PreProcessor Directives

- They are instructions to compiler
- They are processed before compilation
- They are used for defining symbolic constant
- They are used for defining functions
- They also support conditional definition

```cpp
#include <iostream>
using namespace std;

#define max(x,y) (x>y?x:y)
#define msg(x) #x

#ifndef PI
    #define PI 3.1425
#endif
int main()
{
    cout<<PI;
    cout<<max(10,12)<<endl;
    cout<<msg(hello)<<endl;
}
```