

15-410

“Don't make me stop the car...”

#define

Sep. 13, 2006

Dave Eckhardt

Bruce Maggs

Outline

What's wrong with this picture?

Example 1

```
int scanbuf[64];

int getchar(void)
{
    ...
    if (++bufindex == 64)
        bufindex = 0;
    ...
}
```

Example 1 –Change Requirement

From: Dave Eckhardt

Subject: keyboard buffer size

Keyboard buffers must handle somebody placing a cat on the keyboard (the 101-key keyboard).

Option 1

```
int scanbuf[256];
```

```
int getchar(void)
{
```

```
    ...
```

```
    if (++bufindex == 64)
```

```
        bufindex = 0;
```

```
    ...
```

```
}
```

Option 2

```
int scanbuf[64];

int getchar(void)
{
    ...
    if (++bufindex == 256)
        bufindex = 0;
    ...
}
```

Option 3 – *Try This At Home!!!*

```
#define KSB_SIZE 256  
int scanbuf[KSB_SIZE];
```

```
int getchar(void)  
{  
    ...  
    if (++bufindex == KSB_SIZE)  
        bufindex = 0;  
    ...  
}
```

Example 2

```
int scanbuf[64];
```

```
int getchar(void)
{
```

```
    ...
```

```
    if (bufindex == 63)
```

```
        bufindex = 0;
```

```
    ...
```

```
}
```


Example 2 –Truly Pernicious

How to fix *half* of the problem

```
% grep 64 *.c
```

Wrong *two* ways

- Won't find 63
- Will find random unrelated 64's

Example 3

```
#define CENTER_X 40
```

```
#define CENTER_Y 12
```

```
...
```

```
set_cursor_pos(CENTER_Y,  
               CENTER_X);
```

```
...
```

Example 3 –Change Requirement

From: Dave Eckhardt

Subject: new screen size

We have updated the VGA hardware initialization sequence. The new screen size will be:

```
#define CONSOLE_WIDTH 120
```

```
#define CONSOLE_HEIGHT 30
```

Example 4

...

```
p->regsave[-18] |= 0x402;
```

...

Don't make me stop the car.....

Precedence and Parentheses

```
#define TWICE(x) 2*x
```

```
TWICE(3)      /* 2*3 ⇒ 6 */
```

Precedence and Parentheses

```
#define TWICE(x) 2*x
```

```
TWICE(3)      /* 2*3 ⇒ 6 */
```

```
TWICE(1+q)    /* 2*1+q ⇒ oops! */
```

Precedence and Parentheses

```
#define TWICE(x) 2*x
```

```
TWICE(3)      /* 2*3 ⇒ 6 */
```

```
TWICE(1+q)    /* 2*1+q ⇒ oops! */
```

What to do?

```
#define TWICE(x) (2*(x))
```

```
TWICE(1+q)    /* (2*(1+q)) */
```

Beware...

```
#define MAX(x,y) ((x>y)?(x):(y))
```


Beware...

```
#define MAX(x,y) (((x)>(y))?(x):(y))
```

```
MAX(x++,y++)    /*  $\Rightarrow$  you lose */
```