

Data Structures

# Makefile - Introduction



CODE  
FOR THINGS

# Makefile

# Introduction

Why Makefile?

What is Makefile?

Implementation



Data Structure – Makefile

# Introduction



# Data Structure – Makefile

# Introduction

1.c —▶ a.out



# Data Structure – Makefile

# Introduction

1.c → a.out

## **Different Stages of Compilation**

- Preprocessor
- Compiler
- Assembler
- Linker
- Loader

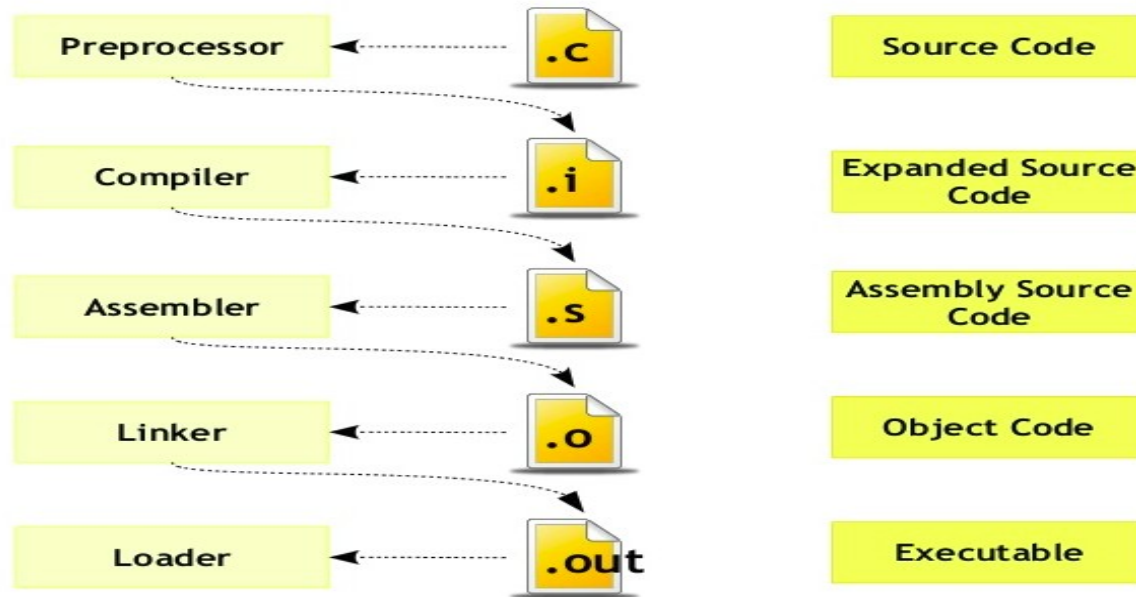


# Data Structure – Makefile

## Introduction

1.c → a.out

### Compilation Stages



# Data Structure – Makefile

## Introduction

1.c —▶ a.out

1.c    2.c    3.c

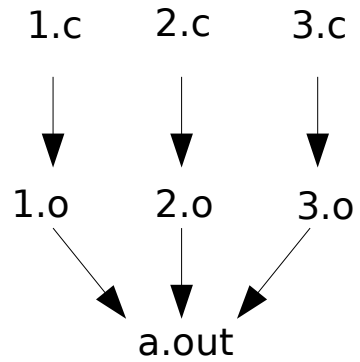




# Data Structure – Makefile

## Introduction

1.c → a.out



# Introduction

## Why?

Project      —————>      1000 source file

# Introduction

## Why?

Project       $\longrightarrow$       1000 source file

- `gcc <all source files>`
- `gcc *.c`

# Introduction

## What?

Makefiles are simple ways to organize code compilation

A makefile is a file containing a set of directives used by a make build automation tool to generate a target/goal.

### **Name**

- Makefile
- makefile
- My\_makefile                      `make -f <MY_makefile>`
- A makefile is executed using **make** command



# Data Structure – Makefile

# Introduction

## Rule

**Target** : Dependencies

<Tab> recipe

**Sub Target**: Dependencies

<Tab> recipe

⋮

**clean:**

<Tab> recipe



# Data Structure – Makefile

## Introduction

### Rule

**Target** : Dependencies

<Tab> recipe

**Sub Target**: Dependencies

<Tab> recipe

⋮

**clean:**

<Tab> recipe

main.c

add.c

mul.c

sub.c



# Data Structure – Makefile

## Introduction

### Rule

**Target** : Dependencies

<Tab> recipe

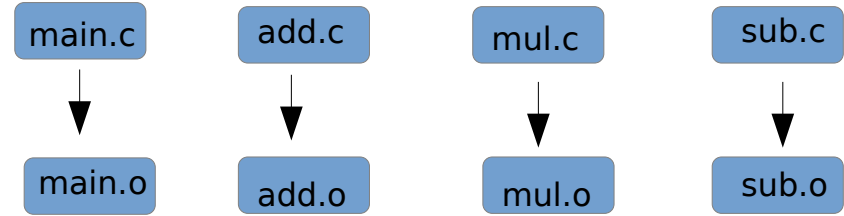
**Sub Target**: Dependencies

<Tab> recipe

⋮

**clean:**

<Tab> recipe



# Data Structure – Makefile

## Introduction

### Rule

**Target** : Dependencies

<Tab> recipe

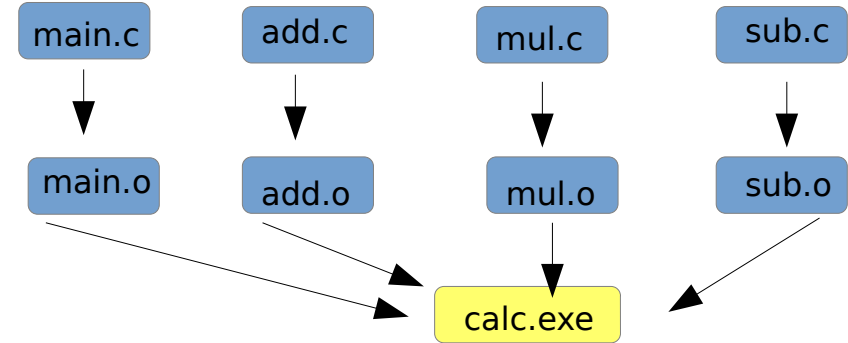
**Sub Target**: Dependencies

<Tab> recipe

⋮

**clean:**

<Tab> recipe





# Data Structure – Makefile

## Introduction

### Rule

**Target** : Dependencies

<Tab> recipe

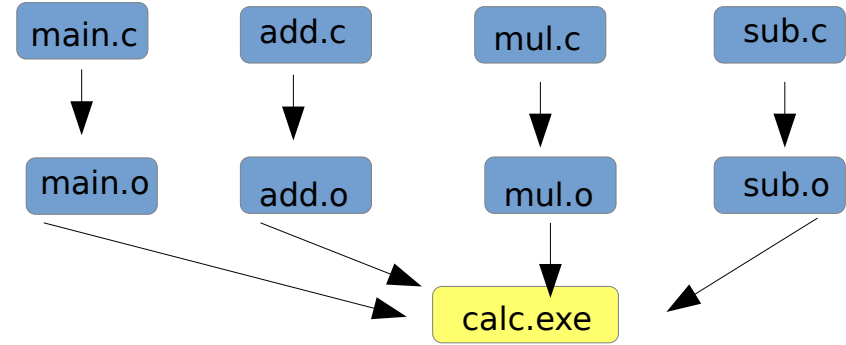
**Sub Target**: Dependencies

<Tab> recipe

⋮

**clean:**

<Tab> recipe



**calc.exe** : main.o add.o mul.o sub.o

<Tab> gcc -o calc.exe main.o add.o mul.o sub.o

**main.o**: main.c

<Tab> gcc -c main.c

**add.o**: add.c

<Tab> gcc -c add.c

**sub.o**: sub.c

<Tab> gcc -c sub.c

**clean:**

<Tab> rm \*.exe \*.o



# Data Structure – Makefile

## Introduction

### Rule

**Target** : Dependencies

<Tab> recipe

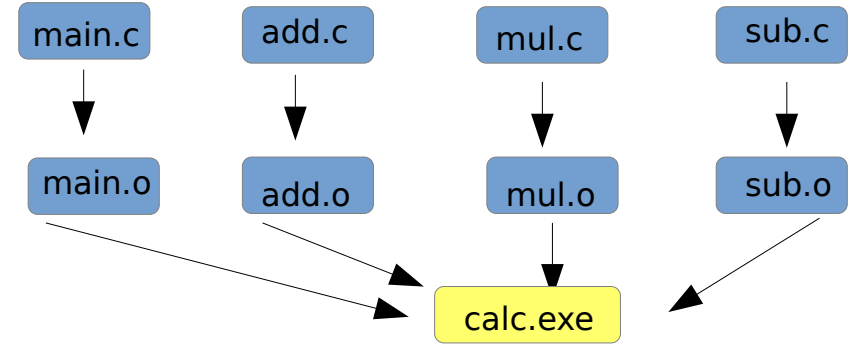
**Sub Target**: Dependencies

<Tab> recipe

⋮

**clean:**

<Tab> recipe



**calc.exe** : main.o add.o mul.o sub.o

<Tab> gcc -o calc.exe main.o add.o mul.o sub.o

**main.o**: main.c

<Tab> gcc -c main.c

**add.o**: add.c

<Tab> gcc -c add.c

**sub.o**: sub.c

<Tab> gcc -c sub.c

**clean:**

<Tab> rm \*.exe \*.o



# Makefile -Implementation

# Data Structure – Makefile

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### Rule

**Target** : Dependencies

<Tab> recipe

**Sub Target**: Dependencies

<Tab> recipe

⋮

**clean:**

<Tab> recipe

### Alternate

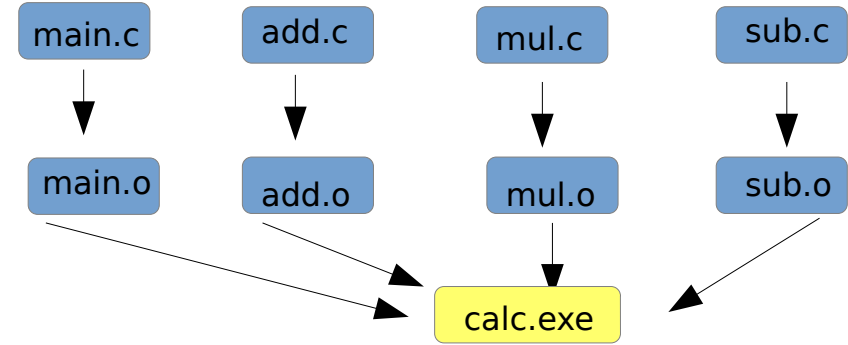
**OBJ** : \$(patsubst %.c, %.o, \$(wildcard \*.c))

**calc.exe**: \$(OBJ)

<Tab> gcc -o \$@ \$^

**clean:**

<Tab> rm \*.exe \*.o



**calc.exe** : main.o add.o mul.o sub.o

<Tab> gcc -o calc.exe main.o add.o mul.o sub.o

**main.o**: main.c

<Tab> gcc -c main.c

**add.o**: add.c

<Tab> gcc -c add.c

**sub.o**: sub.c

<Tab> gcc -c sub.c

**clean:**

<Tab> rm \*.exe \*.o



# Introduction

## Advantages

- The compilation is done using single command ie **make**
- Re compiles only what is needed when you make a change
- Make keeps track of time

# Time Complexity