

ECE 3035

9/23

```
int G;
int FOO(int x, int *y) {
    int A, *B;
}
~
```

← .c

```
Extern int G;
Extern int FOO(int, int *);
struct Dog {
    char name[];
    float length;
    double weight;
};
~
#ifdef DEBUG
#define P 3.1416
#define SAW XXX
#endif
```

← .H

(has externs, structs, TYPEDEF, and #DEFINE)

```
#include ".H"
#include <stdio.h>
BAR ( ) {
    struct Dog Dog;
    if (DEBUG) {
        printf...
        save...
    }
}
~
```

← .C

- * #include ".H" allows you to use global variables and functions from the .H file in the .c file
- * STDIO.H = has all standard functions (printf, scanf, etc.)
- * CPP = C pre-processor (gets rid of macros, defines everything, copy/paste)

