

Compilação condicional

Romero Malaquias
romero.malaquias@gmail.com

Compilação condicional

É o processo de definir diretivas de compilação que fazem com que algumas partes do código sejam compiladas e outras ignoradas

Compilação normal



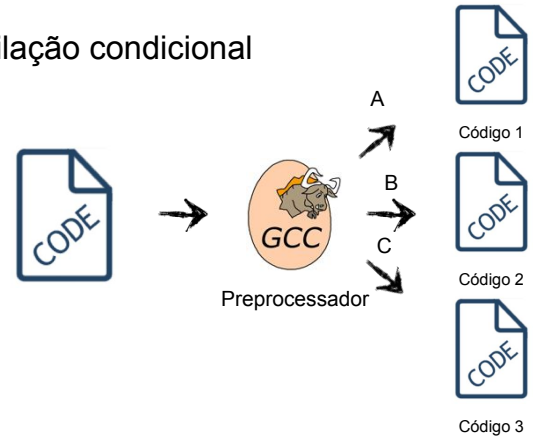
Compilação normal



Compilação normal

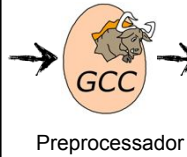


Compilação condicional



Diretiva

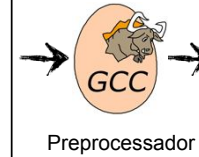
```
void test() {  
    int a = 2;  
    int b = 3;  
    #ifdef A  
        a = a + b;  
    #endif  
    #ifdef B  
        a = a - b;  
    #endif  
    return a;  
}
```



```
void test() {  
    int a = 2;  
    int b = 3;  
    return a;  
}
```

Variabilidade ou funcionalidade

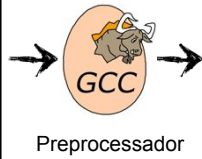
```
void test() {  
    int a = 2;  
    int b = 3;  
    #ifdef A  
        a = a + b;  
    #endif  
    #ifdef B  
        a = a - b;  
    #endif  
    return a;  
}
```



```
void test() {  
    int a = 2;  
    int b = 3;  
    return a;  
}
```

#define

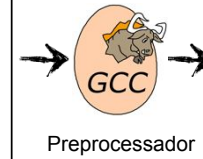
```
#define A  
void test() {  
    int a = 2;  
    int b = 3;  
    return a;  
}
```



```
void test() {  
    int a = 2;  
    int b = 3;  
    return a;  
}
```

#define

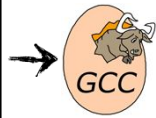
```
#define A 1  
void test() {  
    int a = 2;  
    int b = 3;  
    int c = A;  
    return a;  
}
```



```
void test() {  
    int a = 2;  
    int b = 3;  
    int c = 1;  
    return a;  
}
```

#define

```
#define A 1  
void test() {  
    int a = 2;  
    int b = 3;  
    int c = A;  
    return a;  
}
```

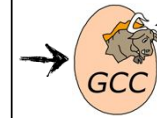


Preprocessador

```
void test() {  
    int a = 2;  
    int b = 3;  
    int c = 1;  
    return a;  
}
```

#ifdef

```
#define B  
void test() {  
    int a = 2;  
    int b = 3;  
    #ifdef A  
        a = a + b;  
    #endif  
    #ifdef B  
        a = a - b;  
    #endif  
    return a;  
}
```

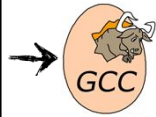


Preprocessador

```
void test() {  
    int a = 2;  
    int b = 3;  
    a = a - b;  
    return a;  
}
```

#ifdef

```
#define B
void test() {
    int a = 2;
    int b = 3;
    #ifdef A
        a = a + b;
    #endif
    #ifdef B
        a = a - b;
    #endif
    return a;
}
```

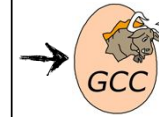


Preprocessador

```
void test() {
    int a = 2;
    int b = 3;
    a = a - b;
    return a;
}
```

#ifdef

```
#define B
void test() {
    int a = 2;
    int b = 3;
    #ifdef A
        a = a + b;
    #endif
    #ifdef B
        a = a - b;
    #endif
    return a;
}
```

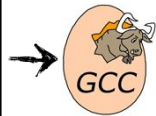


Preprocessador

```
void test() {
    int a = 2;
    int b = 3;
    a = a - b;
    return a;
}
```

#ifdef

```
#define A
void test() {
    int a = 2;
    int b = 3;
    #ifdef A
        a = a + b;
    #endif
    #ifdef B
        a = a - b;
    #endif
    return a;
}
```



Preprocessador

```
void test() {
    int a = 2;
    int b = 3;
    a = a + b;
    return a;
}
```

Compilação condicional



Preprocessador



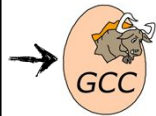
Código 1



Código 2

#elif defined

```
void test() {  
    int a = 2;  
    int b = 3;  
    #ifdef A  
        a = a + b;  
    #elif defined B  
        a = a - b;  
    #endif  
    return a;  
}
```

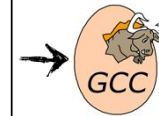


Preprocessador

```
void test() {  
    int a = 2;  
    int b = 3;  
    return a;  
}
```

#elif defined

```
void test() {  
    int a = 2;  
    int b = 3;  
    #ifdef A ❌  
        a = a + b;  
    #elif defined B ❌  
        a = a - b;  
    #endif  
    return a;  
}
```

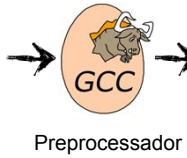


Preprocessador

```
void test() {  
    int a = 2;  
    int b = 3;  
    return a;  
}
```

#elif defined

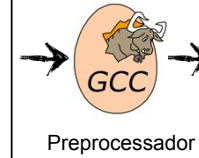
```
#define B
void test() {
    int a = 2;
    int b = 3;
    #ifdef A
        a = a + b;
    #elif defined B
        a = a - b;
    #endif
    return a;
}
```



```
void test() {
    int a = 2;
    int b = 3;
    a = a - b;
    return a;
}
```

#elif defined

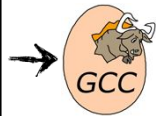
```
#define B
void test() {
    int a = 2;
    int b = 3;
    #ifdef A
        a = a + b;
    #elif defined B
        a = a - b;
    #endif
    return a;
}
```



```
void test() {
    int a = 2;
    int b = 3;
    a = a - b;
    return a;
}
```

#elif defined

```
#define B
#define A
void test() {
    int a = 2;
    int b = 3;
    #ifdef A
        a = a + b;
    #elif defined B
        a = a - b;
    #endif
    return a;
}
```

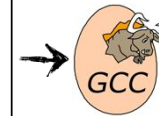


Preprocessador

```
void test() {
    int a = 2;
    int b = 3;
    a = a + b;
    return a;
}
```

#elif defined

```
#define B
#define A
void test() {
    int a = 2;
    int b = 3;
    #ifdef A
        a = a + b;
    #elif defined B
        a = a - b;
    #endif
    return a;
}
```

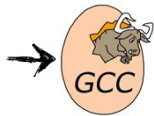


Preprocessador

```
void test() {
    int a = 2;
    int b = 3;
    a = a + b;
    return a;
}
```

#ifndef (If Not Defined)

```
void test() {  
    int a = 2;  
    int b = 3;  
    #ifdef A  
        a = a + b;  
    #endif  
    #ifndef B  
        a = a - b;  
    #endif  
    return a;  
}
```



Preprocessador

```
void test() {  
    int a = 2;  
    int b = 3;  
    a = a - b;  
    return a;  
}
```

#ifndef (If Not Defined)

```
void test() {  
    int a = 2;  
    int b = 3;  
    #ifdef A  
        a = a + b;  
    #endif  
    #ifndef B  
        a = a - b;  
    #endif  
    return a;  
}
```

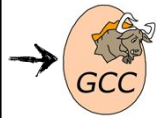


Preprocessador

```
void test() {  
    int a = 2;  
    int b = 3;  
    a = a - b;  
    return a;  
}
```

#if

```
#define A 1
void test() {
    int a = 2;
    int b = 3;
    #if A == 2
        a = a + b;
    #endif
    #if A == 1
        a = a - b;
    #endif
    return a;
}
```

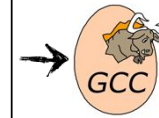


Preprocessador

```
void test() {
    int a = 2;
    int b = 3;
    a = a - b;
    return a;
}
```

#if

```
#define A 1
void test() {
    int a = 2;
    int b = 3;
    #if A == 2
        a = a + b;
    #endif
    #if A == 1
        a = a - b;
    #endif
    return a;
}
```

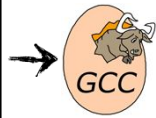


Preprocessador

```
void test() {
    int a = 2;
    int b = 3;
    a = a - b;
    return a;
}
```

#else

```
void test() {  
    int a = 2;  
    int b = 3;  
    a = a  
    #ifdef A  
        +  
    #else  
        -  
    #endif  
    b;  
    return a;  
}
```

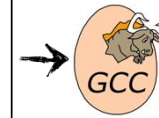


Preprocessador

```
void test() {  
    int a = 2;  
    int b = 3;  
    a = a - b;  
    return a;  
}
```

#else

```
void test() {  
    int a = 2;  
    int b = 3;  
    a = a  
    #ifdef A  
        +  
    #else  
        -  
    #endif  
    b;  
    return a;  
}
```



Preprocessador

```
void test() {  
    int a = 2;  
    int b = 3;  
    a = a - b;  
    return a;  
}
```