

C Preprocessor

- C preprocessor manipulates ***text***
 - file inclusion
 - macros
 - conditional compilation
- Invoked automatically by the C compiler
 - try "lcc -E foo.c"
- File inclusion
 - header files contain declarations for one or more C program files
 - names of header file should end in ".h"
 - specify system header filename with <...> — ***location independent***
 - #include <stdio.h>
 - #include "defs.h"

Macros

- Macros provide parameterized text substitution

- Macro ***definition***

```
#define MAXLINE 120
```

macro name →

```
#define lower(c) ((c)-'A'+'a')
```

replacement (to the end of the line) →

macro parameter name →

- Macro ***replacement***

```
char buf[MAXLINE+1]; becomes char buf[120+1];
c = lower(buf[i]);      c = ((buf[i])- 'A'+ 'a');
```

More on Macros

```
#define plusone(x) x+1
```

- Good idea?

```
i = 3*plusone(2);           becomes           what?
```

- use parentheses liberally:

```
#define plusone(x) ((x)+1)
#define max(a,b) ((a)>(b)?(a):(b))
y = max(i++,j++);          becomes           y = ((i++)>(j++)?(i++):(j++));
```

- avoid macros that use an argument more than **once**

Conditional Compilation

- Removing macro definitions

```
#undef plusone
```

- Conditional compilation

```
#ifdef name
#ifdef name
#if expr
#elif
#else
#endif
```

- header file **defs.h**:

```
#ifndef DEFS_INCLUDED
#define DEFS_INCLUDED

#define MAXLINE 120
...
#endif
```

- Use conditional compilation **sparingly**

Basic Input/Output Functions

- C language has no I/O statements; use standard C *library*
 - “`#include <stdio.h>`” before using the functions
 - `int getchar(void)` returns the next character in “stdin” or `EOF`
 - `getchar()` returns an `int`, not a `char`, to accommodate `EOF`
 - `int putchar(int c)` writes character `c` to the “stdout” and returns `c`
- A basic copy program:

```
#include <stdio.h>

int main(void) {
    int c;

    while ((c = getchar()) != EOF)
        putchar(c);
    return 0;
}

% copy < foo.c > bar.c
% copy < foo.c
% copy > bar.c
```

Formatted Output

- `int printf(const char *format, ...)`
- Writes `format` to stdout with the values of argument 2, 3, ..., `n`
`printf("error at line %d: %s\n", lineno, msg);`
- **Beware:**
 - no** type checking
 - no** type conversion
 - no** checking for the correct number of arguments
- Conversion specifications

<code>%d</code>	decimal	plus other formatting control, e.g. field widths
<code>%o</code>	octal	
<code>%x</code>	hexadecimal	
<code>%c</code>	char	
<code>%u</code>	unsigned	
<code>%e %f %g</code>	float & double	
<code>%s</code>	string	
<code>%%</code>	%	
- See `sprintf`, `fprintf`, `vfprintf`; and see `scanf`, `fscanf`, `sscanf` for *input*