## C9X Revision Proposal

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Title: Allow empty arguments in macro replacement
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Proposal Category:
   ___ Editorial change/non-normative contribution
     Correction
   ____ Correction ____Y New feature
   __ Addition to obsolescent feature list
   Addition to Future Directions
    Other (please specify)
Area of Standard Affected:
   __ Environment
     Language
   Y Preprocessor
   __ Library
     __ Macro/typedef/tag name
     __ Function
__ Header
     Other (please specify)
Prior Art: Several commercial compilers with large user bases.
Only one compiler I know of catches this current undefined
behaviour.
Target Audience: All users.
Related Documents (if any):
Proposal Attached: _Y Yes __ No, but what's your interest?
Abstract: In writing a test suite for the FPCE (Floating
Point C Extensions), I had a need to generate float, double.
and long double versions of the same numeric value.
Given the following macros:
 #define PI 3.1416
 #define F f
 #define D
              /* expands into no preprocessing tokens */
 #define LD L
 #define glue(a, b) a ## b
 #define xglue(a, b) glue(a, b)
This code:
 float f = xglue(PI,F);
double d = xglue(PI,D);
 long double ld = xglue(PI,LD);
```

Should expand into:

float f = 3.1416f; double d = 3.1416; long double ld = 3.1416L;

The expansion of xglue(PI,D) first expands into glue(3.1416,) which would then expand into 3.1416 on most compilers. This currently is undefined behaviour, but most compilers do what I wanted. Only one compiler flagged this usage.

For this particular problem, another solution is to allow a 'd' or a 'D' suffix on floating-point constants to indicate that they are double precision.

In talking with some x3j11 members, they indicated that they have had a need for empty arguments to function-like macros, so I think that is the better solution.

Proposal: In section 6.8.3 Macro replacement, page 90, line 5, change the word 'undefined' to 'defined'.

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