

Separate compilation

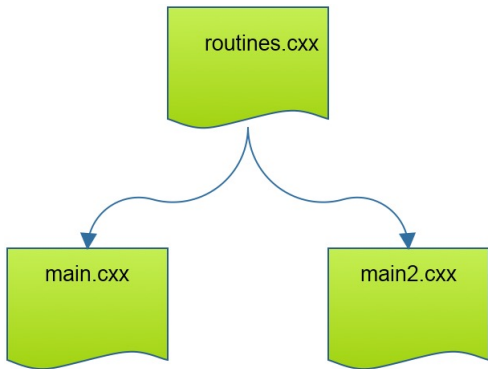
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1. Include files

- Code reuse is good.
- How would you use functions/classes in more than one main?



We will discuss systematic solutions.

2. Reminder: definition vs declaration

Definition:

```
bool iseven( int n ) { return n%2==0 }
```

Declaration:

```
bool iseven( int n );  
// or even:  
bool iseven( int );
```

3. Declarations, case 1

Some people like defining functions after the main.
Problem: the main needs to know about them.

‘forward declaration’

```
int f(int);  
int main() {  
    f(5);  
};  
int f(int i) {  
    return i;  
}
```

versus:

```
int f(int i) {  
    return i;  
}  
int main() {  
    f(5);  
};
```

This is a stylistic choice.

4. Declarations, case 2

You also need forward declaration for mutually recursive functions:

```
int f(int);  
int g(int i) { return f(i); }  
int f(int i) { return g(i); }
```

5. Separate compilation

Split your program in multiple files.

- Easier to edit
- Less chance of git conflicts
- Only recompile the file you edit
⇒ reduction of compile/build time.

6. Declarations for separate compilation

Define a function in one file;
an other file uses it, so needs the declaration:

```
// file: def.cpp
int tester(float x) {
    .....
}
```

```
// file : main.cpp
int tester(float);

int main() {
    int t = tester(...);
    return 0;
}
```

This Is Not A Good Design!

7. Declarations and header files

Using a header file with function declarations.

Header file contains only
declaration:

```
// file: def.h  
int tester(float);
```

The header file gets included both in the definitions file and the main program:

```
// file: def.cpp  
#include "def.h"  
int tester(float x) {  
    .....  
}
```

```
// file : main.cpp  
#include "def.h"  
  
int main() {  
    int t = tester(...);  
    return 0;  
}
```

What happens if you leave out the `#include "def.h"` in both cases?

8. Class declarations

Header file:

```
// proto/functheader.hpp
class something {
private:
    int i;
public:
    double dosomething( int i, char c );
};
```

Implementation file: **missing snippet classheaderimpl**

9. File naming convention

- Source files: `.cpp` `.cxx`
I use `.cpp` for no real reason
- Header files: `.h` `.hpp` `.hxx`
I use `.hpp` by analogy with `.cpp`
`.h` reminds me too much of C.

10. Compiling and linking

Your regular compile line

```
icpc -o yourprogram yourfile.cc
```

actually does two things: compilation, and linking. You can do those separately:

1. First you compile

```
icpc -c yourfile.cc
```

which gives you a file `yourfile.o`, a so-called object file; and

2. Then you use the compiler as linker to give you the executable file:

```
icpc -o yourprogram yourfile.o
```

11. Dealing with multiple files

Compile each file separately, then link:

```
icpc -c mainfile.cc
```

```
icpc -c functionfile.cc
```

```
icpc -o yourprogram mainfile.o functionfile.o
```

12. Header file with include guard

Header file tests if it has already been included:

```
// this is foo.h
#ifndef FOO_H
#define FOO_H

// the things that you want to include

#endif
```

This prevents double or recursive inclusion.

13. Make

Good idea to learn the Make utility for project management.

(Also Cmake.)

14. Skeleton example

Directory skeletons/funct_skeleton contains

`funct.cpp` `functheader.hpp` `functmain.cpp`

CMake setup:

```
add_executable(  
    funct functmain.cpp funct.cpp functheader.hpp )
```

15. CMake compilation

Do cmake and then make:

```
[ 33%] Building CXX object CMakeFiles/funct.dir/functmain.cpp.o  
[ 66%] Building CXX object CMakeFiles/funct.dir/funct.cpp.o  
[100%] Linking CXX executable funct  
[100%] Built target funct
```


16. Justification for separate compilation

- Edit only `funct.cpp`;
- Do *not* `cmake`;
- do `make`

```
( cd build && make )
```

```
Consolidate compiler generated dependencies of target funct
```

```
[ 33%] Building CXX object CMakeFiles/funct.dir/funct.cpp.o
```

```
[ 66%] Linking CXX executable funct
```

```
[100%] Built target funct
```

Only that file got recompiled.