

```
1: all: GuitarHero
2:
3: GuitarHero: GuitarHero.o GuitarString.o RingBuffer.o
4:     g++ GuitarHero.o RingBuffer.o GuitarString.o -o GuitarHero -lboost_u
nit_test_framework -lsfml-system -lsfml-audio -lsfml-graphics -lsfml-window -g
5:
6: GuitarHero.o: GuitarHero.cpp GuitarString.hpp RingBuffer.hpp
7:     g++ -c GuitarHero.cpp -Wall -Werror -ansi -pedantic -lboost_unit_tes
t_framework -lsfml-system -lsfml-audio -lsfml-graphics -lsfml-window -g
8:
9: RingBuffer.o: RingBuffer.cpp RingBuffer.hpp
10:    g++ -c RingBuffer.cpp -Wall -Werror -ansi -pedantic -lboost_unit_tes
t_framework -lsfml-system -lsfml-audio -lsfml-graphics -lsfml-window -g
11:
12: GuitarString.o: GuitarString.cpp GuitarString.hpp
13:    g++ -c GuitarString.cpp -Wall -Werror -ansi -pedantic -lboost_unit_t
est_framework -lsfml-system -lsfml-audio -lsfml-graphics -lsfml-window -g
14:
15: clean:
16:     rm *.o GuitarHero *~ a.out
```