The C/C++ preprocessor

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Process before compilation

Lines starting with "`#`" (no "`;`" at the end) contain commands executed before the actual compilation begin: “preprocess”

- Commands useful to:
  - avoid code duplication,
  - add flexibility to compile in different environments,
  - ease debugging.
- Powerful, but sometimes tricky

The code actually seen by the compiler after preprocessing can be seen by issuing the command:

```
c++ -E -o file.pp file.cc
```

Preprocessor commands

- `#include "file"` , `#include <file>` : the specified *file* is simply included
  - files are looked for in several places
  - different places sequences in the search with the two forms `""` and `<>`
  - adding the option `-I path` the specified *path* is added to the sequence of places to search
- `#define X Y` : replaces `X` with `Y` (“macro”)
- `#undef X` : removes the `X` definition
- `#ifdef X` , `#ifndef X` : process/compile the following (until `#endif`) only if `X` is defined or not
- `#if X==Y` , `#elif X==Z` , `#else` : process/compile the following (until `#endif`) only if `X` is defined equal to `Z` (with `Z` a constant integer)
- `#error "message"` : write the message and terminate the compilation

Conditional inclusion

Functions (and not only fuctions) must be declared before being used:

- their declarations are preferably put into dedicated files (“header file”) included by files using them,
- some declarations can be present only once,
- but with several nested `#include` it could happen that an header file is included more than once

```
#ifndef f_h // include guard
#define f_h
int f(int i);
#endif
int f(int i) {
  return 2*i;
}
```

Use `#ifndef` to ensure single compilation

Preprocessor macros

The C/C++ preprocessor allows the definition of “macros” with arguments, that can be used to mimic functions (with important differences)

```
#define SQUARE(X) X*X
#define PRINT(X) std::cout << #X << " = "
                           <<  X << std::endl

  ...
  int i=12;
  int j=SQUARE(i);
  PRINT(j);
  ...
```

- The argument is simply replaced, e.g. `SQUARE(i)` is replaced by `i*i`
- The argument following a `#` is replaced by a string, e.g. `PRINT(j)` is replaced by `std::cout << "j" << " = " << j << std::endl`

Macro pitfalls

The code replacement produce a lot of pitfalls!

- The operation priority can be broken:
  - `SQUARE(x+y)` becomes `x+y*x+y`, i.e. `x+(y*x)+y`,
  - quite different from `(x+y)*(x+y)` (expected).
- Composition of several operations with brackets `{...}` in a macro can break flux control:
  - `if(...) COMPOSITE(i); else COMPOSITE(j);` becomes
    `if(...) {...}; else {...};`,
  - the first semicolon breaks the
    `if(...) {...} else {...}` syntax
- Workarounds do exist, but they make the code obscure and tricky

Use macros at your own risk, or, better,
do not use them at all unless you're more than experienced.

Predefined macros

- Some macros are predefined:
  - `__FILE__` : file name
  - `__LINE__` : line number
  - `__DATE__` : compilation date
  - `__TIME__` : compilation time
  - `__cplusplus__` : non-zero for C++ compiler
- Macros can be defined in the compilation command:
  - `c++ -D X=Y` has the same effect as `#define X Y`,
  - useful to have different versions in the same file