CS100
Introduction to Programming

Lecture 18. CMake

Today’s learning objectives

- Build systems tour
- Introduction to CMake
- Step-by-step tutorial

Outline

- Build systems
- Meeting CMake
- Basic CMake Usage
- CMake Tutorial

Why build systems?

- We write an application (source code) and need to:
  - Compile the source-code
  - Link to other libraries
  - Distribute your application as source and/or binary
- We would also like to be able to:
  - Run tests on your software
  - Run test of the redistributable package
  - See the results of that

Compiling

- Manually?

```
g++ -DMYDEFINES -c myapp.o myapp.cpp
```

- Unfeasible when:
  - we have many files
  - some files should be compiled only in a particular platform
  - different defines depending on debug/release, platform, compiler, etc.
- We really want to automate these steps

Linking

- Manually?

```
ld -o myapp file1.o file2.o file3.o -lc -lmylib
```

- Unfeasible if we have many files, or if dependencies depend on the platform we are working on, etc.
- We also want to automate this step

Distribute your software

个人开发

公司/团队开发

- Traditional way of doing things:
  - Developers develop code
  - Once the software is finished, other people package it
  - There are many packaging formats depending on operating system version, platform, Linux distribution, etc.
- We'd like to automate this but, is it possible to bring packagers into the development process?

Testing

- We like to use unit tests when developping software
- When and how to run unit tests? Usually a three step process:
  - manually invoke the build process (e.g. make)
    调用
  - when finished, manually run a test suite
  - when finished, look at the results and search for errors and/or warnings
  - can we test the packaging? Do we need to invoke the individual tests or the unit test manually?

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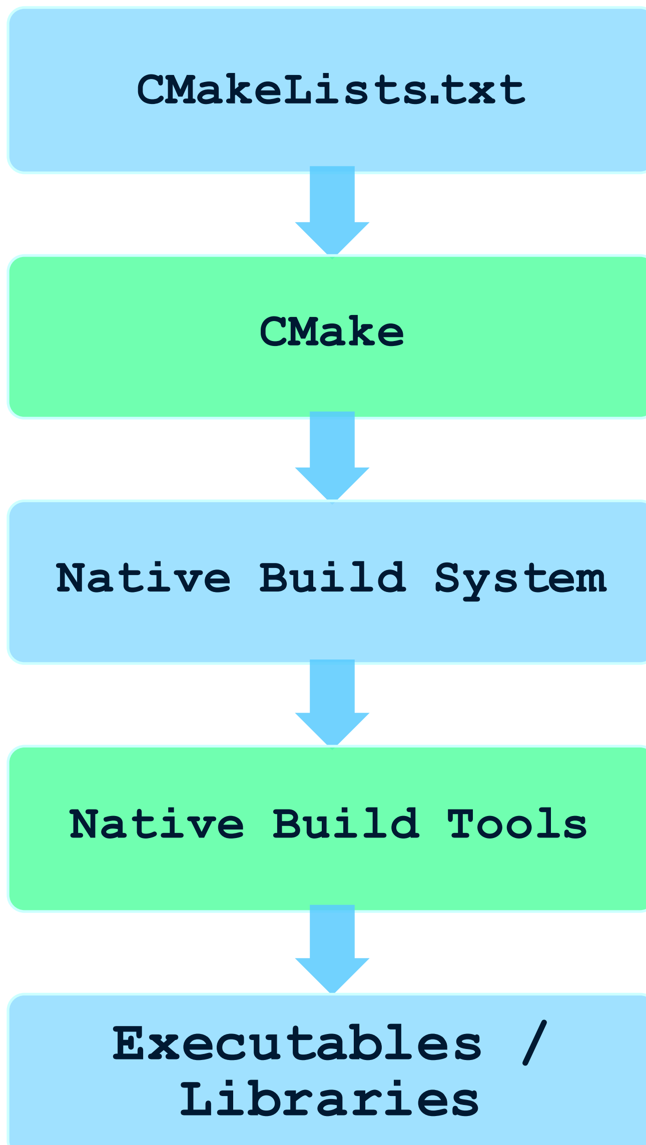
What is Cmake?

- CMake:
  - Generates native build environments
  - Supports multiple platforms 跨平台，开源，兼容
    - UNIX/Linux->Makefiles
    - Windows->VSProjects/Workspaces
    - Apple->Xcode
  - Open-Source
  - **Cross-Platform** 交叉编译？

CMake features

- Manage complex, large build environments (KDE4)
  - Very Flexible & Extensible
  - Support for Macros ?
  - Modules for finding/configuring software (bunch of modules already available) 脚本用于找到依赖 (dependencies)
  - Extend CMake for new platforms and languages
  - Create custom targets/commands
  - Run external programs
- Very simple, intuitive syntax
- Support for regular expressions (*nix style), support for “In-Source” and “Out-of-Source” builds, and cross compilation
- Integrated Testing & Packaging (Ctest, CPack)

Build-system generator



名字固定
中间包含脚本（scripts）

→ Programme 检查 系统 / 编译器 / 库 / etc.

生成：

当第一次生成后
cmake 是现代智能的
会做"增量式"的改变
以加快速度节省内存.

Platform-dependent
- Compiler
- Assembler
- Linker

CMake basic concepts

- **`CMakeLists.txt`**
  - Input text files that contain the project parameters and describe the flow control of the build process in a simple language (CMake language)

    what files will be combined in what ways
- CMake Modules
  - Special cmake files written for the purpose of finding a certain piece of software and to set it's libraries, include files and definitions into appropriate variables so that they can be used in the build process of another project. (e.g. **`FindJava.cmake`**, **`FindZLIB.cmake`**, **`FindQt4.cmake`**)

    我想包含库的名字.

CMake basic concepts

- The **Source Tree** contains:
  - CMake input files (**`CMakeLists.txt`**)
  - Program source files (**`hello.cpp`**)
  - Program header files (**`hello.hpp`**)

直接的Tree：
source files
libaries
etc.
(一次文件)

- The **Binary Tree** contains:
  - Native build system files (**`Makefiles`**)
  - Output from build process:
    - Libraries
    - Executables
    - Any other build generated file

所有 cmake 产生的文件
(二次文件)

树型数据结构

- Source and binary trees may be:
  - In the same directory (**in-source** build)
  - In different directories (**out-of-source** build)

目录

CMake basic concepts

- **`CMAKE_MODULE_PATH`**
  - Path to where the CMake modules are located
- **`CMAKE_INSTALL_PREFIX`**
  - Where to put files when calling **`'make install'`**
- **`CMAKE_BUILD_TYPE`**
  - Type of build (**`Debug, Release, ...`**)
- **`BUILD_SHARED_LIBS`**
  - Switch between shared and static libraries

CMake basic concepts

- Variables can be changed directly in the build files (**`CMakeLists.txt`**) or through the command line by prefixing a variable's name with **`'-D'`**:
  - **`cmake -DBUILD_SHARED_LIBS=OFF`**
- A GUI is also available: ccmake

Learn how to use the bash

Why use cmake:

IDE: Native Build System.

CMake: Platform Independent.

The CMake workflow

- Create a build directory ("out-of-source-build" concept)
  - **`mkdir build ; cd build`**
- Configure the package for your system:
  - **`cmake [options] <source_tree>`**
- Build the package:
  - **`make`**
- Install it
  - **`make install`**
- The last 2 steps can be merged into one (just "**`make install`**")

Simple executable

- **`PROJECT( helloworld )`**
- **`SET( hello_SRCS hello.cpp )`**
- **`ADD_EXECUTABLE( hello ${hello_SRCS} )`**

- **`PROJECT`** is not mandatory but should be used
- **`ADD_EXECUTABLE`** creates an executable from the listed sources
- Typically: add sources to a list (**`hello_SRCS`**), do not list them in **`ADD_EXECUTABLE`**.

Simple library

- `PROJECT( mylibrary )`
- `SET( mylib_SRCS library.cpp )`
- `ADD_LIBRARY( my SHARED ${mylib_SRCS} )`

- **`ADD_LIBRARY`** creates an static library from the listed sources
- Add **`SHARED`** to generate shared libraries (Unix) or dynamic libraries (Windows)

Shared vs static libs

- Static libraries: upon linking, adds the used code to your executable
- Shared/Dynamic libraries: upon linking, tell the executable where to find some code it needs
- If you build shared libs in C++, you should also use so-versioning to state binary compatibility
(too long to be discussed here)

Showing verbose info

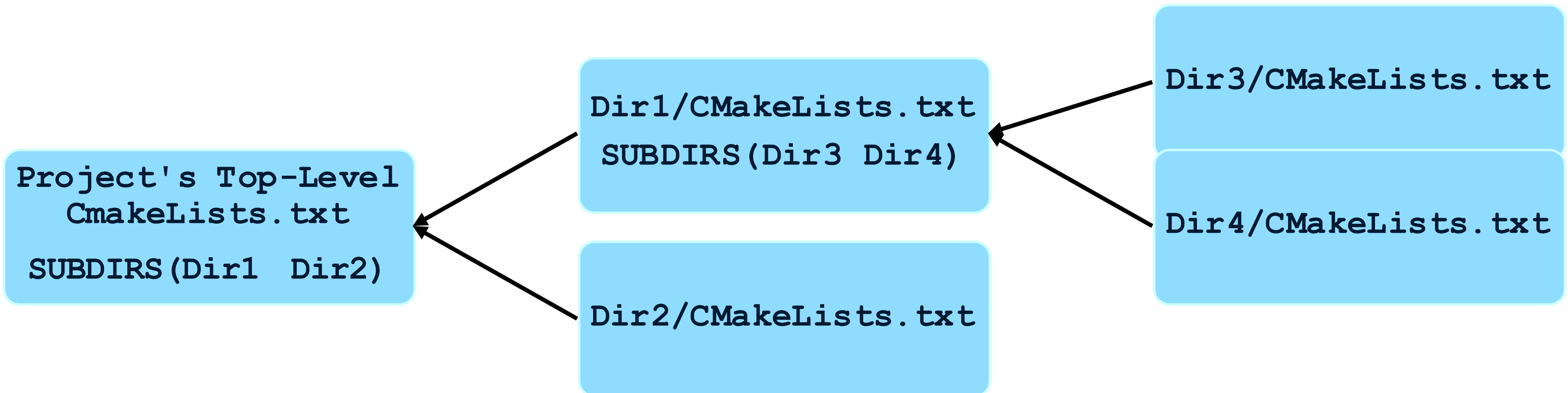
详细

- To see the command line CMake produces:
  - `SET(CMAKE_VERBOSE_MAKEFILE on)`
- Or:
  - `$make VERBOSE=1`
- Or:
  - `$export VERBOSE=1`
  - `$make`
- **Tip:** only use it if your build is failing and you need to find out why

The CMake cache

- Created in the build tree (`CMakeCache.txt`)
- Contains Entries `VAR:TYPE=VALUE`
- Populated/Updated during configuration phase
- Speeds up build process
- Can be re-initialized with `cmake -C <file>`
- GUI can be used to change values
- There should be no need to edit it manually

Source tree structure



- Subdirectories added with **`SUBDIRS/ADD_SUBDIRECTORY`**
- Child inherits from parent (feature that is lacking in traditional **`Makefiles`**)
- Order of processing: **`Dir1;Dir3;Dir4;Dir2`** (When CMake finds a **`SUBDIR`** command it stops processing the current file immediately and goes down the tree branch)

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Adding other sources

- clockapp
  - build
  - trunk
    - doc
    - img
    - libwakeup
      - wakeup.cpp
      - wakeup.hpp
    - clock
      - clock.cpp
      - clock.hpp

```
PROJECT(clockapp)
ADD_SUBDIRECTORY(libwakeup)
ADD_SUBDIRECTORY(clock)
```

```
SET(wakeup_SRCS wakeup.cpp)
ADD_LIBRARY(wakeup SHARED
${wakeup_SRCS})
```

```
SET(clock_SRCS clock.cpp)
ADD_EXECUTABLE(clock $
{clock_SRCS})
```

Variables

- No need to declare them
- Usually, no need to specify type
- **`SET`** creates and modifies variables
- **`SET`** can do everything but **`LIST`** makes some operations easier
- Use **`SEPARATE_ARGUMENTS`** to store space separated arguments (i.e. a string) into a list (semicolon-separated)

Changing build parameters

- CMake uses common, sensible defaults for the preprocessor, compiler and linker
- Modify preprocessor settings with **`ADD_DEFINITIONS`** and **`REMOVE_DEFINITIONS`**
- Compiler settings: **`CMAKE_C_FLAGS`** and **`CMAKE_CXX_FLAGS`** variables

Reset Flags.
(warning messages), (architecture)

- **Tip:** some internal variables **`(CMAKE_*)`** are read-only and must be changed executing a command

Debug and release builds

- More messages
- More checks for containers
- Take more time

- `SET(CMAKE_BUILD_TYPE Debug)`
- As any other variable, it can be set from the command line:
  - `cmake -DCMAKE_BUILD_TYPE=Release ../trunk`
- Specify debug and release targets and 3rdparty libs:
  - `TARGET_LINK_LIBRARIES(wakeup RELEASE ${wakeup_SRCS})`
  - `TARGET_LINK_LIBRARIES(wakeupd DEBUG ${wakeup_SRCS})`

Find installed software

e.g. FIND_PACKGE(Qt REQUIRED)

- **`FIND_PACKAGE( xxx REQUIRED )`** → name of the library
  如果不加 REQUIRED，又没有装 Qt，cmake 会继续运行下去。
- CMake includes finders **`(FindXXXX.cmake)`** for around 130 software packages, many more are available on the internet e.g. Qt
- If using a non-CMake **`FindXXXX.cmake`**, tell CMake where to find it by setting the **`CMAKE_MODULE_PATH`** variable
- Think of **`FIND_PACKAGE`** as an **`#include`**

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CMake tutorial

- The remainder is a step-by-step tutorial covering common build system use cases that CMake helps to address:
  - Basic starting point
  - Adding a library
  - Installing and testing
  - Adding system introspection
  - Adding a generated file and generator
  - Building an installer

Basic starting point

- The most basic project is an executable built from source code files. For simple projects a two line `CMakeLists.txt` file is all that is required. This will be the starting point for our tutorial
- The `CMakeLists.txt` file looks like:

```
cmake_minimum_required (VERSION 2.6)
project (Tutorial)
add_executable(Tutorial tutorial.cxx)
```

Basic starting point

- The source code for **`tutorial.cxx`** will compute the square root of a number, and the first version of it is very simple, as follows:

```
// A simple program that computes the square root of a number
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
int main (int argc, char *argv[])
{
  if (argc < 2)
    {
    fprintf(stdout,"Usage: %s number\n",argv[0]);
    return 1;
    }
  double inputValue = atof(argv[1]);
  double outputValue = sqrt(inputValue);
  fprintf(stdout,"The square root of %g is %g\n",
          inputValue, outputValue);
  return 0;
}
```

Basic starting point

- Adding a version number and configured header file:
  - We add a feature to provide our executable and project with a version number
  - doing it inside **`CMakeLists.txt`** provides more flexibility
  - To add a version number we modify the **`CMakeLists.txt`** file as follows:

```
cmake_minimum_required (VERSION 2.6)
project (Tutorial)
# The version number.
set (Tutorial_VERSION_MAJOR 1)
set (Tutorial_VERSION_MINOR 0)

# configure a header file to pass some of the CMake settings
# to the source code
configure_file (
  "${PROJECT_SOURCE_DIR}/TutorialConfig.h.in"
  "${PROJECT_BINARY_DIR}/TutorialConfig.h"
  )

# add the binary tree to the search path for include files
# so that we will find TutorialConfig.h
include_directories("${PROJECT_BINARY_DIR}")

# add the executable
add_executable(Tutorial tutorial.cxx)
```

Basic starting point

- Since the configured file will be written into the binary tree, we must add that directory to the list of paths to search for include files. We then create a `TutorialConfig.h.in` file in the source tree with the following content:

```
// the configured options and settings for Tutorial
#define Tutorial_VERSION_MAJOR @Tutorial_VERSION_MAJOR@
#define Tutorial_VERSION_MINOR @Tutorial_VERSION_MINOR@
```

Basic starting point

- When CMake configures this header file, the values for `@Tutorial_VERSION_MAJOR@` and `@Tutorial_VERSION_MINOR@` will be replaced by the values from the `CMakeLists.txt` file
- Next we modify `tutorial.cxx` to include the configured header file and to make use of the version numbers. The resulting source code is listed below
- The main changes are the inclusion of the `TutorialConfig.h` header file, and printing out a version number as part of the usage message

Basic starting point

```
// A simple program that computes the square root of a number
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include "TutorialConfig.h"

int main (int argc, char *argv[])
{
  if (argc < 2)
    {
    fprintf(stdout,"%s Version %d.%d\n",
            argv[0],
            Tutorial_VERSION_MAJOR,
            Tutorial_VERSION_MINOR);
    fprintf(stdout,"Usage: %s number\n",argv[0]);
    return 1;
    }
  double inputValue = atof(argv[1]);
  double outputValue = sqrt(inputValue);
  fprintf(stdout,"The square root of %g is %g\n",
          inputValue, outputValue);
  return 0;
}
```

Adding a library

- We will add a library that contains our own implementation for computing the square root of a number
- The executable can then use this library instead of the standard square root function provided by the compiler
- For the tutorial we will put the library into a subdirectory called **`MathFunctions`**. It will have the following one line **`CMakeLists.txt`** file:

```
add_library(MathFunctions mysqrt.cxx)
```

Adding a library

- The source file **`mysqrt.cxx`** has one function called **`mysqrt`** that provides similar function to the compiler's
- We add an **`add_subdirectory`** call in the top level **`CMakeLists.txt`** file so that the library will get built
- We also add another include directory so that the **`MathFunctions/MathFunctions.h`** header file can be found for the function prototype
- The last change is to add the new library to the executable. The last few lines of the top level **`CMakeLists.txt`** file now look like:

Adding a library

```
include_directories
("${PROJECT_SOURCE_DIR}/MathFunctions")
add_subdirectory (MathFunctions)


# add the executable
add_executable (Tutorial tutorial.cxx)
target_link_libraries (Tutorial MathFunctions)
```

Adding a library

- Now let us consider making the **`MathFunctions`** library optional. In larger libraries or libraries that rely on third party code we might need it. The first step is to add an option to the top level **`CMakeLists.txt`** file
- The option will show up in the CMake GUI with a default value of **`ON`** that the user can change as desired
- This setting will be stored in the cache so that the user does not need to keep setting it each time they run CMake on this project

```
# should we use our own math functions?
 option (USE_MYMATH
        "Use tutorial provided math implementation" ON)
```

Adding a library

- The next change is to make the build and linking of the **`MathFunctions`** library conditional. To do this we change the end of the top level **`CMakeLists.txt`** file to look like the following:

```
# add the MathFunctions library?
#
if (USE_MYMATH)
  include_directories ("${PROJECT_SOURCE_DIR}/MathFunctions")
  add_subdirectory (MathFunctions)
  set (EXTRA_LIBS ${EXTRA_LIBS} MathFunctions)
endif (USE_MYMATH)

# add the executable
add_executable (Tutorial tutorial.cxx)
target_link_libraries (Tutorial  ${EXTRA_LIBS})
```

Adding a library

- This uses the setting of **`USE_MYMATH`** to determine if the **`MathFunctions`** should be compiled and used.
- Note the use of a variable (**`EXTRA_LIBS`** in this case) to collect up any optional libraries to later be linked into the executable
- This is a common approach used to keep larger projects with many optional components clean. The corresponding changes to the source code are fairly straight forward and leave us with:

Adding a library

- In the source code we make use of **`USE_MYMATH`** as well. This is provided from **`CMake`** to the source code through the **`TutorialConfig.h.in`** configure file by adding the following line to it:

```
#cmakedefine USE_MYMATH
```

Adding a library

```
// A simple program that computes the square root of a number
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include "TutorialConfig.h"
#ifdef USE_MYMATH
#include "MathFunctions.h"
#endif

int main (int argc, char *argv[])
{
  if (argc < 2)
    {
    fprintf(stdout,"%s Version %d.%d\n", argv[0],
            Tutorial_VERSION_MAJOR,
            Tutorial_VERSION_MINOR);
    fprintf(stdout,"Usage: %s number\n",argv[0]);
    return 1;
    }

  double inputValue = atof(argv[1]);

#ifdef USE_MYMATH
  double outputValue = mysqrt(inputValue);
#else
  double outputValue = sqrt(inputValue);
#endif

  fprintf(stdout,"The square root of %g is %g\n",
          inputValue, outputValue);
  return 0;
}
```

Installing and testing

- We will add install rules and testing support to our project
- The install rules are fairly straight forward. For the **`MathFunctions`** library we setup the library and the header file to be installed by adding the following two lines to **`MathFunctions`**' **`CMakeLists.txt`** file:

```
install (TARGETS MathFunctions DESTINATION bin)
install (FILES MathFunctions.h DESTINATION include)
```

Installing and testing

- For the application, the following lines are added to the top level **`CMakeLists.txt`** file to install the executable and the configured header file:

```
# add the install targets
install (TARGETS Tutorial DESTINATION bin)
install (FILES "${PROJECT_BINARY_DIR}/TutorialConfig.h"
         DESTINATION include)
```

Installing and testing

- At this point you should be able to build the tutorial, then type make install and it will install the appropriate header files, libraries, and executables
- The CMake variable **`CMAKE_INSTALL_PREFIX`** is used to determine the root of where the files will be installed
- Adding testing is also a straightforward process: At the end of the top level **`CMakeLists.txt`** file, we can add a number of basic tests to verify that the application is working correctly.

Installing and testing

```
include(CTest)

# does the application run
add_test (TutorialRuns Tutorial 25)
# does it sqrt of 25
add_test (TutorialComp25 Tutorial 25)
set_tests_properties (TutorialComp25 PROPERTIES PASS_REGULAR_EXPRESSION "25 is 5")
# does it handle negative numbers
add_test (TutorialNegative Tutorial -25)
set_tests_properties (TutorialNegative PROPERTIES PASS_REGULAR_EXPRESSION "-25 is 0")
# does it handle small numbers
add_test (TutorialSmall Tutorial 0.0001)
set_tests_properties (TutorialSmall PROPERTIES PASS_REGULAR_EXPRESSION "0.0001 is 0.01")
# does the usage message work?
add_test (TutorialUsage Tutorial)
set_tests_properties (TutorialUsage PROPERTIES PASS_REGULAR_EXPRESSION "Usage:.*number")
```

Installing and testing

- After building, run the "**`ctest`**".
- First test simply verifies that the application runs, does not segfault or otherwise crash, and has a zero return value
- Next few tests make use of the **`PASS_REGULAR_EXPRESSION`** test property to verify that the output of the test contains certain strings
- If we wanted to add a lot of tests to test different input values, we might consider creating a **`macro`** like the following:

Installing and testing

- For each invocation of `do_test`, another test is added to the project with a name, input, and results based on the passed arguments

```
#define a macro to simplify adding tests, then use it
macro (do_test arg result)
  add_test (TutorialComp${arg} Tutorial ${arg})
  set_tests_properties (TutorialComp${arg}
    PROPERTIES PASS_REGULAR_EXPRESSION ${result})
endmacro (do_test)

# do a bunch of result based tests
do_test (25 "25 is 5")
do_test (-25 "-25 is 0")
```

Adding system introspection

- We will add some code that depends on whether or not the target platform has the **`log`** and **`exp`** functions
- If the platform has log then we will use that to compute the square root in the **`mysqrt`** function. We first test for the availability of these functions using the **`CheckFunctionExists.cmake`** macro in the top level **`CMakeLists.txt`** file as follows:

```
# does this system provide the log and exp functions?
include (CheckFunctionExists)
check_function_exists (log HAVE_LOG)
check_function_exists (exp HAVE_EXP)
```

Adding system introspection

- Next we modify **`TutorialConfig.h.in`** to define those values if CMake found them on the platform as follows:

```
// does the platform provide exp and log functions?
#cmakedefine HAVE_LOG
#cmakedefine HAVE_EXP
```

Adding system introspection

- Tests for `log` and `exp` should be done before the `configure_file` command for `TutorialConfig.h`.
- The `configure_file` command configures the file using the current settings in CMake.
- `mysqrt` function we can provide an alternate implementation based on `log` and `exp` if they are available on the system:

```
// if we have both log and exp then use them
#if defined (HAVE_LOG) && defined (HAVE_EXP)
  result = exp(log(x)*0.5);
#else // otherwise use an iterative approach
  . . .
```

Adding generated file and generator

- We will create a table of precomputed square roots as part of the build process
- Then compile that table into our application. To accomplish this, we first need a program that will generate the table
- In the **`MathFunctions`** subdirectory a new source file named **`MakeTable.cxx`** will do just that.

Adding generated file and generator

```
// A simple program that builds a sqrt table
#include <stdio.h>
#include <stdlib.h>
#include <math.h>

int main (int argc, char *argv[])
{
  int i;
  double result;

  // make sure we have enough arguments
  if (argc < 2)
    {
    return 1;
    }

  // open the output file
  FILE *fout = fopen(argv[1],"w");
  if (!fout)
    {
    return 1;
    }
```

```
  // create a source file with a table of square roots
  fprintf(fout,"double sqrtTable[] = {\n");
  for (i = 0; i < 10; ++i)
    {
    result = sqrt(static_cast<double>(i));
    fprintf(fout,"%g,\n",result);
    }

  // close the table with a zero
  fprintf(fout,"0};\n");
  fclose(fout);
  return 0;
}
```

Adding generated file and generator

- Note that the table is produced as valid C++ code and that the name of the file to write the output to is passed in as an argument
- The next step is to add the appropriate commands to **`MathFunctions’ CMakeLists.txt`** file to build the **`MakeTable`** executable, and then run it as part of the build process. A few commands are needed to accomplish this, as shown below.

Adding generated file and generator

```
# first we add the executable that generates the table
add_executable(MakeTable MakeTable.cxx)

# add the command to generate the source code
add_custom_command (
  OUTPUT ${CMAKE_CURRENT_BINARY_DIR}/Table.h
  COMMAND MakeTable ${CMAKE_CURRENT_BINARY_DIR}/Table.h
  DEPENDS MakeTable
  )

# add the binary tree directory to the search path for
# include files
include_directories( ${CMAKE_CURRENT_BINARY_DIR} )

# add the main library
add_library(MathFunctions mysqrt.cxx ${CMAKE_CURRENT_BINARY_DIR}/Table.h  )
```

Adding generated file and generator

- First the executable for **`MakeTable`** is added as any other executable would be added
- Then we add a custom command that specifies how to produce **`Table.h`** by running **`MakeTable`**
- Next we have to let CMake know that **`mysqrt.cxx`** depends on the generated file **`Table.h`**. This is done by adding the generated **`Table.h`** to the list of sources for the library **`MathFunctions`**
- We also have to add the current binary directory to the list of include directories so that **`Table.h`** can be found and included by **`mysqrt.cxx`**.

Adding generated file and generator

- When this project is built it will first build the `MakeTable` executable
- It will then run `MakeTable` to produce `Table.h`
- Finally, it will compile `mysqrt.cxx` which includes `Table.h` to produce the `MathFunctions` library
- At this point the top level `CMakeLists.txt` file with all the features we have added looks like the following:

Adding generated file and generator

```
cmake_minimum_required (VERSION 2.6)
project (Tutorial)
include(CTest)

# The version number.
set (Tutorial_VERSION_MAJOR 1)
set (Tutorial_VERSION_MINOR 0)

# does this system provide the log and exp functions?
include (${CMAKE_ROOT}/Modules/CheckFunctionExists.cmake)

check_function_exists (log HAVE_LOG)
check_function_exists (exp HAVE_EXP)

# should we use our own math functions
option(USE_MYMATH
  "Use tutorial provided math implementation" ON)

# configure a header file to pass some of the CMake settings
# to the source code
configure_file (
  "${PROJECT_SOURCE_DIR}/TutorialConfig.h.in"
  "${PROJECT_BINARY_DIR}/TutorialConfig.h"
  )

# add the binary tree to the search path for include files
# so that we will find TutorialConfig.h
include_directories ("${PROJECT_BINARY_DIR}")

# add the MathFunctions library?
if (USE_MYMATH)
  include_directories ("${PROJECT_SOURCE_DIR}/MathFunctions")
  add_subdirectory (MathFunctions)
  set (EXTRA_LIBS ${EXTRA_LIBS} MathFunctions)
endif (USE_MYMATH)

# add the executable
add_executable (Tutorial tutorial.cxx)
target_link_libraries (Tutorial  ${EXTRA_LIBS})
```

Basic starting point

Adding a version

Adding system introspection

Adding configured header file

Adding MathFunctions library

Adding generated file and generator

```
# add the install targets
install (TARGETS Tutorial DESTINATION bin)
install (FILES "${PROJECT_BINARY_DIR}/TutorialConfig.h"
         DESTINATION include)

# does the application run
add_test (TutorialRuns Tutorial 25)

# does the usage message work?
add_test (TutorialUsage Tutorial)
set_tests_properties (TutorialUsage
  PROPERTIES
  PASS_REGULAR_EXPRESSION "Usage:.*number"
  )


#define a macro to simplify adding tests
macro (do_test arg result)
  add_test (TutorialComp${arg} Tutorial ${arg})
  set_tests_properties (TutorialComp${arg}
    PROPERTIES PASS_REGULAR_EXPRESSION ${result}
    )
endmacro (do_test)

# do a bunch of result based tests
do_test (4 "4 is 2")
do_test (9 "9 is 3")
do_test (5 "5 is 2.236")
do_test (7 "7 is 2.645")
do_test (25 "25 is 5")
do_test (-25 "-25 is 0")
do_test (0.0001 "0.0001 is 0.01")
```

install the executable and the configured header file

add a number of basic tests

creating a macro to add a lot of tests

Adding generated file and generator

- **`TutorialConfig.h.in`** looks like:

```
// the configured options and settings for Tutorial
#define Tutorial_VERSION_MAJOR @Tutorial_VERSION_MAJOR@
#define Tutorial_VERSION_MINOR @Tutorial_VERSION_MINOR@
#cmakedefine USE_MYMATH

// does the platform provide exp and log functions?
#cmakedefine HAVE_LOG
#cmakedefine HAVE_EXP
```

Adding generated file and generator

- And the **`CMakeLists.txt`** file for **`MathFunctions`** looks like:

```
# first we add the executable that generates the table
add_executable(MakeTable MakeTable.cxx)
# add the command to generate the source code
add_custom_command (
  OUTPUT ${CMAKE_CURRENT_BINARY_DIR}/Table.h
  DEPENDS MakeTable
  COMMAND MakeTable ${CMAKE_CURRENT_BINARY_DIR}/Table.h
  )
# add the binary tree directory to the search path
# for include files
include_directories( ${CMAKE_CURRENT_BINARY_DIR} )

# add the main library
add_library(MathFunctions mysqrt.cxx ${CMAKE_CURRENT_BINARY_DIR}/Table.h)

install (TARGETS MathFunctions DESTINATION bin)
install (FILES MathFunctions.h DESTINATION include)
```

Building an installer

- We want to:
  - distribute our project to other people so that they can use it
  - provide both binary and source distributions on a variety of platforms
- We will build installation packages that support binary installations and package management features as found in **`cygwin, debian, RPMs etc`**.
- We will use **`CPack`** to create platform specific installers. The toplevel **`CMakeLists.txt`** file will be:

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Building an installer

- Use **`CPack`** to create platform specific installers
- The toplevel **`CMakeLists.txt`** file will be:

```
# build a CPack driven installer package
include (InstallRequiredSystemLibraries)
set (CPACK_RESOURCE_FILE_LICENSE
     "${CMAKE_CURRENT_SOURCE_DIR}/License.txt")
set (CPACK_PACKAGE_VERSION_MAJOR "${Tutorial_VERSION_MAJOR}")
set (CPACK_PACKAGE_VERSION_MINOR "${Tutorial_VERSION_MINOR}")
include (CPack)
```

Building an installer

- We start by including `InstallRequiredSystemLibraries`. This module will include any runtime libraries that are needed by the project for the current platform
- Next we set some `CPack` variables to where we have stored the license and version information for this project. The version information makes use of the variables we set earlier in this tutorial
- Finally we include the `CPack` module which will use these variables and some other properties of the system you are on to setup an installer

Building an installer

- The next step is to build the project in the usual manner and then run CPack on it. To build a binary distribution you would run:

```
cpack --config CPackConfig.cmake
```

- To create a source distribution you would type:

```
cpack --config CPackSourceConfig.cmake
```