```
 1: CC= g++
 2: CFLAGS= -g -Wall -Werror -std=c++0x -pedantic
 3: SFLAGS= -lsfml-graphics -lsfml-window -lsfml-system -lsfml-audio
 4: BOOST= -lboost_unit_test_framework
 5:
 6:
 7: all: KSGuitarSim SStest SSLite
 8:
 9: KSGuitarSim: KSGuitarSim.o StringSound.o CircularBuffer.o
10:         $(CC) KSGuitarSim.o StringSound.o CircularBuffer.o -o KSGuitarSim
 $(SFLAGS)
11:
12: SSLite: SSLite.o StringSound.o CircularBuffer.o
13:         $(CC) SSLite.o StringSound.o CircularBuffer.o -o SSLite $(SFLAGS)
14:
15: SStest: SStest.o StringSound.o CircularBuffer.o
16:         $(CC) SStest.o StringSound.o CircularBuffer.o -o SStest $(BOOST)
17:
18: KSGuitarSim.o: KSGuitarSim.cpp StringSound.hpp
19:         $(CC) -c KSGuitarSim.cpp StringSound.hpp $(CFLAGS)
20:
21: SSLite.o: SSLite.cpp StringSound.hpp
22:         $(CC) -c SSLite.cpp StringSound.hpp $(CFLAGS)
23:
24: StringSound.o: StringSound.cpp StringSound.hpp
25:         $(CC) -c StringSound.cpp StringSound.hpp $(CFLAGS)
26:
27: CircularBuffer.o: CircularBuffer.cpp CircularBuffer.hpp
28:         $(CC) -c CircularBuffer.cpp CircularBuffer.hpp $(CFLAGS)
29:
30: SStest.o: SStest.cpp
31:         $(CC) -c SStest.cpp $(Boost)
32:
33: clean:
34:         rm *.o
35:         rm *.gch
36:         rm KSGuitarSim
37:         rm SStest
38:         rm SSLite
39:
```