# Homework 7 Build Systems

# **Submission Instructions**

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For this assignment, we will experiment in the EECS 280 W15 repository you created for Homework 2.

## 1 Expressing Dependencies

- 1. Run make to build everything.
- 2. Run make again (nothing happens).
- 3. Edit p2.cpp and make a change (add a comment or something).
- 4. Run make again.
- 5. Edit p2.h and make a change (add a comment or something).
- 6. Run make again.

#### Why did make rebuild things after step 4 but not after step 6? Why is this a problem?

All of the test targets depend on p2.cpp, so when it changed they rebuilt. None of them list p2.h as a dependency in the Makefile, so when it changed make did not know it needed to do anything.

This can be a particularly frustrating issue if a header file #define's a constant that is used by code files, but the code does not rebuild correctly to use the new constant.

#### Rewrite the rule for simple\_test so that make rebuilds correctly for any changes you make:

Notice that you need more than just p2.h, you also need the header files that p2.h includes, recursive.h, and then the header files that recursive.h includes...

Think this is a pain? Check out the advanced homework for a BetterWay<sup>TM</sup>.

## 2 From Build Engine to Rules Engine

Makefiles are often asked to do more than simply build your software. A common example is a rule named clean that deletes everything built by the Makefile.

- 1. Run make to build everything.
- 2. Run make clean to delete everything that was built.
- 3. Run make to build everything.
- 4. Run touch clean
- 5. Run 1s (do you understand what touch does?)
- 6. Run make clean

Why did make run the clean rule after step 2 but not after step 5?

#### What flag can you pass to make so that it unconditionally "builds" the clean target?

```
make -__ clean
-B, --always-make — Unconditionally make all targets.
```

#### Describe how to fix the Makefile so that fake targets like clean work correctly.

Make understands that some targets, such as "clean", are not actually files that it needs to build, you just have to tell make that. These are called "phony targets". To fix the Makefile, add:

```
PHONY: clean

You do not need to worry about system header files
```

### 3 Removing Duplicated Effort

Notice that currently the all target and the test target have the same list of dependencies.

List all the changes you have to make to the Makefile so that the test target correctly depends on the all target in all cases.

There are two changes you should make to the original Makefile.

```
1. Change test so that it depends on the all target:
```

```
-test: filter_test simple_test tree_insert_test p2-tests
+test: all
```

2. Mark the all target as phony (you aren't actually making a thing called "all" anywhere):

```
+.PHONY: all
```

A different (but equally correct) approach would be to define a variable that holds all of the targets, and use that variable for both rules:

```
TARGETS = filter_test simple_test tree_insert_test p2-tests
all: $(TARGETS)
test: $(TARGETS)
```

## 4 Anything Special about All?

Currently, if you just type make, make will run make all. One might wonder why make chooses the all goal by default. While you could look this up, we are computer *scientists*. Make changes to the Makefile until you are confident that you understand how make chooses the default goal.

Describe the experiments you ran in order to determine what target make builds by default.

Note that this question asks about the experiments you ran, some good tests:

Rename the "all" rule to something else, what runs?

Move the "all" rule to a different location, what runs?

As a bonus, check out what happens if you rename the rule to ".all". What runs by default? Can you still "make all"?

### 5 Manipulating make's environment

One neat feature of make is that it ships with a large number of *implicit rules*. make understands that foo.c $\rightarrow$ foo without you writing any rules. In fact, you can actually run make without a Makefile! Let's play with this a little.

First let's get a simple environment set up and try some things out:

```
@>@ mkdir /tmp/wk4 && cd $_
@>@ echo -e '#include <stdio.h>\n\nint main() {\n\tprintf("Howdy\\n");\n\treturn 0;\n}\n' > hello.c
@>@ cat hello.c
                   # just so you can see what that did
0>0 make
@>@ make hello
@>@ ./hello
Does make clean work? Why not?
Now try
@>@ rm hello
@>@ make -r hello
What does the -r flag do?
Next try
@>@ rm hello
@>@ make CFLAGS=-03 hello
What changed when hello was built this time?
Finally run
@>@ make hello -p | less
```

Make an educated guess at which built-in rule is used to create "hello" from "hello.c" and copy it here. What makes you think this rule is responsible?

```
%: %.c
# commands to execute (built-in):
    $(LINK.c) $^ $(LOADLIBES) $(LDLIBS) -0 $@
```

Now let's add an additional file to the mix, only a C++ file this time:

(This example uses a special shell syntax for easily writing multiple lines to a shell command)

```
@>@ cat << MARKER > wazzup.cpp
#include <iostream>
int main() {
   std::cout << "Wazzup?" << std::endl;
   return 0;
}
MARKER
@>@ cat wazzup.cpp
```

Using what you have learned, write a single make command (i.e. only call make once) that, without a Makefile, will build both "hello" and "wazzup", but builds hello optimized for speed (-03) and wazzup optimized for size (-0s). *Hint: One is a C program and one is a C++ program...* 

Using some more of what we learned from the previous question:

```
LINK.c = $(CC) $(CFLAGS) $(CPPFLAGS) $(LDFLAGS) $(TARGET_ARCH)
LINK.cc = $(CXX) $(CXXFLAGS) $(CPPFLAGS) $(LDFLAGS) $(TARGET_ARCH)
```

Notice that CFLAGS appears only for building C files and CXXFLAGS appears only for building C++ files (however, CPPFILES appears for both, which can also be useful).

```
make CFLAGS=-03 CXXFLAGS=-0s hello wazzup
```

Roughly how long did you spend on this assignment?