Macros

- Macros provide parameterized text substitution
- Macro ***definition***

```
#define MAXLINE 120


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

- Macro ***replacement***

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


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"
```


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

  - header file **`defs.h`**:

```
#ifndef DEFS_INCLUDED
#define DEFS_INCLUDED

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

- Use conditional compilation ***sparingly***

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

%d	decimal	plus other formatting control, e.g. field widths
%o	octal	
%x	hexadecimal	
%c	char	
%u	unsigned	
%e %f %g	float & double	
%s	string	
%%	%	

- See **`sprintf`**, **`fprintf`**, **`vfprintf`**; and see **`scanf`**, **`fscanf`**, **`sscanf`** for ***input***

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
```