```c
/* Circle1.c */

#include <stdio.h>
#define PI 3.1415

int main (void)
{
	double area;
	double radius;

	fputs("반지름 : ", stdout);
	scanf("%lf", &radius);

	area=radius*radius*PI;
	printf("넓이는 %f 입니다 \n", area);

	return 0;
}
```

```c
/* square1.c */
#include <stdio.h>

#define SQUARE(x)    x*x

int main (void)
{
        int a;
        float d;

        printf("Input a number(int) : ");
        scanf("%d", &a);
        printf("Square of %d : %d \n", a, SQUARE(a));

        printf("Input a number(float) : ");
        scanf("%f", &d);
        printf("Square of %f : %f \n", d, SQUARE(d));

        return 0;
}

/* square2.c */
#include <stdio.h>

#define SQUARE(x) x*x
int square(int x);

int main (void)
{
        int a;

        printf("Input a number(int) : ");
        scanf("%d", &a);

        /* (a+3)*(a+3)  계Æ e산íe  결Æ a과Æ u  출a력¤A */
        printf("Square of %d : %d \n", a, SQUARE(a+3));
        printf("Square of %d : %d \n", a, square(a+3));
```

```
        return 0;
}

int square(int x){
        return x*x;
}
```

```c
/* hello1.h */
#include <stdio.h>

void hello()
{
	printf("hello1.h : Hello Everybody \n");
}


/* hello2.h */
#include <stdio.h>

void hello()
{
	printf("hello2.h : Hello, Hello! \n");
}


/* hello3.h */
#include <stdio.h>

void hello()
{
	printf("hello3.h : Everybody!, Hello? \n");
}


/* condi_main.c */

#define CONDITION 2

#if CONDITION==1
	#include "hello1.h"
#elif CONDITION==2
	#include "hello2.h"
#else
	#include "hello3.h"
#endif
```

```
int main()
{
	hello();
	return 0;
}
```