Assignment 6

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MAKEFILE:

# Compiler and flags

CC = gcc

CFLAGS = -Wall -g

# List of object files

OBJ = main.o math\_utils.o

# The target program

TARGET = calculator

# Rule to build the target program

$(TARGET): $(OBJ)

# now only use the variables defined above and automatic variables ($@ and $^)

$(CC) $(CFLAGS) -o $@ $^

# Rule to compile main.c

main.o: main.c math\_utils.h

# now only use the variables defined above and automatic variables ($< and $@)

$(CC) $(CFLAGS) -c $< -o $@

# Rule to compile math\_utils.c

math\_utils.o: math\_utils.c math\_utils.h

# now only use the variables defined above and automatic variables ($< and $@)

$(CC) $(CFLAGS) -c $< -o $@

# Clean up the build files

clean:

# use rm -f with the OBJ variable

rm -f $(OBJ)

# Install

Install:

# use mkdir to create a directory called program (In the current directory)

# move the TARGET into the program directory

mkdir -p program

mv $(TARGET) ./program

#clean executable

clean\_exe:

# rm -rf for the program directory

rm -rf program

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MAKEFILE2:

# Compiler and flags

CC = gcc

CFLAGS = -Wall -g

# List of object files

OBJ = main.o math\_utils.o

# The target program

TARGET = calculator

# Rule to build the target program

$(TARGET): $(OBJ)

$(CC) $(CFLAGS) -o $@ $^

# Rule to compile main.c

%.o: %.c

$(CC) $(CFLAGS) -c $< -o $@

# Clean up the build files

clean:

rm -f $(OBJ)

# Install

Install:

mkdir -p program

mv $(TARGET) ./program

#clean executable

clean\_exe:

rm -rf program

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