

```
1: // $Id: commands.h,v 1.11 2016-01-14 14:45:21-08 - - $
2:
3: #ifndef __COMMANDS_H__
4: #define __COMMANDS_H__
5:
6: #include <unordered_map>
7: using namespace std;
8:
9: #include "file_sys.h"
10: #include "util.h"
11:
12: // A couple of convenient usings to avoid verbosity.
13:
14: using command_fn = void (*)(inode_state& state, const wordvec& words);
15: using command_hash = unordered_map<string, command_fn>;
16:
17: // command_error -
18: //     Extend runtime_error for throwing exceptions related to this
19: //     program.
20:
21: class command_error: public runtime_error {
22:     public:
23:         explicit command_error (const string& what);
24: };
25:
26: // execution functions -
27:
28: void fn_cat      (inode_state& state, const wordvec& words);
29: void fn_cd      (inode_state& state, const wordvec& words);
30: void fn_echo    (inode_state& state, const wordvec& words);
31: void fn_exit    (inode_state& state, const wordvec& words);
32: void fn_ls      (inode_state& state, const wordvec& words);
33: void fn_lsr     (inode_state& state, const wordvec& words);
34: void fn_make    (inode_state& state, const wordvec& words);
35: void fn_mkdir   (inode_state& state, const wordvec& words);
36: void fn_prompt  (inode_state& state, const wordvec& words);
37: void fn_pwd     (inode_state& state, const wordvec& words);
38: void fn_rm      (inode_state& state, const wordvec& words);
39: void fn_rmr     (inode_state& state, const wordvec& words);
40:
41: command_fn find_command_fn (const string& command);
42:
43: // exit_status_message -
44: //     Prints an exit message and returns the exit status, as recorded
45: //     by any of the functions.
46:
47: int exit_status_message();
48: class ysh_exit: public exception {};
49:
50: #endif
51:
```

```
1: // $Id: commands.cpp,v 1.21 2021-09-26 12:41:17-07 - - $
2:
3: #include "commands.h"
4: #include "debug.h"
5:
6: command_hash cmd_hash {
7:     {"cat"      , fn_cat    },
8:     {"cd"       , fn_cd     },
9:     {"echo"     , fn_echo   },
10:    {"exit"      , fn_exit   },
11:    {"ls"        , fn_ls     },
12:    {"lsr"       , fn_lsr    },
13:    {"make"      , fn_make   },
14:    {"mkdir"     , fn_mkdir  },
15:    {"prompt"    , fn_prompt },
16:    {"pwd"       , fn_pwd    },
17:    {"rm"        , fn_rm     },
18:    {"rmr"       , fn_rmr    },
19: };
20:
21: command_fn find_command_fn (const string& cmd) {
22:     // Note: value_type is pair<const key_type, mapped_type>
23:     // So: iterator->first is key_type (string)
24:     // So: iterator->second is mapped_type (command_fn)
25:     DEBUGF ('c', "[" << cmd << "]");
26:     const auto result {cmd_hash.find (cmd)};
27:     if (result == cmd_hash.end()) {
28:         throw command_error (cmd + ": no such command");
29:     }
30:     return result->second;
31: }
32:
33: command_error::command_error (const string& what):
34:     runtime_error (what) {
35: }
36:
37: int exit_status_message() {
38:     int status {exec::status()};
39:     cout << exec::execname() << ": exit(" << status << ")" << endl;
40:     return status;
41: }
42:
43: void fn_cat (inode_state& state, const wordvec& words) {
44:     DEBUGF ('c', state);
45:     DEBUGF ('c', words);
46: }
47:
48: void fn_cd (inode_state& state, const wordvec& words) {
49:     DEBUGF ('c', state);
50:     DEBUGF ('c', words);
51: }
52:
53: void fn_echo (inode_state& state, const wordvec& words) {
54:     DEBUGF ('c', state);
55:     DEBUGF ('c', words);
56:     cout << word_range (words.cbegin() + 1, words.cend()) << endl;
57: }
58:
```

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\$cse111-wm/Assignments/asg2-shell-fnptrs-oop/code
commands.cpp

2/3

```
59:
60: void fn_exit (inode_state& state, const wordvec& words) {
61:     DEBUGF ('c', state);
62:     DEBUGF ('c', words);
63:     throw ysh_exit();
64: }
65:
66: void fn_ls (inode_state& state, const wordvec& words) {
67:     DEBUGF ('c', state);
68:     DEBUGF ('c', words);
69: }
70:
71: void fn_lsr (inode_state& state, const wordvec& words) {
72:     DEBUGF ('c', state);
73:     DEBUGF ('c', words);
74: }
75:
76: void fn_make (inode_state& state, const wordvec& words) {
77:     DEBUGF ('c', state);
78:     DEBUGF ('c', words);
79: }
80:
81: void fn_mkdir (inode_state& state, const wordvec& words) {
82:     DEBUGF ('c', state);
83:     DEBUGF ('c', words);
84: }
85:
86: void fn_prompt (inode_state& state, const wordvec& words) {
87:     DEBUGF ('c', state);
88:     DEBUGF ('c', words);
89: }
90:
91: void fn_pwd (inode_state& state, const wordvec& words) {
92:     DEBUGF ('c', state);
93:     DEBUGF ('c', words);
94: }
95:
96: void fn_rm (inode_state& state, const wordvec& words) {
97:     DEBUGF ('c', state);
98:     DEBUGF ('c', words);
99: }
100:
101: void fn_rmr (inode_state& state, const wordvec& words) {
102:     DEBUGF ('c', state);
103:     DEBUGF ('c', words);
104: }
105:
```

```
1: // $Id: debug.h,v 1.12 2019-10-16 15:17:26-07 - - $
2:
3: #ifndef __DEBUG_H__
4: #define __DEBUG_H__
5:
6: #include <bitset>
7: #include <climits>
8: #include <string>
9: using namespace std;
10:
11: // debug -
12: //      static class for maintaining global debug flags.
13: // setflags -
14: //      Takes a string argument, and sets a flag for each char in the
15: //      string. As a special case, '@', sets all flags.
16: // getflag -
17: //      Used by the DEBUGF macro to check to see if a flag has been set.
18: //      Not to be called by user code.
19:
20: class debugflags {
21:     private:
22:         using flagset_ = bitset<UCHAR_MAX + 1>;
23:         static flagset_ flags_;
24:     public:
25:         static void setflags (const string& optflags);
26:         static bool getflag (char flag);
27:         static void where (char flag, const char* file, int line,
28:                           const char* pretty_function);
29: };
30:
```

```
31:
32: // DEBUGF -
33: //     Macro which expands into trace code.  First argument is a
34: //     trace flag char, second argument is output code that can
35: //     be sandwiched between <<.  Beware of operator precedence.
36: //     Example:
37: //         DEBUGF ('u', "foo = " << foo);
38: //     will print two words and a newline if flag 'u' is on.
39: //     Traces are preceded by filename, line number, and function.
40:
41: #ifdef NDEBUG
42: #define DEBUGF(FLAG, CODE) ;
43: #define DEBUGS(FLAG, STMT) ;
44: #else
45: #define DEBUGF(FLAG, CODE) { \
46:     if (debugflags::getflag (FLAG)) { \
47:         debugflags::where (FLAG, __FILE__, __LINE__, \
48:             __PRETTY_FUNCTION__); \
49:         cerr << CODE << endl; \
50:     } \
51: }
52: #define DEBUGS(FLAG, STMT) { \
53:     if (debugflags::getflag (FLAG)) { \
54:         debugflags::where (FLAG, __FILE__, __LINE__, \
55:             __PRETTY_FUNCTION__); \
56:         STMT; \
57:     } \
58: }
59: #endif
60:
61: #endif
62:
```

```
1: // $Id: debug.cpp,v 1.15 2020-01-22 14:21:55-08 - - $
2:
3: #include <climits>
4: #include <iostream>
5: #include <vector>
6:
7: using namespace std;
8:
9: #include "debug.h"
10: #include "util.h"
11:
12: debugflags::flagset_ debugflags::flags_ {};
13:
14: void debugflags::setflags (const string& initflags) {
15:     for (const unsigned char flag: initflags) {
16:         if (flag == '@') flags_.set();
17:         else flags_.set (flag, true);
18:     }
19: }
20:
21: // getflag -
22: //     Check to see if a certain flag is on.
23:
24: bool debugflags::getflag (char flag) {
25:     // WARNING: Don't TRACE this function or the stack will blow up.
26:     return flags_.test (static_cast<unsigned char> (flag));
27: }
28:
29: void debugflags::where (char flag, const char* file, int line,
30:                        const char* pretty_function) {
31:     cout << "DEBUG(" << flag << ") "
32:          << file << "[" << line << "]" " << endl
33:          << "... " << pretty_function << endl;
34: }
35:
```

```
1: // $Id: file_sys.h,v 1.9 2021-09-26 12:41:17-07 - - $
2:
3: #ifndef __INODE_H__
4: #define __INODE_H__
5:
6: #include <exception>
7: #include <iostream>
8: #include <memory>
9: #include <map>
10: #include <vector>
11: using namespace std;
12:
13: #include "util.h"
14:
15: // inode_t -
16: //      An inode is either a directory or a plain file.
17:
18: enum class file_type {PLAIN_TYPE, DIRECTORY_TYPE};
19: class inode;
20: class base_file;
21: class plain_file;
22: class directory;
23: using inode_ptr = shared_ptr<inode>;
24: using base_file_ptr = shared_ptr<base_file>;
25: ostream& operator<< (ostream&, file_type);
26:
```



```
27:
28: // inode_state -
29: //   A small convenient class to maintain the state of the simulated
30: //   process: the root (/), the current directory (.), and the
31: //   prompt.
32:
33: class inode_state {
34:     friend class inode;
35:     friend ostream& operator<< (ostream& out, const inode_state&);
36:     private:
37:         inode_ptr root {nullptr};
38:         inode_ptr cwd {nullptr};
39:         string prompt_ {"% "};
40:     public:
41:         inode_state (const inode_state&) = delete; // copy ctor
42:         inode_state& operator= (const inode_state&) = delete; // op=
43:         inode_state();
44:         const string& prompt() const;
45:         void prompt (const string&);
46: };
47:
48: // class inode -
49: // inode ctor -
50: //   Create a new inode of the given type.
51: // get_inode_nr -
52: //   Retrieves the serial number of the inode. Inode numbers are
53: //   allocated in sequence by small integer.
54: // size -
55: //   Returns the size of an inode. For a directory, this is the
56: //   number of dirents. For a text file, the number of characters
57: //   when printed (the sum of the lengths of each word, plus the
58: //   number of words.
59: //
60:
61: class inode {
62:     friend class inode_state;
63:     private:
64:         static size_t next_inode_nr;
65:         size_t inode_nr;
66:         base_file_ptr contents;
67:     public:
68:         inode() = delete;
69:         inode (file_type);
70:         size_t get_inode_nr() const;
71: };
72:
```

```
73:
74: // class base_file -
75: // Just a base class at which an inode can point. No data or
76: // functions. Makes the synthesized members useable only from
77: // the derived classes.
78:
79: class file_error: public runtime_error {
80:     public:
81:         explicit file_error (const string& what);
82: };
83:
84: class base_file {
85:     protected:
86:         base_file() = default;
87:         virtual const string& error_file_type() const = 0;
88:     public:
89:         virtual ~base_file() = default;
90:         base_file (const base_file&) = delete;
91:         base_file& operator= (const base_file&) = delete;
92:         virtual size_t size() const = 0;
93:         virtual const wordvec& readfile() const;
94:         virtual void writefile (const wordvec& newdata);
95:         virtual void remove (const string& filename);
96:         virtual inode_ptr mkdir (const string& dirname);
97:         virtual inode_ptr mkfile (const string& filename);
98: };
```

```
99:
100: // class plain_file -
101: // Used to hold data.
102: // synthesized default ctor -
103: //     Default vector<string> is a an empty vector.
104: // readfile -
105: //     Returns a copy of the contents of the wordvec in the file.
106: // writefile -
107: //     Replaces the contents of a file with new contents.
108:
109: class plain_file: public base_file {
110:     private:
111:         wordvec data;
112:         virtual const string& error_file_type() const override {
113:             static const string result = "plain file";
114:             return result;
115:         }
116:     public:
117:         virtual size_t size() const override;
118:         virtual const wordvec& readfile() const override;
119:         virtual void writefile (const wordvec& newdata) override;
120: };
121:
122: // class directory -
123: // Used to map filenames onto inode pointers.
124: // default ctor -
125: //     Creates a new map with keys "." and "..".
126: // remove -
127: //     Removes the file or subdirectory from the current inode.
128: //     Throws an file_error if this is not a directory, the file
129: //     does not exist, or the subdirectory is not empty.
130: //     Here empty means the only entries are dot (.) and dotdot (..).
131: // mkdir -
132: //     Creates a new directory under the current directory and
133: //     immediately adds the directories dot (.) and dotdot (..) to it.
134: //     Note that the parent (..) of / is / itself. It is an error
135: //     if the entry already exists.
136: // mkfile -
137: //     Create a new empty text file with the given name. Error if
138: //     a dirent with that name exists.
139:
140: class directory: public base_file {
141:     private:
142:         // Must be a map, not unordered_map, so printing is lexicographic
143:         map<string,inode_ptr> dirents;
144:         virtual const string& error_file_type() const override {
145:             static const string result = "directory";
146:             return result;
147:         }
148:     public:
149:         virtual size_t size() const override;
150:         virtual void remove (const string& filename) override;
151:         virtual inode_ptr mkdir (const string& dirname) override;
152:         virtual inode_ptr mkfile (const string& filename) override;
153: };
154:
155: #endif
156:
```

```
1: // $Id: file_sys.cpp,v 1.10 2021-04-10 14:23:40-07 - - $
2:
3: #include <cassert>
4: #include <iostream>
5: #include <stdexcept>
6:
7: using namespace std;
8:
9: #include "debug.h"
10: #include "file_sys.h"
11:
12: size_t inode::next_inode_nr {1};
13:
14: ostream& operator<< (ostream& out, file_type type) {
15:     switch (type) {
16:         case file_type::PLAIN_TYPE: out << "PLAIN_TYPE"; break;
17:         case file_type::DIRECTORY_TYPE: out << "DIRECTORY_TYPE"; break;
18:         default: assert (false);
19:     };
20:     return out;
21: }
22:
23: inode_state::inode_state() {
24:     DEBUGF ('i', "root = " << root << ", cwd = " << cwd
25:         << ", prompt = \"\" << prompt() << "\"");
26: }
27:
28: const string& inode_state::prompt() const { return prompt_; }
29:
30: ostream& operator<< (ostream& out, const inode_state& state) {
31:     out << "inode_state: root = " << state.root
32:         << ", cwd = " << state.cwd;
33:     return out;
34: }
35:
36: inode::inode(file_type type): inode_nr (next_inode_nr++) {
37:     switch (type) {
38:         case file_type::PLAIN_TYPE:
39:             contents = make_shared<plain_file>();
40:             break;
41:         case file_type::DIRECTORY_TYPE:
42:             contents = make_shared<directory>();
43:             break;
44:         default: assert (false);
45:     }
46:     DEBUGF ('i', "inode " << inode_nr << ", type = " << type);
47: }
48:
49: size_t inode::get_inode_nr() const {
50:     DEBUGF ('i', "inode = " << inode_nr);
51:     return inode_nr;
52: }
53:
```

```
54:
55: file_error::file_error (const string& what):
56:     runtime_error (what) {
57: }
58:
59: const wordvec& base_file::readfile() const {
60:     throw file_error ("is a " + error_file_type());
61: }
62:
63: void base_file::writefile (const wordvec&) {
64:     throw file_error ("is a " + error_file_type());
65: }
66:
67: void base_file::remove (const string&) {
68:     throw file_error ("is a " + error_file_type());
69: }
70:
71: inode_ptr base_file::mkdir (const string&) {
72:     throw file_error ("is a " + error_file_type());
73: }
74:
75: inode_ptr base_file::mkfile (const string&) {
76:     throw file_error ("is a " + error_file_type());
77: }
78:
```

```
79:
80: size_t plain_file::size() const {
81:     size_t size {0};
82:     DEBUGF ('i', "size = " << size);
83:     return size;
84: }
85:
86: const wordvec& plain_file::readfile() const {
87:     DEBUGF ('i', data);
88:     return data;
89: }
90:
91: void plain_file::writefile (const wordvec& words) {
92:     DEBUGF ('i', words);
93: }
94:
95: size_t directory::size() const {
96:     size_t size {0};
97:     DEBUGF ('i', "size = " << size);
98:     return size;
99: }
100:
101: void directory::remove (const string& filename) {
102:     DEBUGF ('i', filename);
103: }
104:
105: inode_ptr directory::mkdir (const string& dirname) {
106:     DEBUGF ('i', dirname);
107:     return nullptr;
108: }
109:
110: inode_ptr directory::mkfile (const string& filename) {
111:     DEBUGF ('i', filename);
112:     return nullptr;
113: }
114:
```

```
1: // $Id: util.h,v 1.15 2021-09-26 12:41:17-07 - - $
2:
3: // util -
4: //      A utility to provide various services not conveniently
5: //      included in other modules.
6:
7: #ifndef __UTIL_H__
8: #define __UTIL_H__
9:
10: #include <iostream>
11: #include <stdexcept>
12: #include <string>
13: #include <vector>
14: using namespace std;
15:
16: // Convenient type using to allow brevity of code elsewhere.
17:
18: template <typename iterator>
19: using range_type = pair<iterator,iterator>;
20:
21: using wordvec = vector<string>;
22: using word_range = range_type<decltype(declval<wordvec>().cbegin())>;
23:
24: // want_echo -
25: //      We want to echo all of cin to cout if either cin or cout
26: //      is not a tty. This helps make batch processing easier by
27: //      making cout look like a terminal session trace.
28:
29: bool want_echo();
30:
31: //
32: // main -
33: //      Keep track of execname and exit status. Must be initialized
34: //      as the first thing done inside main. Main should call:
35: //      main::execname (argv[0]);
36: //      before anything else.
37: //
38:
39: class exec {
40:     private:
41:         static string execname_;
42:         static int status_;
43:         static void execname (const string& argv0);
44:         friend int main (int, char**);
45:     public:
46:         static void status (int status);
47:         static const string& execname() {return execname_; }
48:         static int status() {return status_; }
49: };
50:
```

```
51:
52: // split -
53: //     Split a string into a wordvec (as defined above). Any sequence
54: //     of chars in the delimiter string is used as a separator. To
55: //     Split a pathname, use "/". To split a shell command, use " ".
56:
57: wordvec split (const string& line, const string& delimiter);
58:
59: // complain -
60: //     Used for starting error messages. Sets the exit status to
61: //     EXIT_FAILURE, writes the program name to cerr, and then
62: //     returns the cerr ostream. Example:
63: //     complain() << filename << ": some problem" << endl;
64:
65: ostream& complain();
66:
67: // operator<< (vector) -
68: //     An overloaded template operator which allows vectors to be
69: //     printed out as a single operator, each element separated from
70: //     the next with spaces. The item_t must have an output operator
71: //     defined for it.
72:
73: template <typename item_t>
74: ostream& operator<< (ostream& out, const vector<item_t>& vec) {
75:     string space {" "};
76:     for (const auto& item: vec) {
77:         out << space << item;
78:         space = " ";
79:     }
80:     return out;
81: }
82:
83: template <typename iterator>
84: ostream& operator<< (ostream& out, range_type<iterator> range) {
85:     for (auto itor = range.first; itor != range.second; ++itor) {
86:         if (itor != range.first) out << " ";
87:         out << *itor;
88:     }
89:     return out;
90: }
91:
92: #endif
93:
```



```
1: // $Id: util.cpp,v 1.15 2021-09-26 12:41:17-07 - - $
2:
3: #include <cstdlib>
4: #include <unistd.h>
5:
6: using namespace std;
7:
8: #include "util.h"
9: #include "debug.h"
10:
11: bool want_echo() {
12:     constexpr int CIN_FD {0};
13:     constexpr int COUT_FD {1};
14:     bool cin_is_not_a_tty = not isatty (CIN_FD);
15:     bool cout_is_not_a_tty = not isatty (COUT_FD);
16:     DEBUGF ('u', "cin_is_not_a_tty = " << cin_is_not_a_tty
17:           << ", cout_is_not_a_tty = " << cout_is_not_a_tty);
18:     return cin_is_not_a_tty or cout_is_not_a_tty;
19: }
20:
21: string exec::execname_; // Must be initialized from main().
22: int exec::status_ {EXIT_SUCCESS};
23:
24: string basename (const string &arg) {
25:     return arg.substr (arg.find_last_of ('/') + 1);
26: }
27:
28: void exec::execname (const string& argv0) {
29:     execname_ = basename (argv0);
30:     cout << boolalpha;
31:     cerr << boolalpha;
32:     DEBUGF ('u', "execname = " << execname_);
33: }
34:
35: void exec::status (int status) {
36:     if (status_ < status) status_ = status;
37: }
38:
```

```
39:
40: wordvec split (const string& line, const string& delimiters) {
41:     wordvec words;
42:     size_t end {0};
43:
44:     // Loop over the string, splitting out words, and for each word
45:     // thus found, append it to the output wordvec.
46:     for (;;) {
47:         size_t start {line.find_first_not_of (delimiters, end)};
48:         if (start == string::npos) break;
49:         end = line.find_first_of (delimiters, start);
50:         words.push_back (line.substr (start, end - start));
51:     }
52:     DEBUGF ('u', words);
53:     return words;
54: }
55:
56: ostream& complain() {
57:     exec::status (EXIT_FAILURE);
58:     cerr << exec::execname() << ": ";
59:     return cerr;
60: }
61:
```

```
1: // $Id: main.cpp,v 1.12 2021-09-26 12:41:17-07 - - $
2:
3: #include <cstdlib>
4: #include <iostream>
5: #include <string>
6: #include <utility>
7: #include <unistd.h>
8:
9: using namespace std;
10:
11: #include "commands.h"
12: #include "debug.h"
13: #include "file_sys.h"
14: #include "util.h"
15:
16: // scan_options
17: //   Options analysis:  The only option is -Dflags.
18:
19: void scan_options (int argc, char** argv) {
20:     opterr = 0;
21:     for (;;) {
22:         int option {getopt (argc, argv, "@:")};
23:         if (option == EOF) break;
24:         switch (option) {
25:             case '@':
26:                 debugflags::setflags (optarg);
27:                 break;
28:             default:
29:                 complain() << "-" << static_cast<char> (option)
30:                     << ": invalid option" << endl;
31:                 break;
32:         }
33:     }
34:     if (optind < argc) {
35:         complain() << "operands not permitted" << endl;
36:     }
37: }
38:
```

```
39:
40: // main -
41: //      Main program which loops reading commands until end of file.
42:
43: int main (int argc, char** argv) {
44:     exec::execname (argv[0]);
45:     cout << boolalpha; // Print false or true instead of 0 or 1.
46:     cerr << boolalpha;
47:     cout << argv[0] << " build " << __DATE__ << " " << __TIME__ << endl;
48:     scan_options (argc, argv);
49:     bool need_echo {want_echo()};
50:     inode_state state;
51:     try {
52:         for (;;) {
53:             try {
54:                 // Read a line, break at EOF, and echo print the prompt
55:                 // if one is needed.
56:                 cout << state.prompt();
57:                 string line;
58:                 getline (cin, line);
59:                 if (cin.eof()) {
60:                     if (need_echo) cout << "^D";
61:                     cout << endl;
62:                     DEBUGF ('y', "EOF");
63:                     break;
64:                 }
65:                 if (need_echo) cout << line << endl;
66:
67:                 // Split the line into words and lookup the appropriate
68:                 // function. Complain or call it.
69:                 wordvec words = split (line, " \t");
70:                 DEBUGF ('y', "words = " << words);
71:                 command_fn fn = find_command_fn (words.at(0));
72:                 fn (state, words);
73:             } catch (file_error& error) {
74:                 complain() << error.what() << endl;
75:             } catch (command_error& error) {
76:                 complain() << error.what() << endl;
77:             }
78:         }
79:     } catch (ysh_exit&) {
80:         // This catch intentionally left blank.
81:     }
82:
83:     return exit_status_message();
84: }
85:
```

```
1: # $Id: Makefile,v 1.41 2021-09-26 12:41:17-07 - - $
2:
3: MKFILE      = Makefile
4: DEFILE      = ${MKFILE}.dep
5: NOINCL      = check lint ci clean spotless
6: NEEDINCL    = ${filter ${NOINCL}, ${MAKECMDGOALS}}
7: GMAKE       = ${MAKE} --no-print-directory
8: GPPWARN     = -Wall -Wextra -Wpedantic -Wshadow -Wold-style-cast
9: GPPOPTS     = ${GPPWARN} -fdiagnostics-color=never
10: COMPILECPP  = g++ -std=gnu++2a -g -O0 ${GPPOPTS}
11: MAKEDEPCPP  = g++ -std=gnu++2a -MM ${GPPOPTS}
12:
13: MODULES     = commands debug file_sys util
14: CPPHEADER   = ${MODULES:=.h}
15: CPPSOURCE   = ${MODULES:=.cpp} main.cpp
16: EXECBIN     = yshell
17: OBJECTS     = ${CPPSOURCE:.cpp=.o}
18: MODULESRC   = ${foreach MOD, ${MODULES}, ${MOD}.h ${MOD}.cpp}
19: OTHERSRC    = ${filter-out ${MODULESRC}, ${CPPHEADER} ${CPPSOURCE}}
20: ALLSOURCES  = ${MODULESRC} ${OTHERSRC} ${MKFILE}
21: LISTING     = Listing.ps
22:
23: export PATH := ${PATH}:/afs/cats.ucsc.edu/courses/cse110a-wm/bin
24:
25: all : ${EXECBIN}
26:
27: ${EXECBIN} : ${OBJECTS}
28:     ${COMPILECPP} -o $@ ${OBJECTS}
29:
30: %.o : %.cpp
31:     - checksource $<
32:     - cpplint.py.perl $<
33:     ${COMPILECPP} -c $<
34:
35: ci : check
36:     - cid -is ${ALLSOURCES}
37:
38: check : ${ALLSOURCES}
39:     - checksource ${ALLSOURCES}
40:     - cpplint.py.perl ${CPPSOURCE}
41:
42: lis : ${ALLSOURCES}
43:     mkpspdf ${LISTING} ${ALLSOURCES} ${DEFILE}
44:
45: clean :
46:     - rm ${OBJECTS} ${DEFILE} core ${EXECBIN}.errs
47:
48: spotless : clean
49:     - rm ${EXECBIN} ${LISTING} ${LISTING:.ps=.pdf}
50:
```

```
51:
52: dep : ${CPPSOURCE} ${CPPHEADER}
53:     @ echo "# ${DEPFILE} created `LC_TIME=C date`" >${DEPFILE}
54:     ${MAKEDEPCPP} ${CPPSOURCE} >>${DEPFILE}
55:
56: ${DEPFILE} : ${MKFILE}
57:     @ touch ${DEPFILE}
58:     ${GMAKE} dep
59:
60: again :
61:     ${GMAKE} spotless dep ci all lis
62:
63: ifeq (${NEEDINCL}, )
64: include ${DEPFILE}
65: endif
66:
```

```
1: # Makefile.dep created Sat Oct  9 14:01:03 PDT 2021
2: commands.o: commands.cpp commands.h file_sys.h util.h debug.h
3: debug.o: debug.cpp debug.h util.h
4: file_sys.o: file_sys.cpp debug.h file_sys.h util.h
5: util.o: util.cpp util.h debug.h
6: main.o: main.cpp commands.h file_sys.h util.h debug.h
```