Embedded Software Essentials

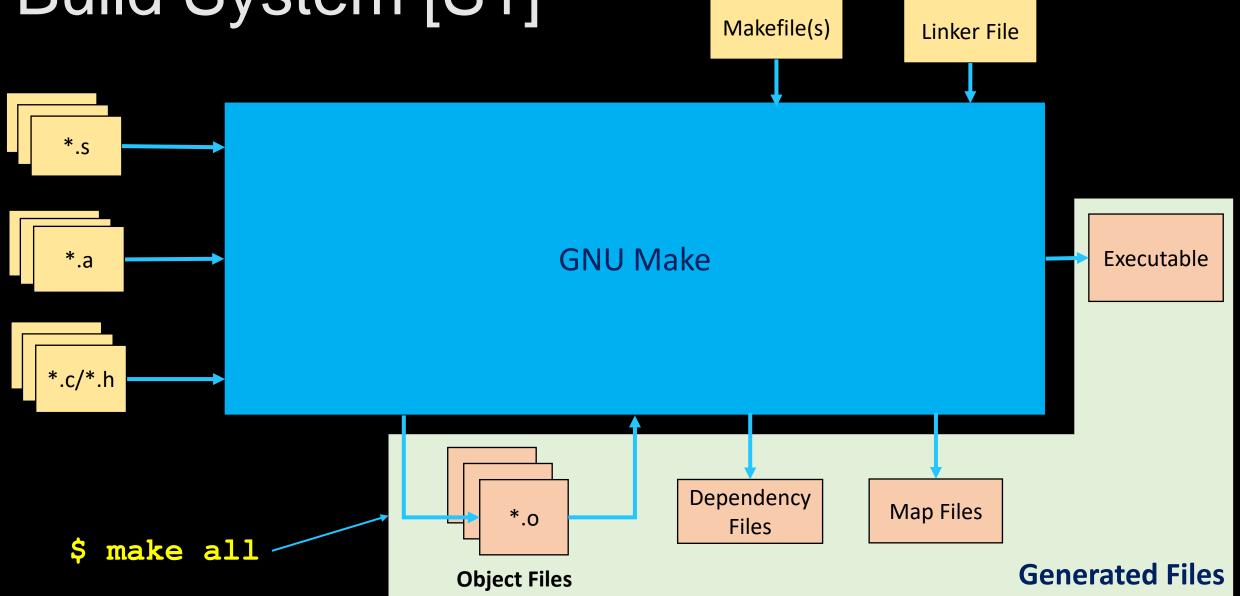
Makefiles Part 1

C1 M2 V7

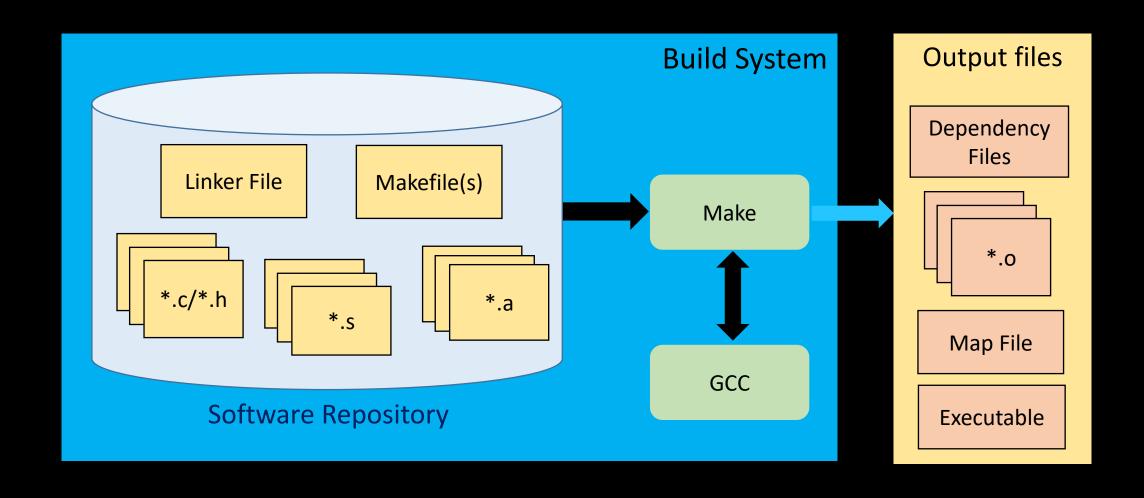
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Build System [S1]



Version Controlled Build System [S2]



Makefiles [S3]

• One or more files used to tell make how to build a particular project

```
makefile, Makefile, sources.mk, includes.mk, ...
```

Makefiles have build targets or build rules

```
$ make all      $ make clean      $ make main.out      $ make main.o
```

Targets can have dependencies or prerequisites

```
main.out: main.o my_file.o

gcc -g -Wl,-Map=main.map -o main.out main.o my_file.o
```

Makefiles – Rules [S4]

- Build rules require a specific syntax of target: prerequisites, and commands
- These are **recipes** for how to build a particular executable or non-source file
- A recipe can only be executed if the dependencies are met



Simple my_file.o build rule: Depends on my_file.c and my_file.h

```
$ make my_file.o my_file.o: my_file.c my_file.h gcc -c my_file.c -o my_file.o executing the following rule
```

Makefile Syntax [S5]

- Comments start with a #
- Can include other makefiles
- Line continuation is done with a \
- Can create and use variables
- Can have multiple rules
- Command lines start with a tab
- Targets can depend on other targets

```
# This includes another file
include sources.mk
# Variable & Line Continuance
FLAGS = -q
        -Werror \
        -std=c99
# my file.o target binary
my file.o: my file.h my file.c
    gcc $(FLAGS) -c -o my file.o my file.c
# main.o target binary
main.o: my file.h
    qcc $(FLAGS) -c -o main.o main.c
# Main Target Executable
main.out: main.o my file.o
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Makefile Variables [S6]

- Variables can be set to strings of text and can include other variables
 - Variable access is done with the \$(variable-name) syntax

Example Recursively Expanded Variables

CSTD=c89
CPU=cortex-m0plus
CC=arm-none-eabi-gcc

- Recursively Expanded Variables (=)
 - Expands whenever used
- Simply Expanded Variables (:=)
 - Expands once at the time of definition

Example Simply Expanded Variables

```
ARCH:=$(shell arch)
CWD:=$(shell pwd)
OS:=$(shell uname)
```

Special examples that run Linux commands to set data

- Use variables for things like
 - Compiler flags -> CFLAGS
 - Linker Flags -> LDFLAGS

C-Flags Example Variables

```
CFLAGS = -g - std = (CSTD) - mcpu = (CPU) - mthumb
```

Include Paths and Sources [S7]

- Can control what directories and source files are used for building
 - Includes provide path to code (absolute or relative paths)
 - Sources determine what needs to be built

- Can reference a variable for include directories and sources files
 - Creates dynamic targets instead of statically defined targets

Building the Executable [S8]

Use variables in your target rules

```
main.out: main.o my_file.o
    gcc -Wl,map=main.map -I./inc -o main.out main.o my_file.o

$(TARGET): $(OBJS)
    $(CC) $(CFLAGS) $(INCLUDES) $(LDFLAGS) -o $(TARGET) $(OBJS)
```

Automatic Variables - variables in a recipe with a scope

```
$\langle - Target $\langle (TARGET): $\langle (OBJS)$$
$\langle - All Prerequisites $\langle (CC) $\langle (CFLAGS) $\langle (LDFLAGS) $\langle (INCLUDES) -0 $\langle $\langle $\langle $\langle $\langle \langle \la
```