

# Preprocessing Without Include Guard

header1.h

```
A1;  
B1;  
C1;
```

header2.h

```
#include "header1.h"  
  
A2;  
B2;  
C2;
```

Step 1.

Step 2.

client.cpp

```
#include "header1.h"  
#include "header2.h"  
  
A3;  
B3;  
C3;
```

```
A1;  
B1;  
C1;  
  
#include "header1.h"  
  
A2;  
B2;  
C2;  
  
A3;  
B3;  
C3;
```

```
A1;  
B1;  
C1;  
  
A1;  
B1;  
C1;  
  
A2;  
B2;  
C2;  
  
A3;  
B3;  
C3;
```

