

Compile Bazel from source

You can build Bazel from source following these steps:

1. Ensure that JDK 8, Python, bash, zip, and the usual C build toolchain are installed on your system.

- On systems based on Debian packages (Debian, Ubuntu): you can install OpenJDK 8 and Python by running the following command in a terminal:

```
sudo apt-get install build-essential openjdk-8-jdk python zip
```

- On Windows: you need additional software. See the [requirements page](#).

2. Download and unpack Bazel's distribution archive.

Download `bazel-<version>-dist.zip` from the [release page](#). We recommend to also verify the signature made by our [release key](#) 48457EE0.

The distribution archive contains generated files in addition to the versioned sources, so this step *cannot* be short cut by checking out the source tree.

3. Build Bazel using `./compile.sh`.

- On Unix-like systems (e.g. Ubuntu, macOS), do the following steps in a shell session:

1. `cd` into the directory where you unpacked the distribution archive

2. run `bash ./compile.sh`

- On Windows, do following steps in the msys2 shell:

1. `cd` into the directory where you unpacked the distribution archive

2. run `./compile.sh`

The output will be `output/bazel` on Unix-like systems (e.g. Ubuntu, macOS) and `output/bazel.exe` on Windows. This is a self-contained Bazel binary. You can copy it to a directory on the `PATH` (such as `/usr/local/bin` on Linux) or use it in-place.