

```
1: cc = g++
2:
3: all : GuitarString RingBuffer GuitarHero
4:
5: GuitarString : GuitarString.o RingBuffer.o GuitarHero.o
6:      $(cc) -Wall -ansi -pedantic -Werror GuitarString.cpp RingBuffer.cpp
GuitarHero.cpp -o GuitarHero -lsfml-graphics -lsfml-window -lsfml-system -lsfml-aud
io -l boost_unit_test_framework
7:
8: GuitarString.o : GuitarString.hpp RingBuffer.hpp
9:      $(cc) -c GuitarString.cpp -o GuitarString.o
10:
11: RingBuffer : RingBuffer.hpp
12:      $(cc) -c RingBuffer.cpp -o RingBuffer.o
13:
14: GuitarHero : GuitarHero.cpp RingBuffer.hpp GuitarString.hpp
15:      $(cc) -c GuitarHero.cpp -o GuitarHero.o
16:
17:
18: clean :
19:      rm *.o GuitarHero debug
20:
21: debug :
22:      g++ -g -Wall -ansi -pedantic -Werror GuitarString.cpp RingBuffer.cpp
GStest.cpp -o debug -l boost_unit_test_framework
23:
```