

```
1: CC = g++
2: CFLAGS = -Wall -Werror -pedantic --std=c++14
3: LIBS = -lboost_unit_test_framework
4: DEPS = CelestialBody.h Universe.h
5: SFMLFLAGS = -lsfml-graphics -lsfml-window -lsfml-system
6:
7: %.o: %.cpp $(DEPS)
8:     $(CC) $(CFLAGS) -c $<
9:
10: all: NBody
11:
12: NBody: main.o CelestialBody.o Universe.o
13:     $(CC) $(CFLAGS) -o NBody $^ $(LIBS) $(SFMLFLAGS)
14:
15: clean:
16:     rm *.o NBody
```