

Object Oriented Programming

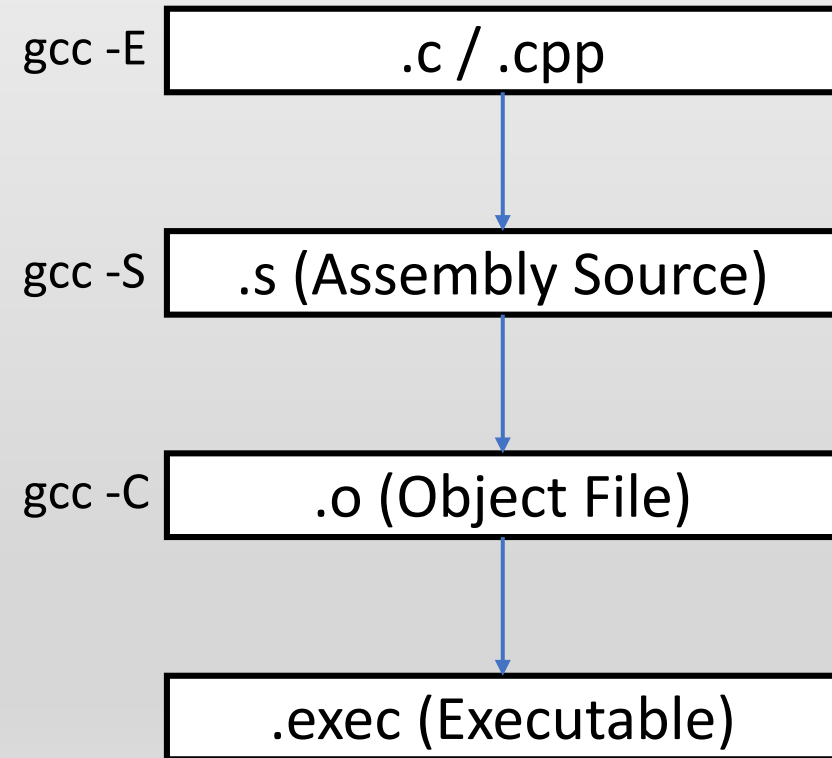
Lecture 02: makefile

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M 15:10 - 16:00 & F 10:10 - 12:00

How your code is translated into a program?

- Before we dig into the details, let's get familiar with how your code turn into a program



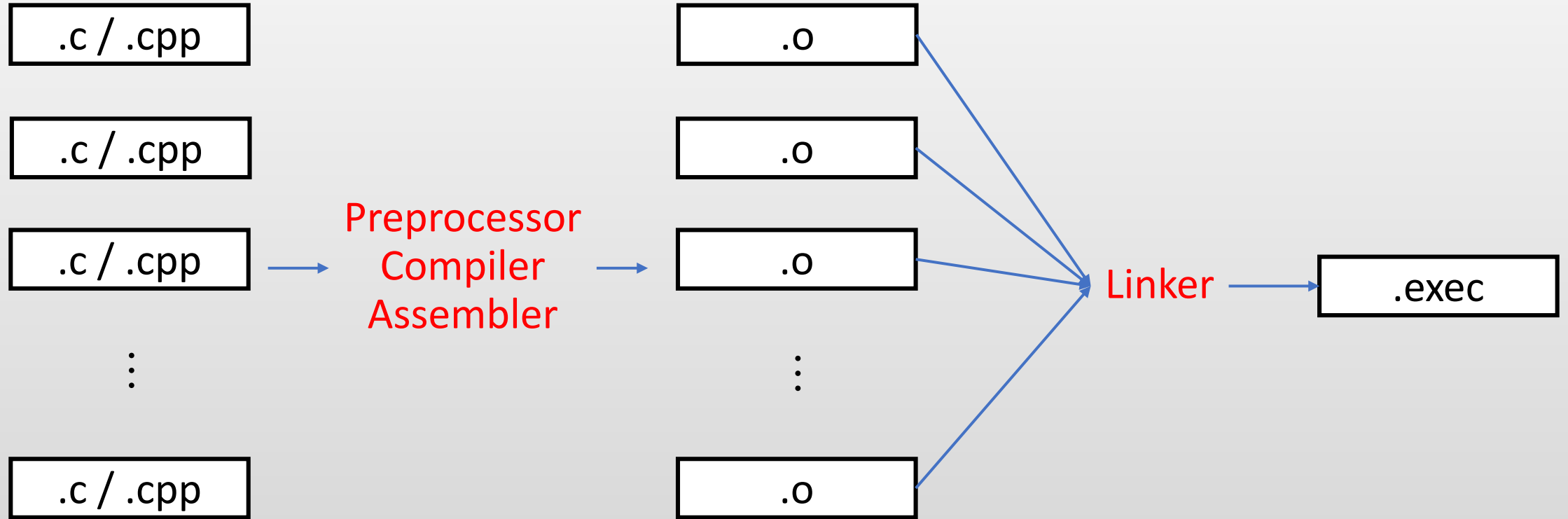
Preprocessor : Handle #include, #define, Remove comments

Compiler : Translate into Assembly

Assembler : Translate assembly into object file

Linker : Bring together object files to produce the executable

Why use makefile during compiling?



- makefile can avoid all the gcc commands for each c/cpp file
- Specify the dependency (相依性) between each .c/.cpp
- Producing the final executable by entering “make”

makefile Format

- makefile consists of a collection of rules
 - targets: prerequisites files or targets
 - command-script to complete for this target
 - Lower command-script can be referred to by upper script

```
1  # This is the default target, which will be built when
2  # you invoke make
3  .PHONY: all
4  all: bin/hello
5
6  # This rule tells make how to build hello world from hello_world.cpp
7  bin/hello: src/hello_world.cpp directories
8  g++ src/hello_world.cpp -o bin/hello_world
9
10 # This rule create the bin and obj directory if they do not exist
11 directories:
12     mkdir -p bin obj
13
14 # This rule tells make to delete hello and hello.o
15 .PHONY: clean
16 clean:
17     rm -f bin/*
18     rm -f obj/*
```

- This is the basic makefile, we will learn more in the future

Basic g++ Options

Generate file.o

g++ -c file.cpp

Generate Assembly : file.s

g++ -S file.cpp

Generate file.exec

g++ file.cpp -o file

Generate file.exec from object and cpp files

g++ file.cpp obj.o -o file

Show all the warning

gcc -Wall -o main main.c

Warning as error

gcc -Wall -Werror -o main main.c