

```
1: all: NBody
2:
3: NBody: Body.o main.o
4:         g++ Body.o main.o -o NBody -lsfml-graphics -lsfml-window -lsfml-system
5:
6: Body.o: Body.cpp Body.hpp
7:         g++ -c Body.cpp -Wall -ansi -pedantic -std=c++0x
8:
9: main.o: main.cpp Body.hpp
10:        g++ -c main.cpp -Wall -ansi -pedantic -std=c++0x
11:
12: clean:
13:        rm NBody *.o
14:
```