

# Build a Package

Take a pick:

- Debian/Ubuntu package<sup>1</sup>
- RHEL/CentOS package
- Slackware or Slackbuilds.org package<sup>2</sup>

## Task 1

Study that packaging system and answer the following questions:

- how does it work?
- how does it deal with dependencies?
- does it use the GNU build tools? How?
- if not what does it use?

## Task 2

Find a small and simple program that does not exist in any repository of your chosen distribution

- download its source tarball
- create a binary from the source
- install it to validate

## Task 3 (bonus)

- read about cross-compilation<sup>3</sup> and build a package for ia32 (i386)
- try and install that on your experimentation computer

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<sup>1</sup>Debian Binary Package Building HOWTO <http://tldp.org/HOWTO/Debian-Binary-Package-Building-HOWTO/index.html>

<sup>2</sup>Writing A SlackBuild Script [https://www.slackwiki.com/Writing\\_A\\_SlackBuild\\_Script](https://www.slackwiki.com/Writing_A_SlackBuild_Script)

Submission Guidelines <https://slackbuilds.org/guidelines/>

Frequently Asked Questions <https://slackbuilds.org/faq/>

README.SLACKWARE For lighttpd (20090217) <https://slackbuilds.org/slackbuilds/14.2/network/lighttpd/README.SLACKWARE>

<sup>3</sup>2.2.8 Cross-Compilation [https://www.gnu.org/software/automake/manual/html\\_node/Cross\\_002dCompilation.html](https://www.gnu.org/software/automake/manual/html_node/Cross_002dCompilation.html)