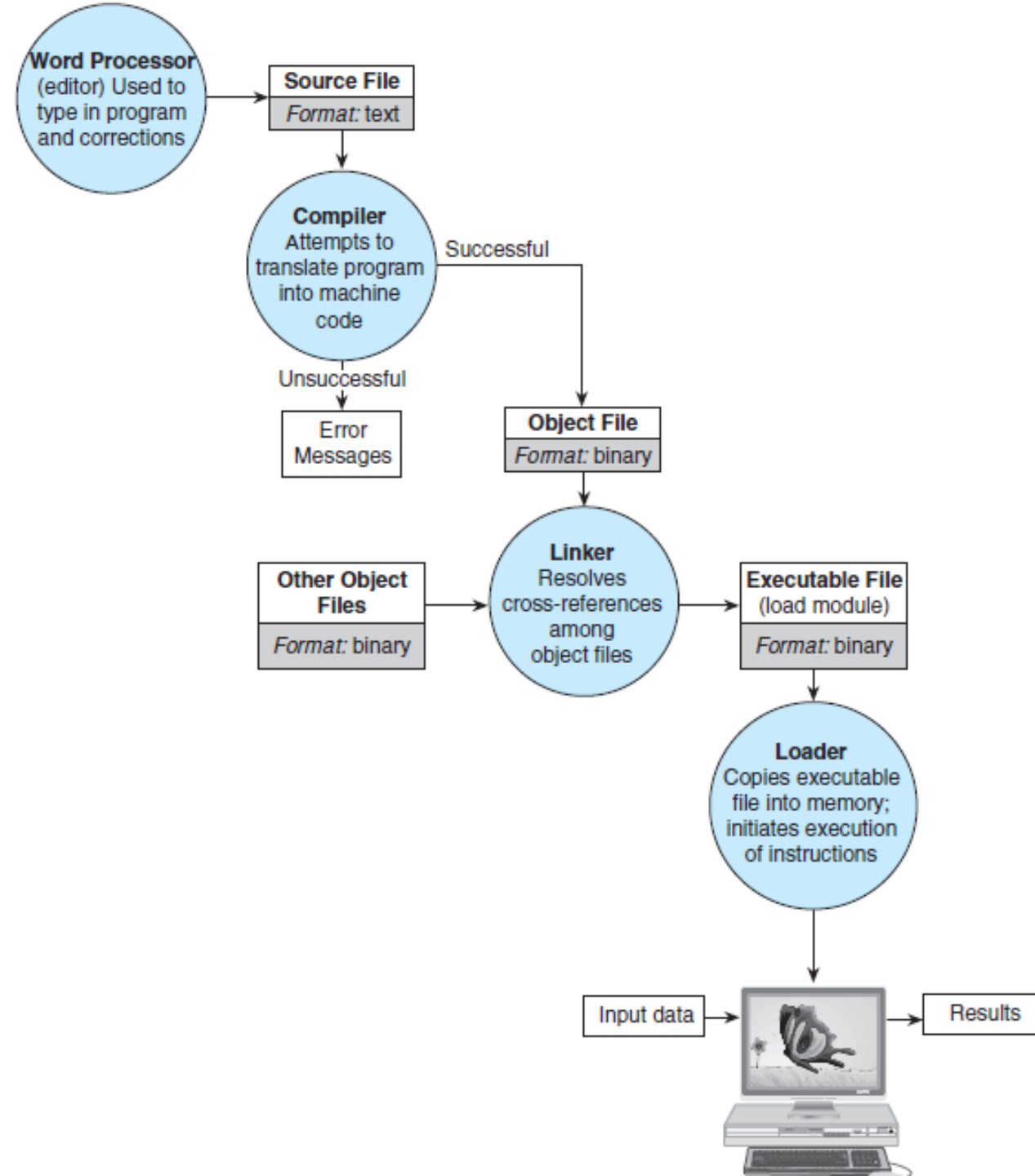


# COMPILING C++ FILES



## OBJECTIVES

1. Describe and review the steps in the compilation process.
2. Demonstrate how to split programs into multiple files.
3. Explore build automation tools like Makefiles and CMake.



- **Integrated Development Environment (IDE)**

Steps in the Compilation Process:

1. Preprocessing: (example: #includes)
2. Compiling: Convert source code to assembly
3. Assembling: Convert assembly code to machine code in object files .o
4. Linking: Combine object files into an executable

# WORKING WITH OBJECT FILES

## **What is an object file?**

- Contains machine code for a single source file
- Not executable until linked
- Examples: (main.o and functions.o)

# Multi-file Programs

## Why use Multi-file Programs?

- Improved modularity
- Allows team collaboration

## Components of a Multi-File Program:

- Header files (.h or .hpp)
- Source code files (.cpp)
- The .cpp file with the main function

Examples: sayhello.h      sayhello.cpp,      main.cpp  
              functions.h      functions.cpp,      main.cpp

## HELLO WORLD

(.h/.hpp)

```
#include <string>
//#include <iostream>
//using namespace std;
//void sayhello(string& name);

void sayhello(std::string& name);
```

(main/ driver)

```
#include <iostream>
#include <string>
#include "sayhello.h"
using namespace std;

int main(){
    string name;
    cout << "enter name ";
    cin >> name;
    sayhello(name); //function call
    return 0;
}
```

(.cpp)

```
#include "sayhello.h"
#include <iostream>

using namespace std;

void sayhello(string& name) {
    cout << "Hello " << name << '!' << endl;
}
```

Other code that wants to use this function only has to include sayhello.hpp.

# MANAGING DEPENDENCIES

## Header files

- Declare functions (prototypes), constants, and classes
- Prevent multiple inclusions of the same header file:

```
#ifndef FUNCTIONS_H
#define FUNCTIONS_H

int add(int a, int b);

#endif
```

Modern alternative: `#pragma once`

# IMPLEMENTATION FILE

## implementation files

- functions.cpp

```
#include "functions.h"

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



## FILE WITH MAIN FUNCTION/ DRIVER

### Main: driver

- main.cpp

```
#include <iostream>
#include "functions.h"

int main() {
    int result = add(10, 20);
    std::cout << "The result is: " << result << std::endl;
    return 0;
}
```

- Use meaningful variable names (identifiers)

### **Indenting**

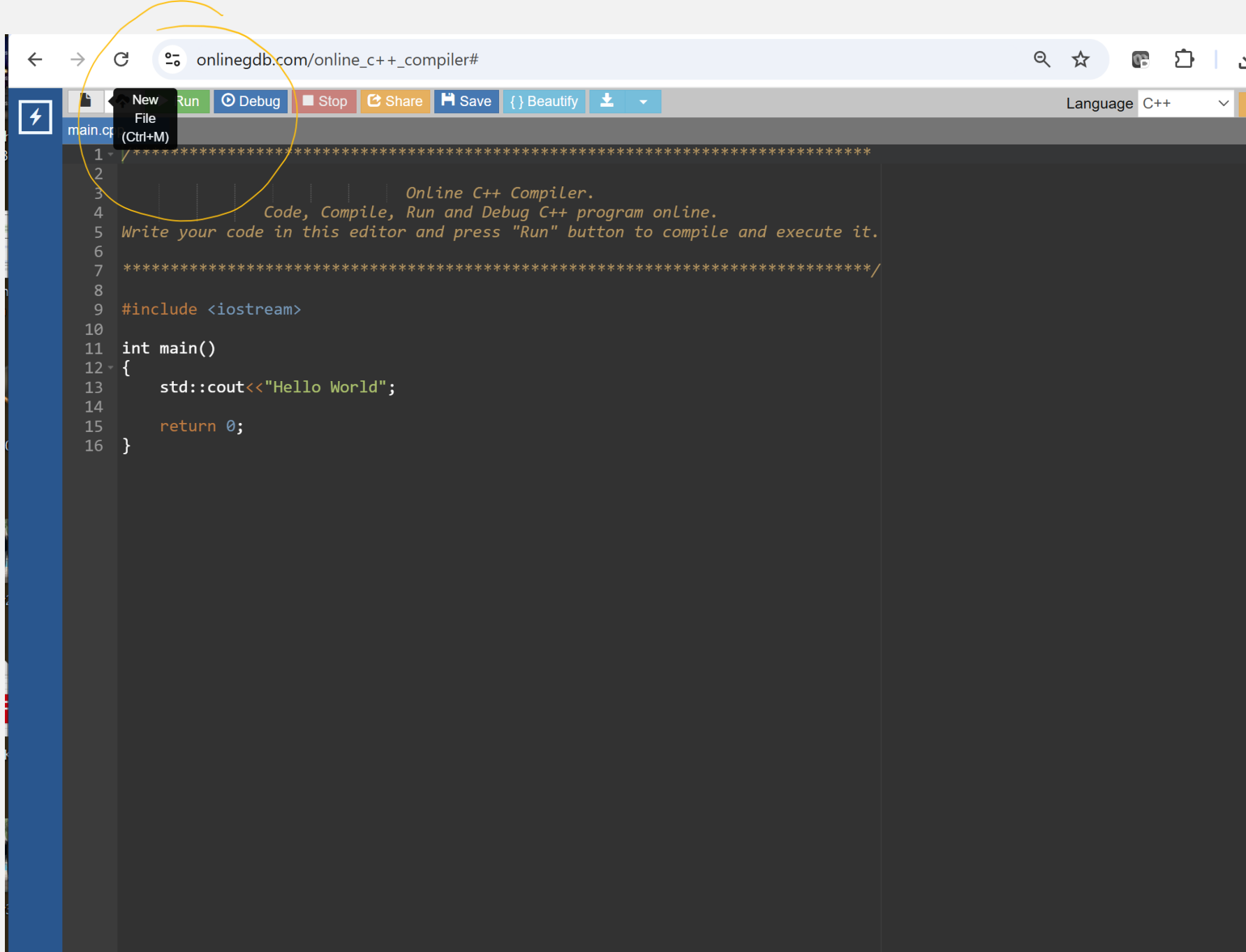
- A program should be laid out so that elements that are naturally considered a group are made to look like a group
- Use a style that shows the structure of the program, is consistent, and easy to read

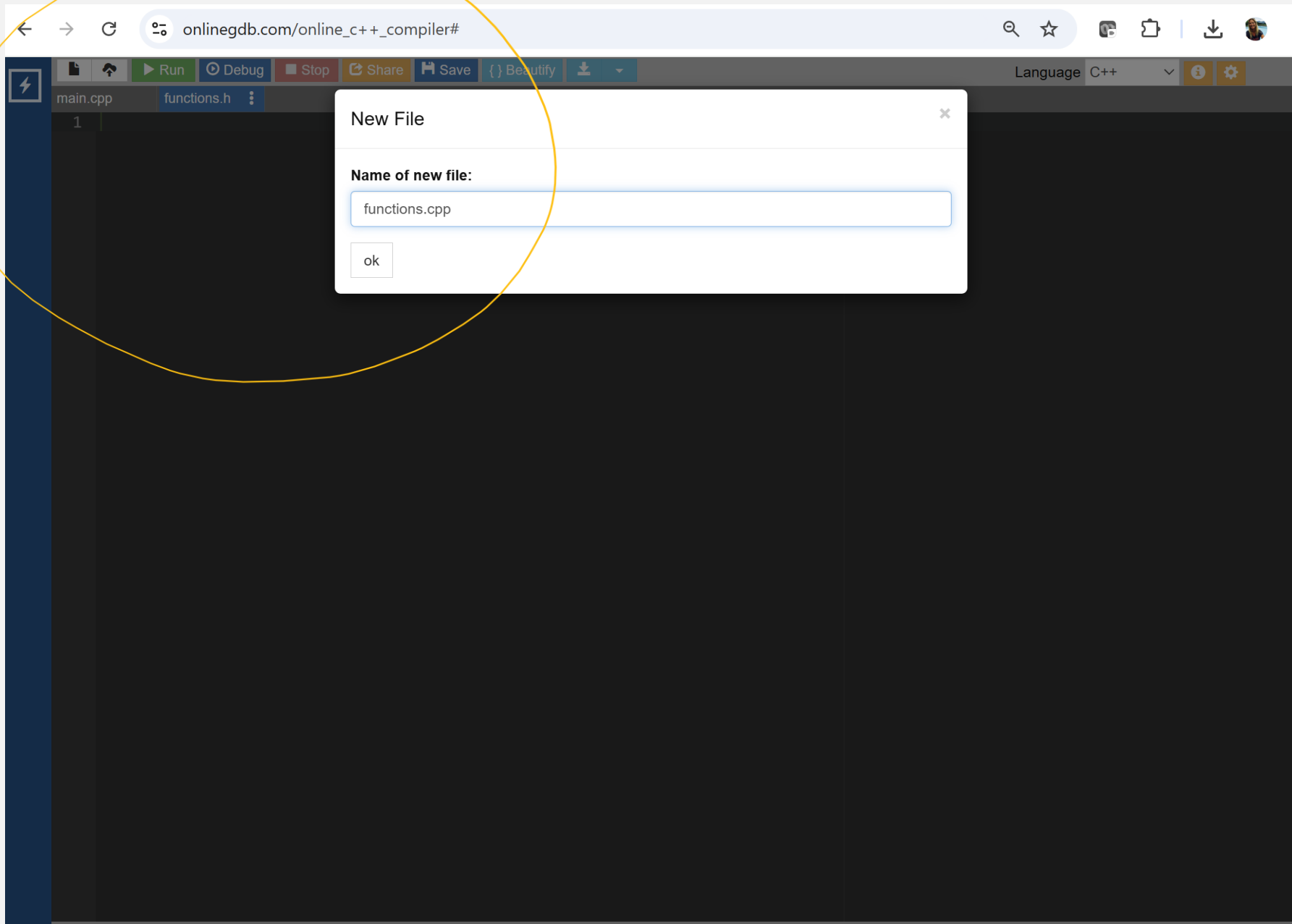
### **Comments**

- Include explanatory notes at key places in the program
- Whenever something is important and not obvious, it merits a comment
- It will take experience to get the feel for when it is best to include comments
- All programs should include a descriptive header comment

## Multiple files onlinegdb

1. New File
2. Name the files
  - functions.h
  - Functions.cpp
  - main(lastname\_A4.cpp)
3. Include the struct definition in functions.h





Run

Debug

Stop

Share

Save

{ } Beautify

Language C++

main.cppfunctions.hfunctions.cpp

```
1  ****SAMPLE PROGRAM HEADER****
2  STUDENT NAME
3  Due Date:
4  Course: C0P3275C
5  Assignment: Assignment 4 FUNCTIONS STRUCT separate compilation
6  PART 1: Age Comparison
7  PART 2: Age Calculator
8
9  Professor: Sorgente
10
11 Description: (Your program description goes here -- what it does--In the program we processed....
12
13
14 ****
15 #include <iostream> //standard library for i/o
16 #include <string> // always include this when you use the string class
17 #include "functions.h"
18
19 using namespace std;
20
21
22
23
24 int main()
25 {
26     //PART 1 (age comparison) |
27     //declare variables for 3 first names and ages
28     person p1, p2, p3;
29
30     //ask and get the names and ages one by one
31     GetNameAndAge(p1);
32     GetNameAndAge(p2);
33     GetNameAndAge(p3);
34
35     //find the youngest and print their names
36     FindYoungest(p1, p2, p3);
37
38     //find the oldest and print their names
39     FindOldest(p1, p2, p3);
40
41     //print the youngest and oldest names of person 1, 2, 3
```

main.cpp

functions.h

functions.cpp

```
1
2 #ifndef FUNCTIONS_H
3 #define FUNCTIONS_H
4
5 using namespace std;
6
7 struct person{
8     int age = 0, age2025 = 0, year = 0;
9     string name, category;
10     double minutes = 0.0, seconds = 0.0;
11 };
12
13
14 //reference parameter for the name and age input
15 void GetNameAndAge(person &p1);
16
17 //input: 3 person by constant referenc (do not want to make changes)
18 //finds and prints the name of the youngest age
19 void FindYoungest(const person &p1, const person &p2, const person &p3);
20
21 //input: 3 person by constant referenc (do not want to make changes)
22 //finds and prints the name of the oldest age
23 void FindOldest(const person &p1, const person &p2, const person &p3);
24
25 //input: 3 person by constant reference (do not want to make changes)
26 //prints the name and categry for each
27 void Categories(const person &p1, const person &p2, const person &p3);
28
29 //reference parameter for the name and year input
30 void GetNameAndYear(person &p1);
31
32 //input: reference parameter
33 //calculates age at the end of 2025
34 void Age2025(person &p1);
35
36 //input: reference parameter
37 //calculates the number of minutes and seconds
38 void AgeMinSec(person &p1);
39
```

RunDebugStopShareSaveBeautify

LanguageC++

main.cppfunctions.hfunctions.cpp

```
1 #include <iostream> //standard library for i/o
2 #include <string> // always include this when you use the string class
3 #include "functions.h"
4
5 using namespace std;
6
7
8 //reference parameter for the name and age input
9 void GetNameAndAge(person &p1)
10 {
11     cout << "Enter name: ";
12     cin >> p1.name;
13     cout << "Enter age: ";
14     cin >> p1.age;
15 }
16
17
18 //input: 3 person by constant reference (do not want to make changes)
19 //finds and prints the name of the oldest age
20 void FindOldest(const person &p1, const person &p2, const person &p3)
21 {
22
23     int old =p1.age;
24     string oldN = p1.name;
25     if(p2.age > old)
26     {
27         old = p2.age;
28         oldN =p2.name;
29     }
30     if(p3.age > old)
31     {
32         old = p3.age;
33         oldN = p3.name;
34     }
35
36
37     cout << "The oldest person is: " << oldN << endl << endl;
38 }
39
40 //input: 3 person by constant reference (do not want to make changes)
41 //finds and prints the name of the youngest age
```



## STEPS TO COMPILE AND EXECUTE

Compile and link `main.cpp` using the **g++ compiler** :

1. Compile .cpp file into an object file and executable:

```
g++ main.cpp -o myprogram
```

2. *To execute:* `./myprogram`

## What is Bash?

Unix **Bash** is a Unix shell and command-line interface commonly used in Unix-based operating systems, including Linux and macOS.

"Bash" stands for **Bourne Again SHell**, which is a pun on the Bourne shell (sh), one of its predecessors.

Bash is a default shell in many Unix-like systems due to its power, flexibility, and compatibility.

## Ubuntu Terminal

The **Ubuntu Terminal** is a command-line interface (CLI) application that allows users to interact with the

Ubuntu operating system using text-based commands.

It is an essential tool in Ubuntu, a popular Linux distribution, and provides access to the underlying system shell.

By default, the Ubuntu Terminal runs the **Bash shell**, although users can configure it to use other shells.

# Ubuntu Terminal

## Key Features on the Ubuntu Terminal

- Access to the shell (typically Bash) - execute commands to control the system, manage files, and perform various tasks
- Command-line Utilities – such as (ls) list files, (cd) change directory, (cp) copy files, (grep) search
- Script execution

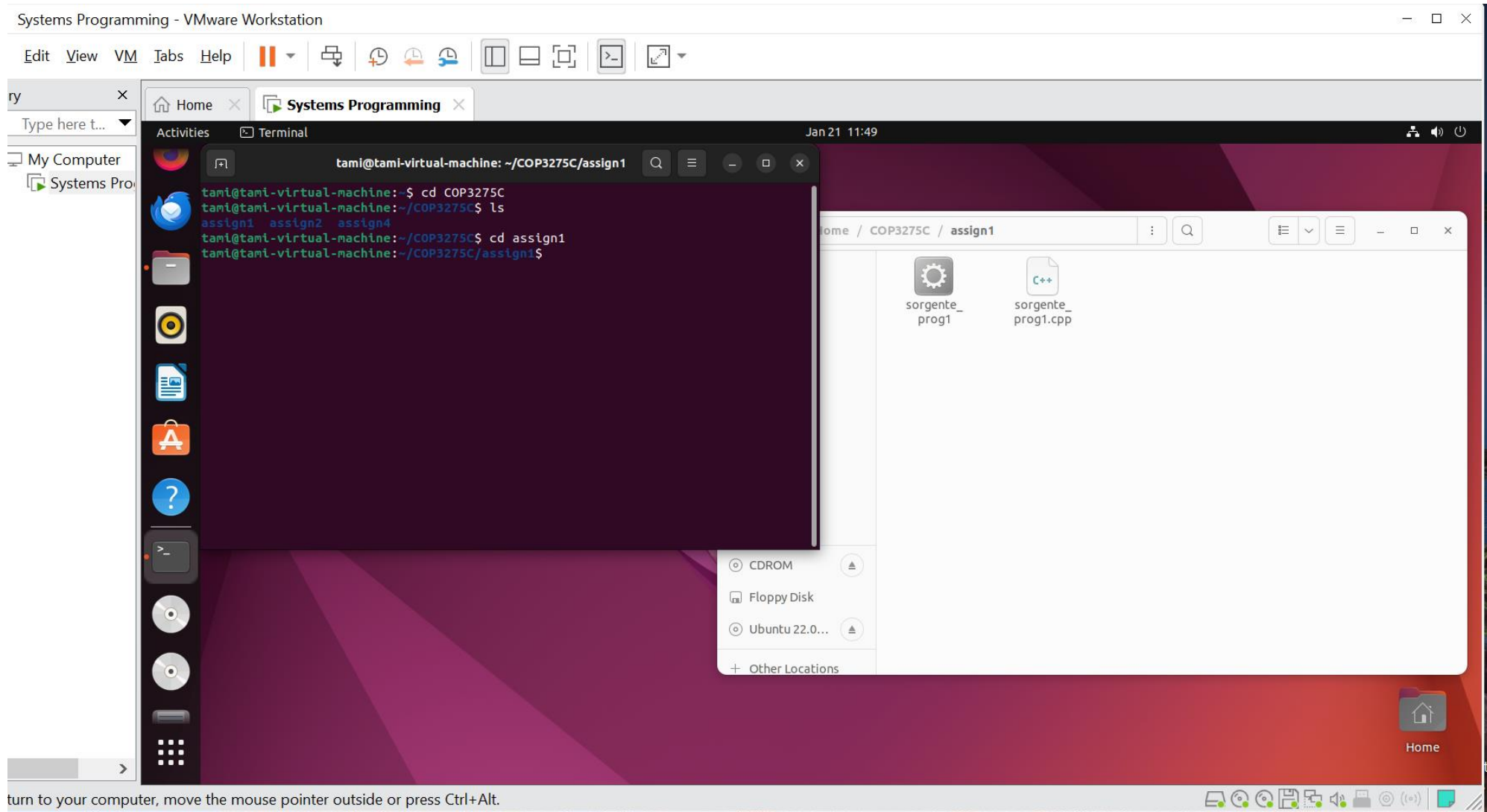
# Ubuntu Terminal

## Key Features on the Ubuntu Terminal

- Customization
- Networking tools
- Package management
- System administration

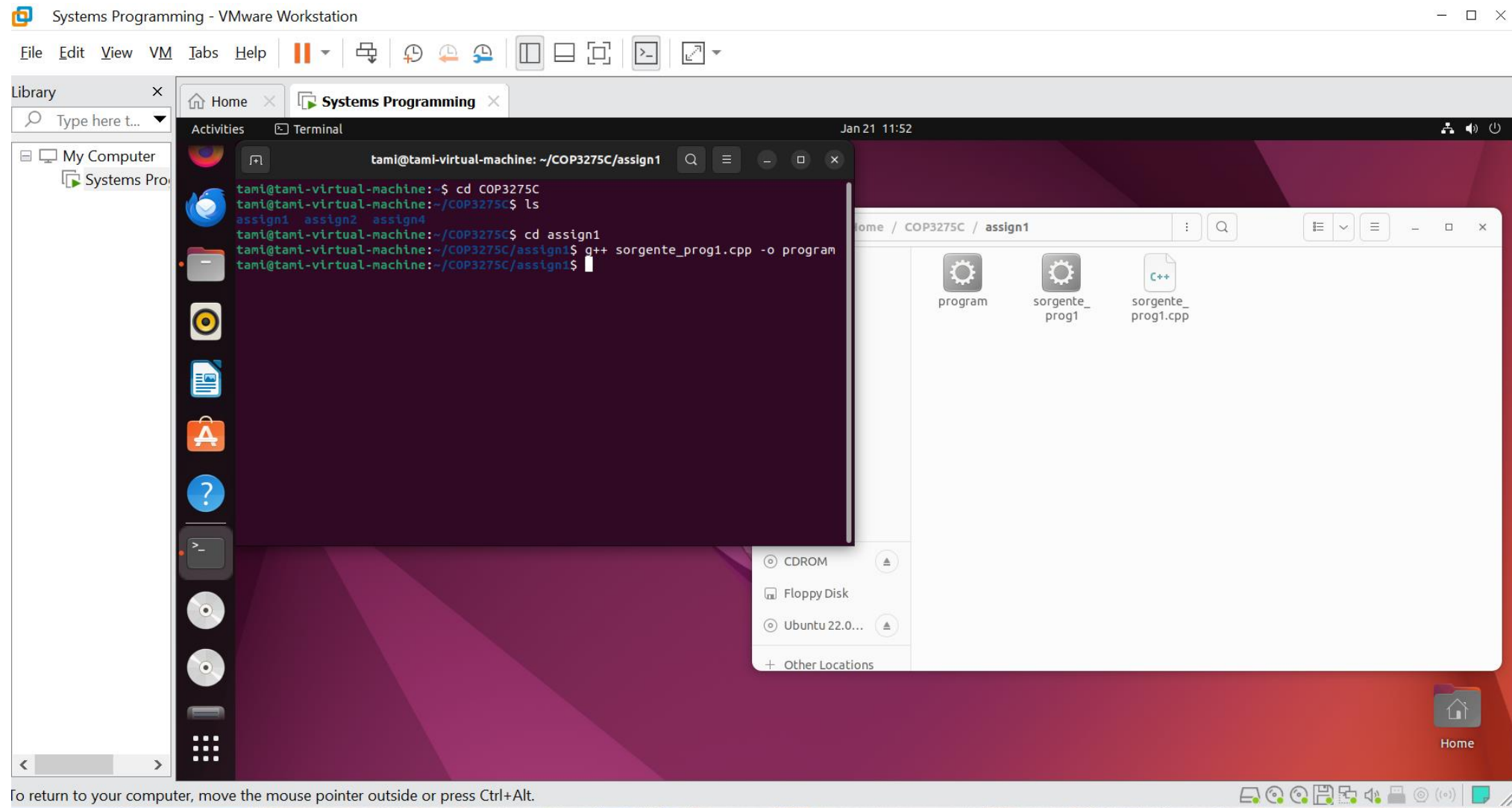
# Compiling .cpp source code through Terminal on Ubuntu

Use “cd” to navigate to the directory, use “ls” to list the directories or files



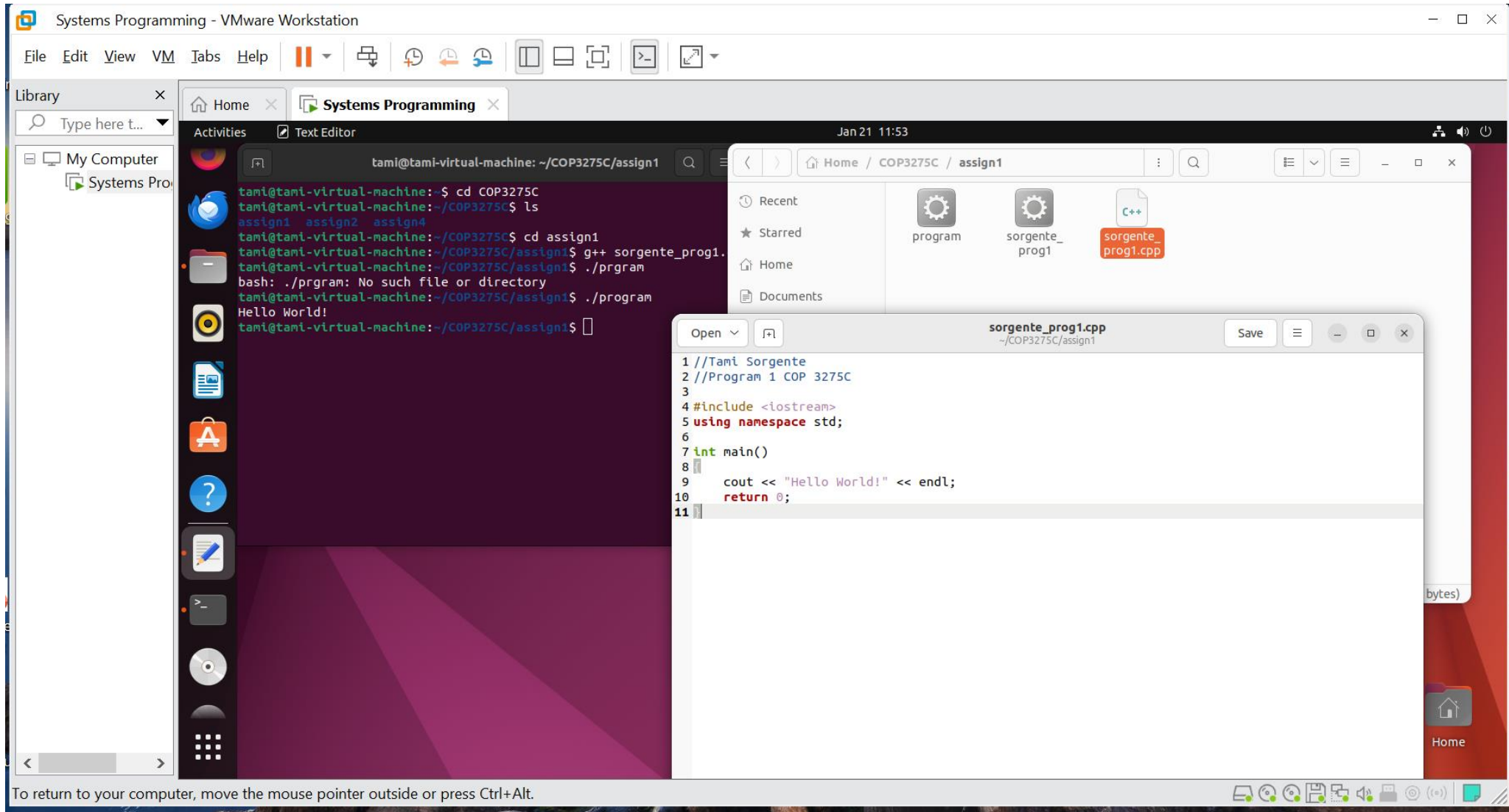
## Compiling .cpp source code through Terminal on Ubuntu

`g++ sourceFileName.cpp -o program` //program is the name of the executable



## Run the program

`./program` // program is the name of the executable





# STEPS TO COMPILE MULTI-FILE PROGRAMS MANUALLY

Compile and link **main.cpp** and **functions.cpp** using the **g++ compiler** (without a class):

1. Compile each .cpp file into an object file

```
g++ -c main.cpp -o main.o    (-c compile without linking)
```

```
g++ -c functions.cpp -o functions.o    (-o is the name of the output file)
```

2. Link the object files into an executable:

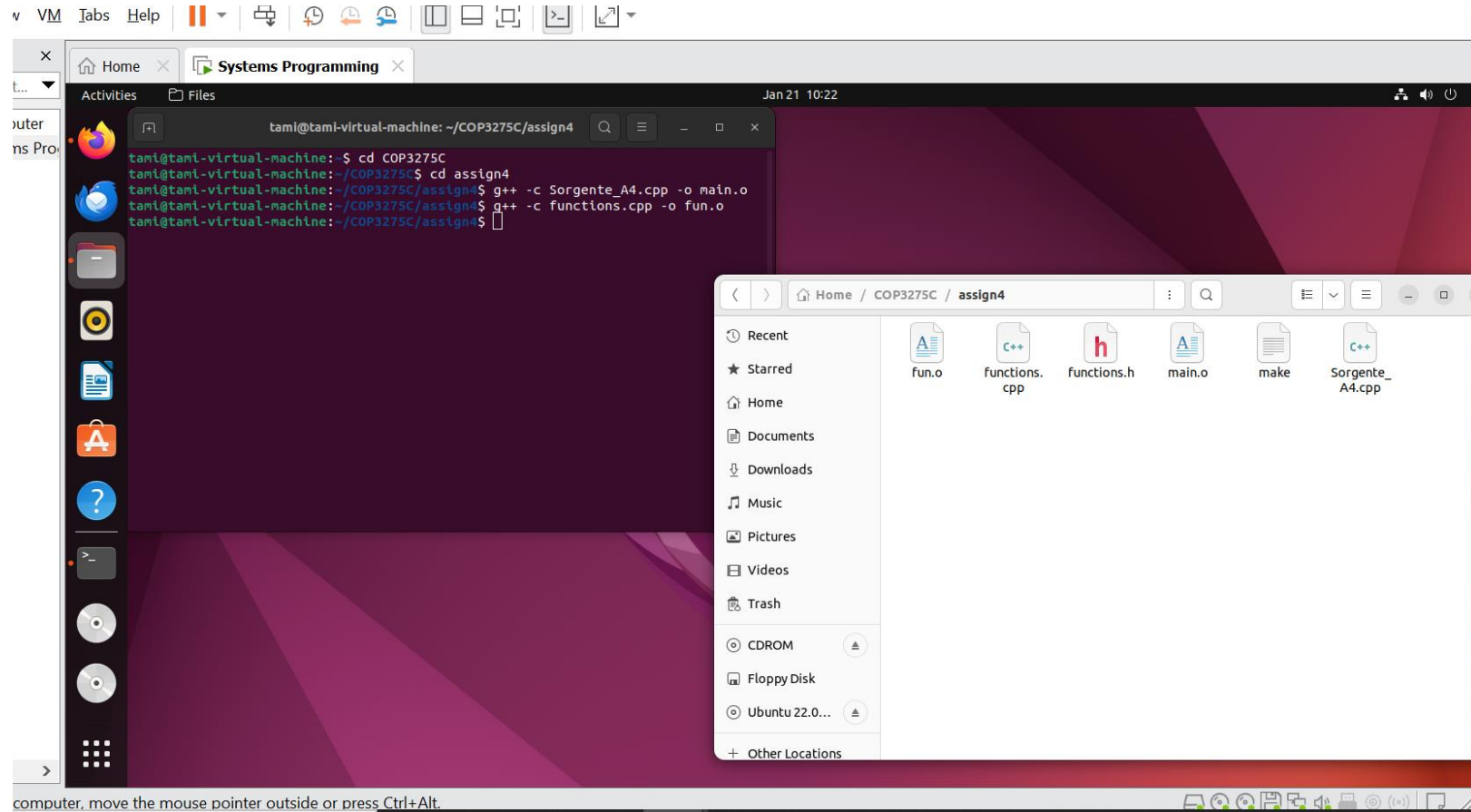
```
g++ main.o functions.o -o program    (the executable name is program)
```

3. To execute: `./program`

Compiling separately – there are 2 .cpp files compiled without linking

```
g++ -c Sorgente_A4.cpp -o main.o //(-o is the name of the output file)
```

```
g++ -c functions.cpp -o fun.o //(-o is the name of the output file)
```

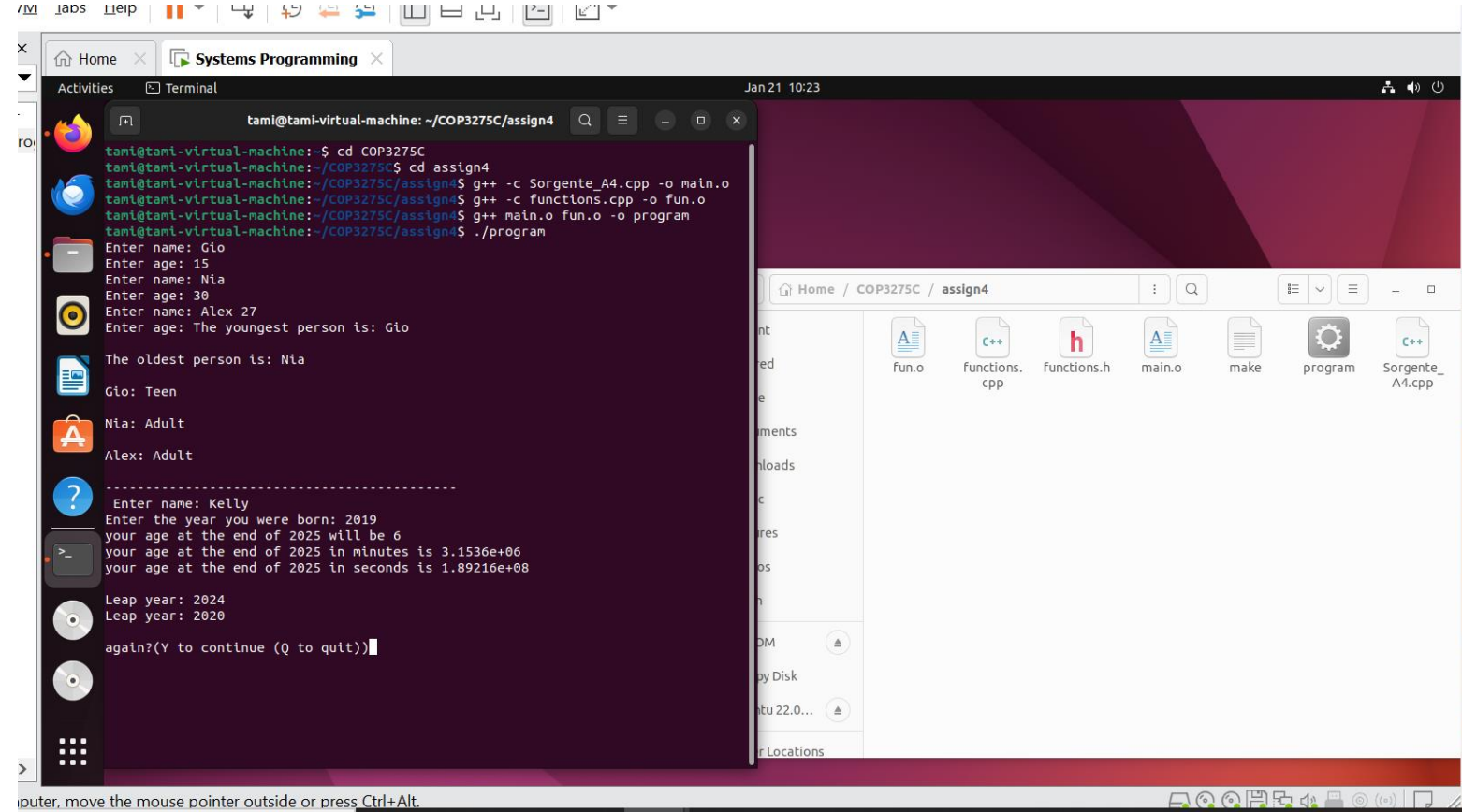


Compiling both files and linking

```
g++ *.cpp -o program //(program is the name of the executable)
```

Link the .o files and run the program

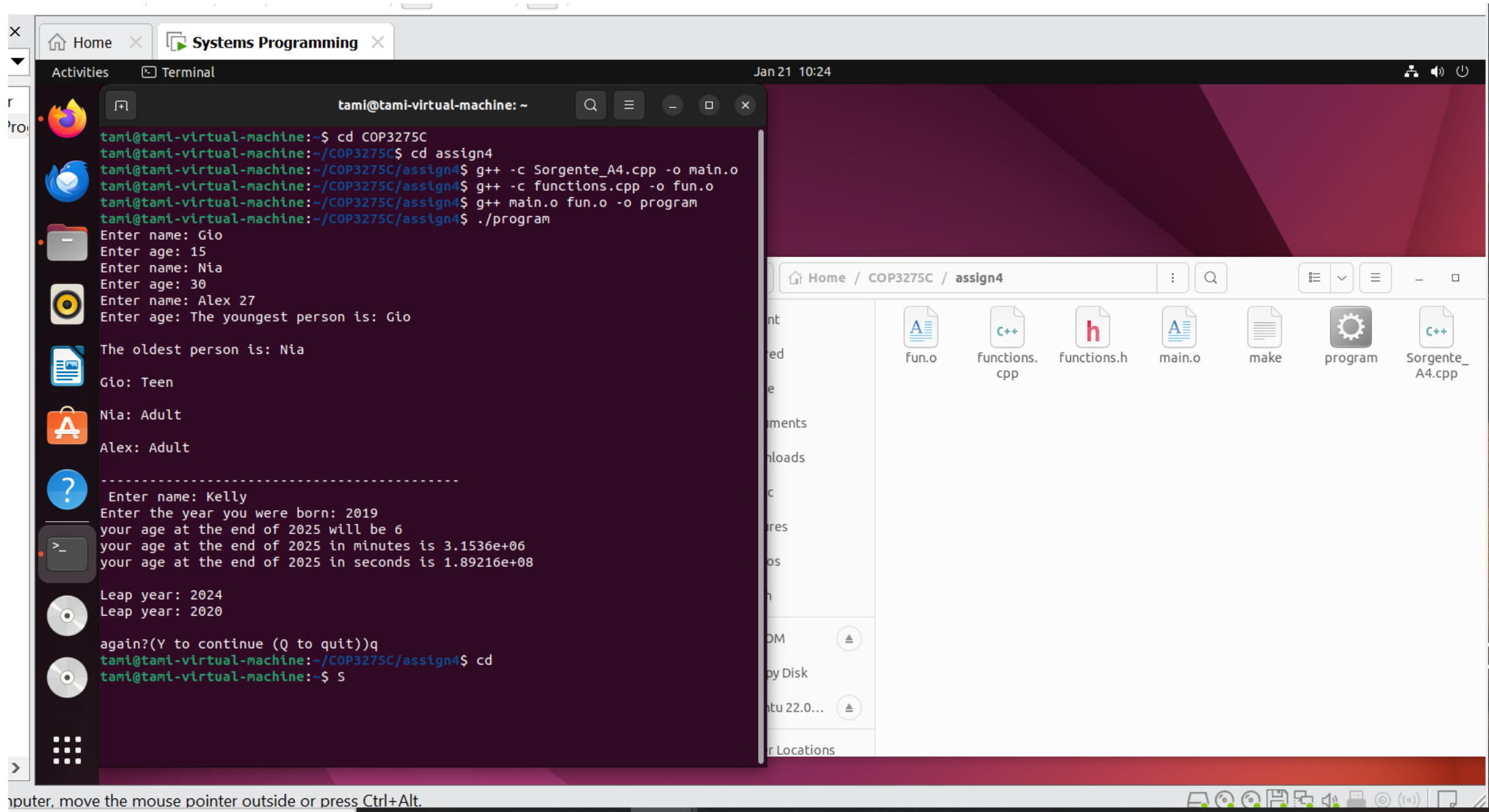
```
g++ main.o fun.o program//(program is the name of the executable)  
./program (to execute)
```



```
tami@tami-virtual-machine: ~/$ cd COP3275C  
tami@tami-virtual-machine:~/COP3275C$ cd assign4  
tami@tami-virtual-machine:~/COP3275C/assign4$ g++ -c Sorgente_A4.cpp -o main.o  
tami@tami-virtual-machine:~/COP3275C/assign4$ g++ -c functions.cpp -o fun.o  
tami@tami-virtual-machine:~/COP3275C/assign4$ g++ main.o fun.o -o program  
tami@tami-virtual-machine:~/COP3275C/assign4$ ./program  
Enter name: Gio  
Enter age: 15  
Enter name: Nia  
Enter age: 30  
Enter name: Alex 27  
Enter age: The youngest person is: Gio  
  
The oldest person is: Nia  
  
Gio: Teen  
  
Nia: Adult  
  
Alex: Adult  
  
-----  
Enter name: Kelly  
Enter the year you were born: 2019  
your age at the end of 2025 will be 6  
your age at the end of 2025 in minutes is 3.1536e+06  
your age at the end of 2025 in seconds is 1.89216e+08  
  
Leap year: 2024  
Leap year: 2020  
  
again?(Y to continue (Q to quit))
```

Compiling both files and linking

```
g++ *.cpp -o program//(program is the name of the executable)
```



# BUILD AUTOMATION

**Makefiles:** Automate compilation and linking

- Save time and avoid manual errors

A Makefile is a script containing rules on how to build targets (example: executables)

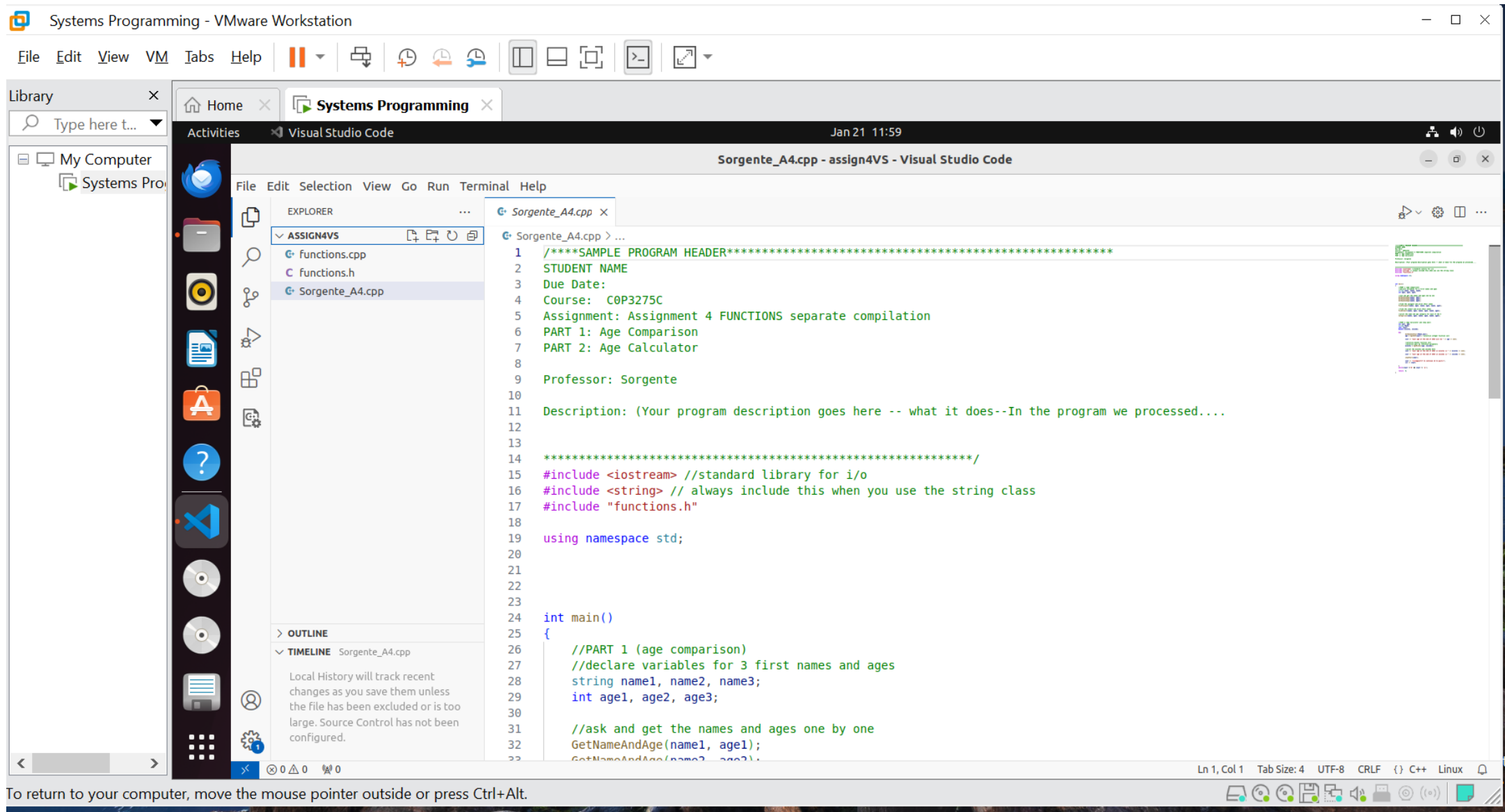
**CMake:** an open-source, cross-platform tool designed to manage the build process of software projects.

Instead of writing build scripts (like Makefiles) manually for each platform and compiler, you write a single CMakeLists.txt file that describes your project. CMake then generates the appropriate build files for your specific environment (e.g., Makefiles for Linux, Visual Studio project files for Windows)

## Compiling multiple files in VS Code Terminal

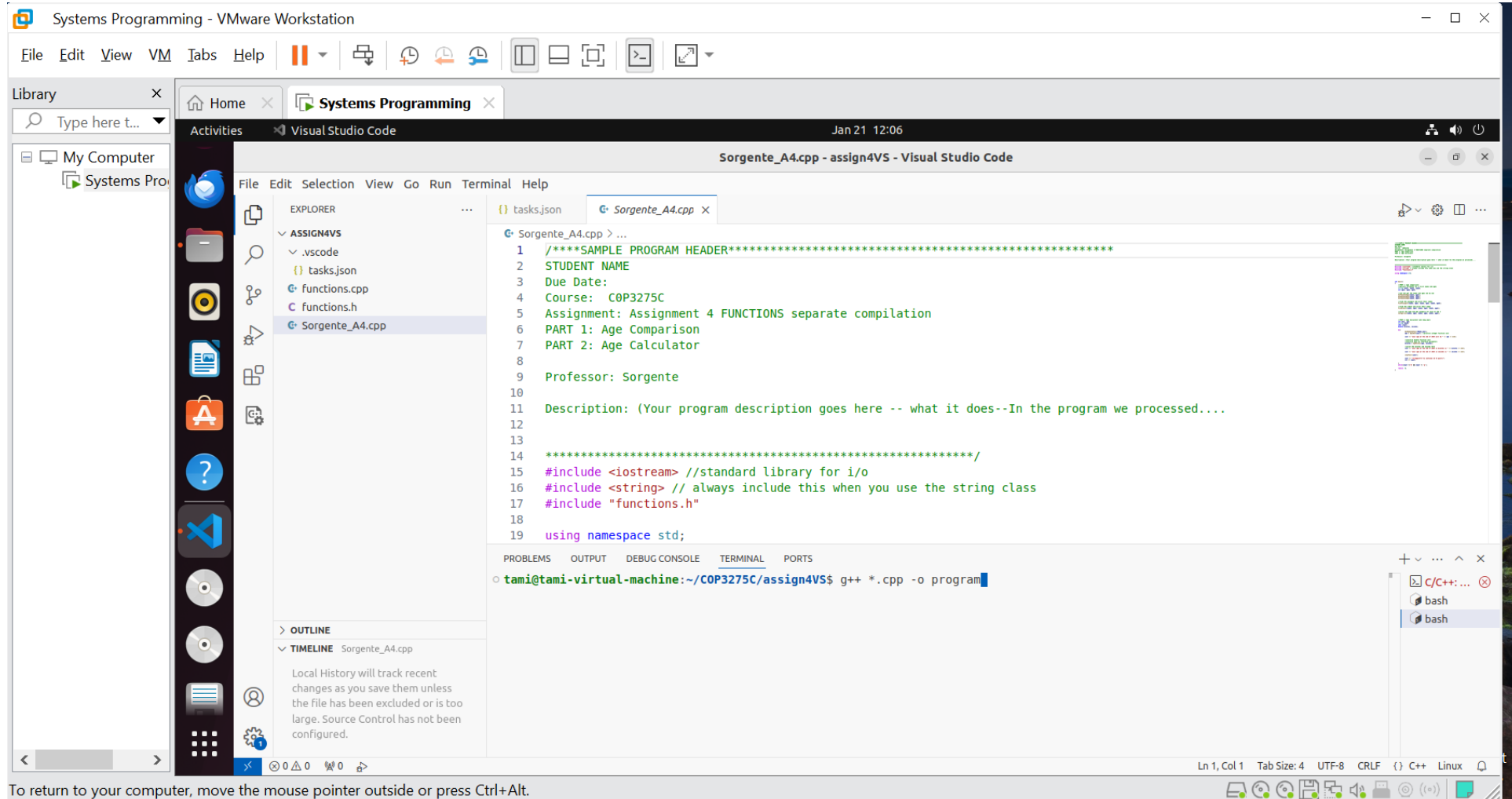
### **Components of a Multi-File Program:**

- Header files (.h or .hpp)
- Source code files (.cpp)
- The .cpp file with the main function



## Compiling both files and linking

`g++ *.cpp -o program` // (*program is the name of the executable*)





./program (to execute)

