

# Ve 280

## Programming and Elementary Data Structures

### **Developing and Compiling Programs on Linux**

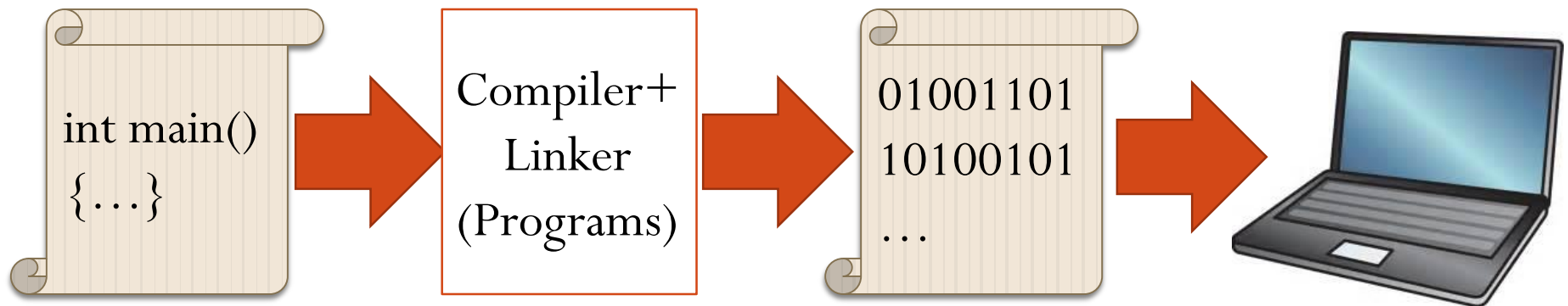
#### **Learning Objectives:**

Understand the compilation process

Know how to compile a single source file

Know how to compile multiple source files

# Basic Working Mechanism of Computer



# Developing a Program on Linux

## Single Source File

- Write the source code, for example, using **gedit**
- Compile the program
  - Compiler: `g++`
  - Command: `g++ -o program source.cpp`
    - `-o` option tells what the name of the output file is.
- Run the program: `./program`
- Useful options of `g++`
  - `-g`: Put debugging information in the executable file
  - `-Wall`: Turn on all warnings!

# Compile a Program

`g++ -o program source.cpp`

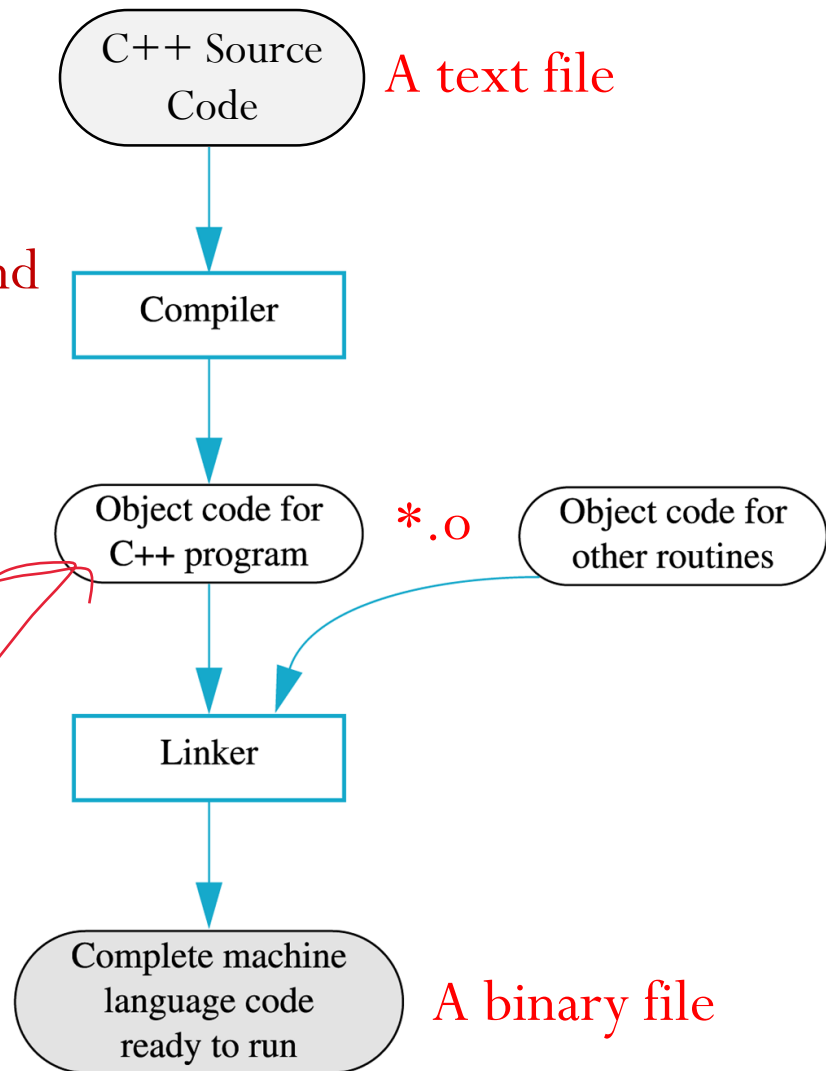
=  
`g++ -c source.cpp`  
`g++ -o program source.o`

Link command

**Object code:** portion of machine code that has NOT yet been linked into a complete program

- Just machine code for one particular library or module
- Can be generated by command

`g++ -c source.cpp`





A large project is usually split into several source files in order to be manageable. Why?

Select all the correct answers.

- **A.** To speed up compilation – changing a single line only requires recompiling a single small source file. Much faster!
- **B.** To increase organization – make it easier for you to find functions, variables, etc.
- **C.** To facilitate code reuse.
- **D.** To split coding responsibilities among programmers.



# Developing Program on Linux

## Multiple Source Files

- Multiple source files include two types of files
  - header files – “.h” files: normally contain class definitions and function declarations.
  - C++ source files – “.cpp” files: normally contain function definitions and member functions of classes.
- Example

```
// add.h
#ifndef ADD_H
#define ADD_H
int add(int a, int b);
#endif
```

```
// add.cpp
int add(int a, int b)
{
    return a+b;
}
```

# Developing Program on Linux

## Multiple Source Files

- If a function in another file calls function `add()`, we should put `#include "add.h"` in that file.

- Example

```
// run_add.cpp
#include "add.h"
int main()
{
    add(2, 3);
    return 0;
}
```

In C++, the **preprocessor** replaces each **#include** by the contents of the specified file.

# Headers Often Need Other Headers

line.h

```
#include "point.h"  
...
```

drawing.h

```
#include "point.h"  
#include "line.h"  
...
```

- Consequence: A header file may be included more than once in a single source file
- E.g., in drawing.h, we include point.h twice



# Problem of Multiple Inclusions

- The including of a header file more than once may cause **multiple** definitions of the classes and functions defined in the header file.
  - Compiler complains!
- Solution: **header guard**.
  - It avoids **reprocessing** the contents of a header file if the header has already been seen.

# Header Guard

```
// add.h  
#ifndef ADD_H  
#define ADD_H  
int add(int a, int b);  
#endif
```

Header guard to prevent multiple definitions!

- `#ifndef VAR`: a conditional directive --- tests whether the **preprocessor variable** VAR has **not** been defined.
  - If not defined, `#ifndef` **succeeds** and all lines up to `#endif` are processed.
    - Specially, `#define` defines VAR.
  - If defined, `#ifndef` **fails** and all lines between `#ifndef` and `#endif` are **ignored**.

# Header Guard

```
// add.h
#ifndef ADD_H
#define ADD_H
int add(int a, int b);
#endif
```

- What happens if the header is included the **first** time?
  - `#ifndef` succeeds. `ADD_H` is defined and the content is included
- What happens if the header is included the **second** time?
  - Since `ADD_H` has been defined the first time we include the header, `#ifndef` fails. The lines between `#ifndef` and `#endif` are ignored
  - Good! No multiple declarations of the function `add`
- With a header guard, we guarantee that the definition in the header is just seen **once**!

# Compiling Multiple Source Files

- To compile multiple source files, use command
  - `g++ -Wall -o program src1.cpp src2.cpp src3.cpp`

Program name

All .cpp files

- E.g., `g++ -Wall -o run_add run_add.cpp add.cpp`
- Note: you don't put ".h" in the compiling command
  - I.e., you don't need  
`g++ -Wall -o program src1.cpp src1.h src2.cpp src3.cpp`
  - Why? ".h" files are already included.  
E.g., `run_add.cpp` includes `add.h`

# Another Way

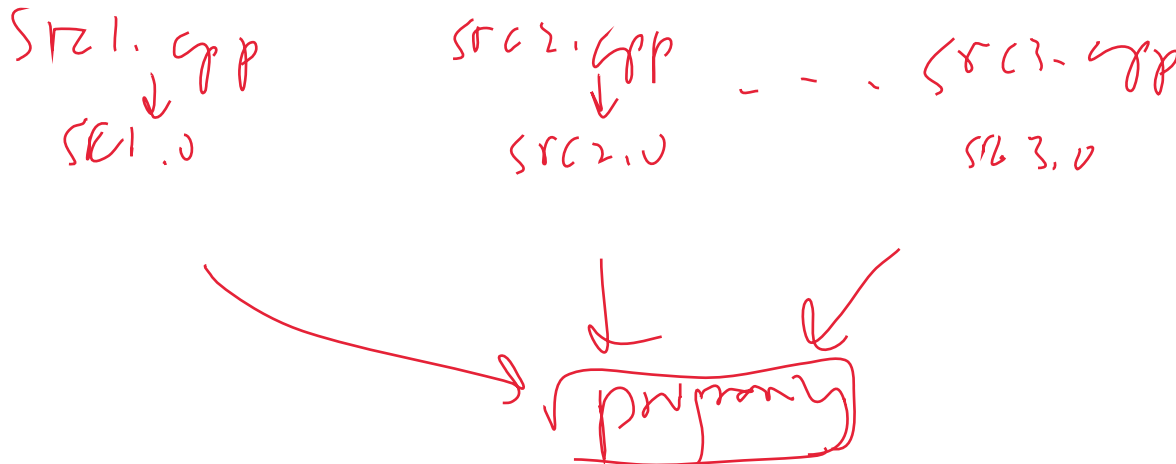
- Generate the object codes (.o files) **first**
- Example: `g++ -Wall -o run_add run_add.cpp add.cpp`
  - **Equivalent** way:  
`g++ -Wall -c run_add.cpp # will produce run_add.o`  
`g++ -Wall -c add.cpp # will produce add.o`  
`g++ -Wall -o run_add run_add.o add.o`

?

# What are the advantages/disadvantages of compiling the cpp files separately?

Select all the correct answers.

- **A.** Advantage: Only changed files need to be recompiled. ✓
- **B.** Advantage: It facilitates code reuse. ✓
- **C.** Disadvantage: It requires a lot of typing! ✓
- **D.** Disadvantage: It requires us to remember which files have been changed. ✓



# A Better Way: Makefile

```
all: run_add
```

- The file name is “**Makefile**”
- Type “**make**” on command-line

```
run_add: run_add.o add.o
```

```
    g++ -o run_add run_add.o add.o
```

```
run_add.o: run_add.cpp
```

```
    g++ -c run_add.cpp
```

```
add.o: add.cpp
```

```
    g++ -c add.cpp
```

```
clean:
```

```
    rm -f run_add *.o
```

A Rule

Target: Dependency  
<Tab> Command

Don't forget the Tab!

Dependency: A list of files  
that the target depends on

# A Better Way: Makefile

```
all: run_add
```

```
run_add: run_add.o add.o  
    g++ -o run_add run_add.o
```

```
run_add.o: run_add.cpp  
    g++ -c run_add.cpp
```

```
add.o: add.cpp  
    g++ -c add.cpp
```

```
clean:  
    rm -f run_add *.o
```

There is a target called “all”

- It is the **default** target
- Its dependency is program name
- It has no command

## A Rule

Target: Dependency  
<Tab> Command

Usually, there is a target called “clean”

- A **dummy target**. Type “make clean”
- It has no dependency!
- Question: what does “clean” do?



# A Better Way: Makefile

```
all: run_add
```

```
run_add: run_add.o add.o
```

```
    g++ -o run_add run_add.o add.o
```

```
run_add.o: run_add.cpp
```

```
    g++ -c run_add.cpp
```

```
add.o: add.cpp
```

```
    g++ -c add.cpp
```

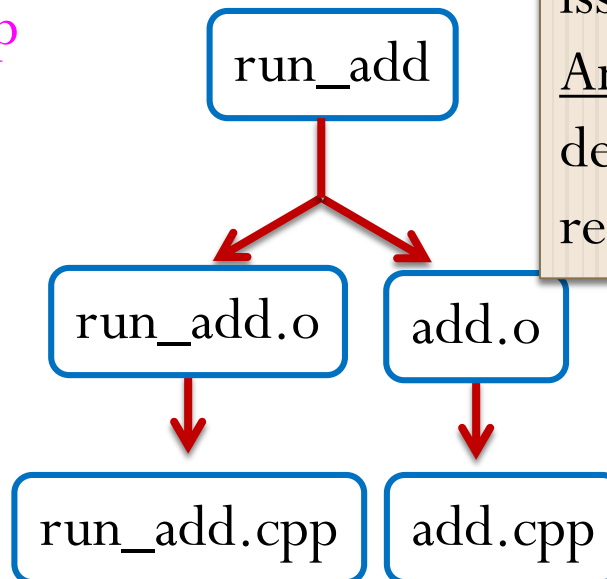
```
clean:
```

```
    rm -f run_add *.o
```

A Rule

Target: Dependency  
<Tab> Command

Dependency Graph



When is a command issued?

Answer: When dependency is more recent than target

# References

- Makefile
  - <http://www.cs.colby.edu/maxwell/courses/tutorials/maketutor/>
- Developing Programs on Linux
  - C++ Primer, 4<sup>th</sup> Edition, Chapter 2.9