  
        case Connected:  
            return "Connected";  
        ...  
    }  
}
```

```
std::cout << str(s) << "\n"; //prints Connected
```

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Don't forget to release your locks. Thanks `std::lock_guard`

Don't forget to free your memory. Thanks `RAll`

Don't forget where you put your keys. Where *did* I put my keys?

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#define X_STATES_LIST \  
X(Connected) \  
X(Disconnected) \  
X(Error)
```



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    Connected,  
    Disconnected,  
    Error,  
};
```

# Solution: X-macros – nothing to forget

3) Declare and define your conversion function by implementing X:

```
const char* str(enum States s) {  
    #define X(name) case (name): return #name;  
    switch(s) {  
        X_STATE_LIST  
        default: return "Unknown";  
    }  
    #undef X  
}
```

That's it. Adding new states to X\_STATE\_LIST will update your code!

# X-MACROS: multiple arguments

```
#define X_ERROR_LIST \
    X(nomem, "out of memory", fatal)\
    X(invalid_user, "user login error", warn)

#define X(name, description, category) case name: return #category ": " description "(" #name ")";
const char* long_error(error_t e) {
    switch (e) {
        X_ERROR_LIST
    }
}
//returns "fatal: out of memory (nomem)", or "warn: user login error (invalid_user)"
```

Disclaimer: Macros, use them judiciously



<https://github.com/matthewaveryusa/xmacro/>