

```
1: CC = g++
2: CFLAGS = -O3 -g -Wall -Werror -std=c++14 -pedantic
3: LIBS = -lsfml-graphics -lsfml-window -lsfml-system -lsfml-audio
4: OBJECTS = main.o Body.o
5:
6: all: NBody
7:
8: NBody: main.o Body.o
9:     $(CC) $(CFLAGS) -o NBody main.o Body.o $(LIBS)
10:
11: main.o: main.cpp Body.hpp
12:     $(CC) $(CFLAGS) -c main.cpp -o main.o
13:
14: Body.o: Body.cpp Body.hpp
15:     $(CC) $(CFLAGS) -c Body.cpp -o Body.o
16:
17: clean:
18:     \rm NBody *.o
```