

Introduction to CMake

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What is wrong with “make”?

Why use a tool like CMake?

- Nothing much, if you just use a single platform and compiler, have a rather simple project, and don't need any fancy “bells and whistles”
- Makefiles need to be adapted for different compilers, platforms, compilation settings etc.
- This requires technical knowledge and there are no checks whether it works correctly
- A tool like CMake can construct files for different build systems on different platforms and knows about different compilers and IDEs

Basic Steps with CMake

- There are 3 phases: 1. configuration, 2. generate build files, 3. build with build tool
- On Linux can build with “make” and “ninja”
- IDE support for: Kate, Eclipse, CodeBlocks,...
- Configuration program in **CMakeLists.txt** file
- **Recommended** to do “out-of-source” build
- Supports command line (**cmake**), TUI (**ccmake**) and GUI (**cmake-gui**) for phases 1 and 2
- **mkdir build; cd build; cmake ..; cmake --build .**

Common CMake Options

- Use make: **cmake -G 'Unix Makefiles' .**
- Use ninja: **cmake -G 'Ninja' .**
- Use clang: **cmake -DCMAKE_CXX_COMPILER=clang++ .**
- Enable building/linking to shared libraries:
cmake -DBUILD_SHARED_LIBS=on .
- Select build type (default is Debug):
cmake -DCMAKE_BUILD_TYPE=Release .
- Enable tests: **cmake -DENABLE_TESTING=on .**

A Minimal Example

```
#include <iostream>

int main(int, char **)
{
    std::cout << "Hello, World!\n";
    return 0;
}

#####
cmake_minimum_required(VERSION 3.16)

project(canvas-draw VERSION 0.1 LANGUAGES CXX)

add_executable(canvas-draw main.cpp)
```

Using Multiple Source Files / Library

```
#####  
cmake_minimum_required(VERSION 3.16)  
  
project(canvas-draw VERSION 0.2 LANGUAGES CXX)  
  
#add_executable(canvas-draw main.cpp canvas.cpp)  
  
add_executable(canvas-draw main.cpp)  
  
# build libcanvas library  
add_library(canvas canvas.cpp)  
target_link_libraries(canvas-draw PUBLIC canvas)
```


Using Configuration Options

```
#####  
cmake_minimum_required(VERSION 3.16)  
project(canvas-draw VERSION 0.3 LANGUAGES CXX)  
  
option(BUILD_SHARED_LIBS "Build shared lib" OFF)  
if(BUILD_SHARED_LIBS)  
    set(CMAKE_POSITION_INDEPENDENT_CODE ON)  
endif()  
  
add_executable(canvas-draw main.cpp)  
# build libcanvas library  
add_library(canvas canvas.cpp)  
target_link_libraries(canvas-draw PUBLIC canvas)
```

Using a Configuration File

```
#####  
cmake_minimum_required(VERSION 3.16)  
project(canvas-draw VERSION 0.4 LANGUAGES CXX)  
  
# ...  
  
add_executable(canvas-draw main.cpp)  
  
configure_file(canvas_config.h.in canvas_config.h)  
  
# build libcanvas library  
add_library(canvas canvas.cpp)  
target_include_directories(canvas PUBLIC  
                                ${CMAKE_BINARY_DIR})  
target_link_libraries(canvas-draw PUBLIC canvas)
```


Detecting/Using an Optional Feature

```
project(canvas-draw VERSION 0.5 LANGUAGES CXX)
# ...
add_executable(canvas-draw main.cpp)

# enable optional JPEG support automatically, if found
find_package(JPEG QUIET)
option(USE_JPEG "Enable JPEG support" ${JPEG_FOUND})

add_library(canvas canvas.cpp)

# if JPEG support is enabled, required and add include/libs
if(USE_JPEG)
    find_package(JPEG REQUIRED)
    target_compile_definitions(canvas PRIVATE -DHAVE_JPEG_LIB)
    target_include_directories(canvas PRIVATE ${JPEG_INCLUDE_DIRS})
    target_link_libraries(canvas PRIVATE ${JPEG_LIBRARIES})
endif()

target_link_libraries(canvas-draw PRIVATE canvas)
```

Adding Tests

```
project(canvas-draw VERSION 0.6 LANGUAGES CXX)
# ...
add_executable(canvas-draw main.cpp)
add_library(canvas canvas.cpp)

target_link_libraries(canvas-draw PRIVATE canvas)

if(ENABLE_TESTING)
    enable_testing()

    # does the application run?
    add_test(NAME Runs COMMAND canvas-draw 5)

    # does it create the file write.ppm?
    file(WRITE ${CMAKE_BINARY_DIR}/test_write.sh "rm -f *.ppm &&
                                                    ./canvas-draw && test -f white.ppm")
    add_test(NAME Writes COMMAND bash test_write.sh 5)
endif()
```

Use Custom CMake Script Code

```
project(canvas-draw VERSION 0.7 LANGUAGES CXX)
# ...
add_executable(canvas-draw main.cpp)
add_library(canvas canvas.cpp)
target_link_libraries(canvas-draw PRIVATE canvas)

if(ENABLE_TESTING)
    enable_testing()
    # include GTest.cmake file to build googletest library
    set(CMAKE_MODULE_PATH ${CMAKE_CURRENT_SOURCE_DIR})
    include(GTest)

    add_executable(test_color test_color.cpp)
    target_link_libraries(test_color PRIVATE
                        GTest::GTestMain GTest::GTest)
    add_test(NAME Color COMMAND test_color)

    add_test(NAME Runs COMMAND canvas-draw)
endif()
```

Support for MPI and OpenMP

```
project(pi VERSION 0.1 LANGUAGES C)

# look for MPI C interface and add MPI executable
find_package(MPI REQUIRED)
add_executable(pi_mpi pi_mpi.c)
target_link_libraries(pi_mpi PRIVATE MPI::MPI_C)

# look for OpenMP header and runtime library
find_package(OpenMP REQUIRED)
include(CheckIncludeFile)
check_include_file(omp.h HAVE_OMP_H)
if(!HAVE_OMP_H)
    message(FATAL_ERROR "Must have omp.h header file")
endif()
add_executable(pi_omp pi_omp.c)
target_link_libraries(pi_omp PRIVATE OpenMP::OpenMP_C)
```