

Lecture 11: Building

John Wickerson

Compilers

The compilation ecosystem

C with macros



preprocessor → C



compiler

→ assembly code



assembler

→ object file



other object files, and static libraries

linker

→ executable



dynamic libraries

loader



machine code
in memory

Coursework news

- Continuous integration improved!
 - Many thanks to Quentin Corradi, Filip Wojcicki, James Nock, William Huynh, and Simon Staal.
- To benefit from this, please:
 - Clone the master `langproc-cw` repo.
 - Replace its `src` and `include` directories with your own.
 - Overwrite your repo with this.

Coursework news

GitHub Actions / Test results

succeeded 3 days ago in 1s

1 passed, 85 failed and 0 skipped

tests 1 passed, 85 failed

✗ build/junit_results.xml

86 tests were completed in NaNms with 1 passed, 85 failed and 0 skipped.

Test suite	Passed	Failed	Skipped	Time
Integration test	1✓	85✗		Nanms

✗ Integration test

- ✓ tests/_example/example.c
- ✗ tests/array/declare_global.c
 - > Failed to compile testcase:
- ✗ tests/array/declare_local.c
 - > Failed to compile testcase:
- ✗ tests/array/index_constant.c
 - > Failed to compile testcase:
- ✗ tests/array/index_expression.c
 - > Failed to compile testcase:
- ✗ tests/array/index_variable.c
 - > Failed to compile testcase:
- ✗ tests/control_flow/for_multiple.c

Coursework news

langproc-2025-cw-BondPotter

src

include

other

stuff

langproc-cw

src

include

other

stuff

Writing library code

average.c

```
int mean(int a, int b, int c) {  
    return (a + b + c) / 3;  
}  
  
int median(int a, int b, int c) {  
    if (a <= b && b <= c) return b;  
    if (c <= b && b <= a) return b;  
    if (a <= c && c <= b) return c;  
    if (b <= c && c <= a) return c;  
    return a;  
}  
  
int mode(int a, int b, int c) {  
    if (a == b) return a;  
    if (b == c) return b;  
    if (c == a) return c;  
    return a;  
}
```

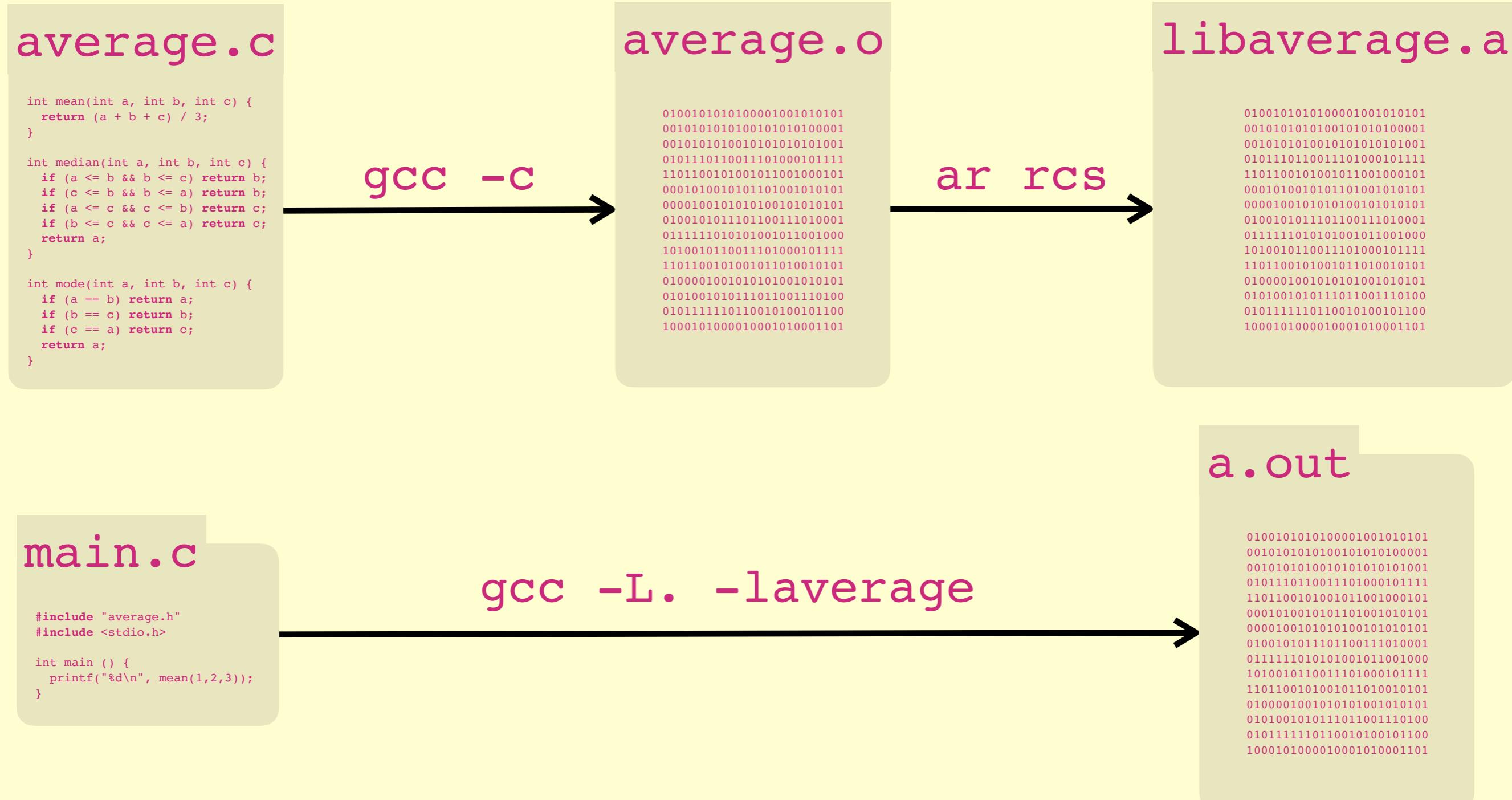
average.h

```
// Mean of three numbers  
int mean(int a, int b, int c);  
  
// Median of three numbers  
int median(int a, int b, int c);  
  
// Mode of three numbers  
int mode(int a, int b, int c);
```

main.c

```
#include "average.h"  
#include <stdio.h>  
  
int main () {  
    printf("%d\n", mean(1,2,3));  
}
```

Building a static library



Building a dynamic library

average.c

```
int mean(int a, int b, int c) {
    return (a + b + c) / 3;
}

int median(int a, int b, int c) {
    if (a <= b && b <= c) return b;
    if (c <= b && b <= a) return b;
    if (a <= c && c <= b) return c;
    if (b <= c && c <= a) return c;
    return a;
}

int mode(int a, int b, int c) {
    if (a == b) return a;
    if (b == c) return b;
    if (c == a) return c;
    return a;
}
```

gcc -fPIC -c

average.o

```
0100101010100001001010101  
0010101010100101010100001  
001010101001010101010001  
0101110110011101000101111  
1101100101001011001000101  
0001010010101101001010101  
00001001010100101010101  
0100101011101100111010001  
011111010101001011001000  
1010010110011101000101111  
1101100101001011010010101  
01000010010101001010101  
0101001010111011001110100  
010111110110010100101100  
1000101000010001010001101
```

gcc -shared

libaverage.so

```
0100101010100001001010101  
0010101010100101010100001  
001010101001010101010001  
0101110110011101000101111  
1101100101001011001000101  
0001010010101101001010101  
0000100101010100101010101  
0100101011101100111010001  
0100101011101100111010001  
011111010101001011001000  
1010010110011101000101111  
1101100101001011010010101  
01000010010101001010101  
0101001010111011001110100  
010111110110010100101100  
1000101000010001010001101
```

main.c

```
#include "average.h"
#include <stdio.h>

int main () {
    printf("%d\n", mean(1,2,3));
}
```

gcc -Wl,-rpath,. -L. -lavrage

a.out

```
0100101010100001001010101  
0010101010100101010100001  
001010101001010101010001  
0101110110011101000101111  
1101100101001011001000101  
0001010010101101001010101  
0000100101010010101010101  
0100101011101100111010001  
011111010101001011001000  
1010010110011101000101111  
1101100101001011010010101  
010000100101010101010101  
0101001010111011001110100  
010111110110010100101100  
1000101000010001010001101
```

Static vs dynamic linking

Building manually

- With static linking:

- `gcc -c average.c -o average.o`
- `ar rcs libaverage.a average.o`
- `gcc main.c -L. -laverage`

compile
average.c

make a
static
library

compile main.c and
link it with library

- With dynamic linking:

- `gcc -c -fPIC average.c -o average.o`
- `gcc -shared average.o -o libaverage.so`
- `gcc main.c -Wl,-rpath,. -L. -laverage`

compile
average.c

make a
shared
library

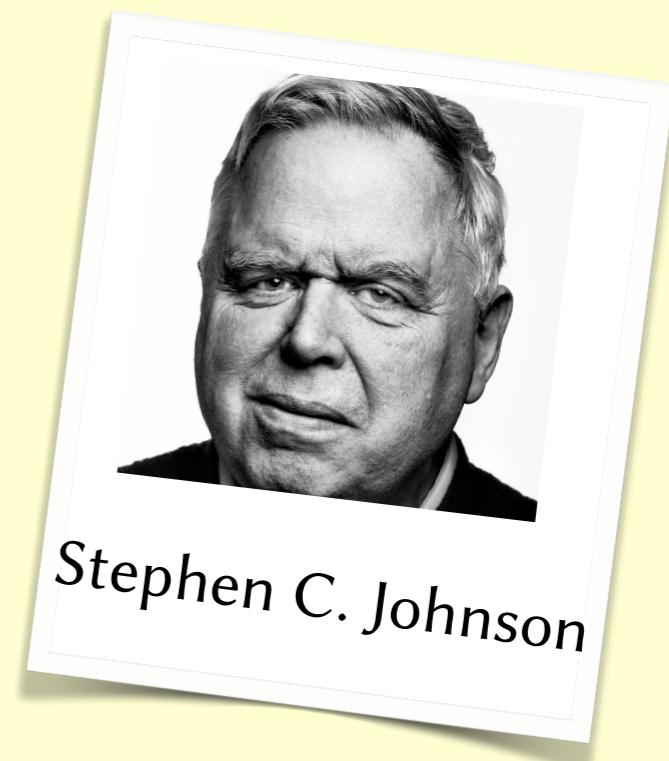
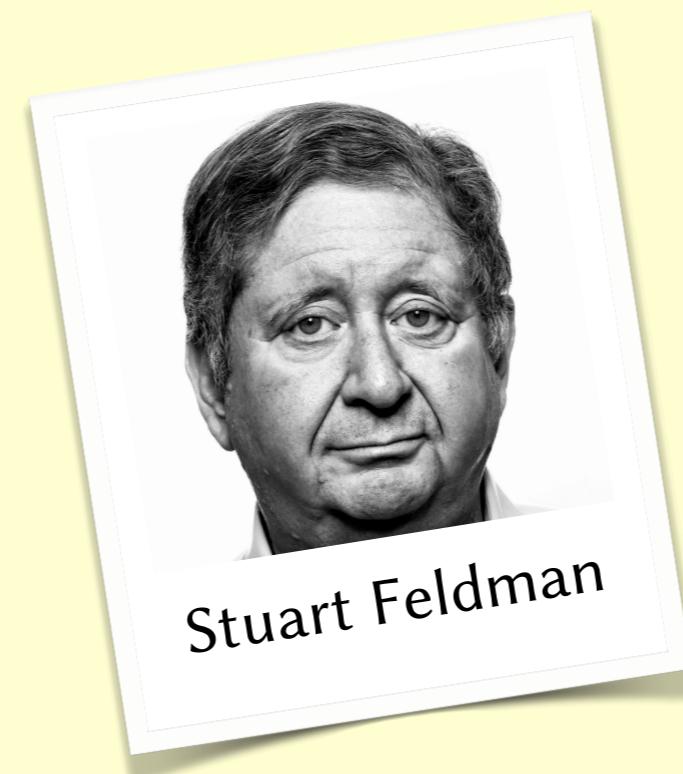
compile main.c and
tell it where to find
library at runtime

- Then later on:

- `./a.out`

Building automatically

- Make was written in 1976 at AT&T Labs by Stuart Feldman.



Turn into a Makefile

```
average.o:
```

```
    gcc -c average.c -o average.o
```

```
libaverage.a:
```

```
    ar rcs libaverage.a average.o
```

```
static.out:
```

```
    gcc main.c -L. -lavrage -o static.out
```

```
average_pic.o:
```

```
    gcc -c -fPIC average.c -o average_pic.o
```

```
libaverage.so:
```

```
    gcc -shared average_pic.o -o libaverage.so
```

```
dynamic.out:
```

```
    gcc main.c -Wl,-rpath,. -L. -lavrage -o dynamic.out
```

Turn into a Makefile

```
average.o: average.c
    gcc -c average.c -o average.o

libaverage.a: average.o
    ar rcs libaverage.a average.o

static.out: main.c libaverage.a
    gcc main.c -L. -lavverage -o static.out

average_pic.o: average.c
    gcc -c -fPIC average.c -o average_pic.o

libaverage.so: average_pic.o
    gcc -shared average_pic.o -o libaverage.so

dynamic.out: main.c libaverage.so
    gcc main.c -Wl,-rpath,. -L. -lavverage -o dynamic.out
```

Make it shorter

```
average.o: average.c  
        gcc -c $< -o $@
```

```
libaverage.a: average.o  
        ar rcs $@ $<
```

```
static.out: main.c libaverage.a  
        gcc $< -L. -lavverage -o $@
```

```
average_pic.o: average.c  
        gcc -c -fPIC $< -o $@
```

```
libaverage.so: average_pic.o  
        gcc -shared $< -o $@
```

```
dynamic.out: main.c libaverage.so  
        gcc $< -Wl,-rpath,. -L. -lavverage -o $@
```

Add macros

```
CC=gcc
```

```
CCFLAGS=-g
```

```
average.o: average.c
```

```
$(CC) $(CCFLAGS) -c $< -o $@
```

```
libaverage.a: average.o
```

```
ar rcs $@ $<
```

```
static.out: main.c libaverage.a
```

```
$(CC) $(CCFLAGS) $< -L. -lavrage -o $@
```

```
average_pic.o: average.c
```

```
$(CC) $(CCFLAGS) -c -fPIC $< -o $@
```

```
libaverage.so: average_pic.o
```

```
$(CC) $(CCFLAGS) -shared $< -o $@
```

```
dynamic.out: main.c libaverage.so
```

```
$(CC) $(CCFLAGS) $< -Wl,-rpath,. -L. -lavrage -o $@
```

Cleaning up

```
CC=gcc
```

```
CCFLAGS=-g
```

```
average.o: average.c
```

```
$(CC) $(CCFLAGS) -c $< -o $@
```

```
libaverage.a: average.o
```

```
ar rcs $@ $<
```

```
static.out: main.c libaverage.a
```

```
$(CC) $(CCFLAGS) $< -L. -lavrage -o $@
```

```
average_pic.o: average.c
```

```
$(CC) $(CCFLAGS) -c -fPIC $< -o $@
```

```
libaverage.so: average_pic.o
```

```
$(CC) $(CCFLAGS) -shared $< -o $@
```

```
dynamic.out: main.c libaverage.so
```

```
$(CC) $(CCFLAGS) $< -Wl,-rpath,. -L. -lavrage -o $@
```

```
.PHONY: clean
```

```
clean:
```

```
rm -f average.o  
rm -f average_pic.o  
rm -f libaverage.a  
rm -f libaverage.so  
rm -f static.out  
rm -f dynamic.out
```

Cleaning up

```
CC=gcc  
CCFLAGS=-g
```

```
average.o: average.c  
$(CC) $(CCFLAGS) -c $< -o $@
```

```
libaverage.a: average.o  
ar rcs $@ $<
```

```
static.out: main.c libaverage.a  
$(CC) $(CCFLAGS) $< -L. -lavrage -o $@
```

```
average_pic.o: average.c  
$(CC) $(CCFLAGS) -c -fPIC $< -o $@
```

```
libaverage.so: average_pic.o  
$(CC) $(CCFLAGS) -shared $< -o $@
```

```
dynamic.out: main.c libaverage.so  
$(CC) $(CCFLAGS) $< -Wl,-rpath,. -L. -lavrage -o $@
```

```
.PHONY: clean  
  
clean:  
    rm -f *.o  
    rm -f libaverage.a  
    rm -f libaverage.so  
    rm -f static.out  
    rm -f dynamic.out
```

Aside

- Microsoft Excel is a build-automation system in disguise!

	A	B	C
1	42		36
2		=A1+17	
3			=C1-B2
4	=C3*A1	92	

Top tip

- Don't put files that can be generated by your Makefile into your GitHub repository.