

# make & project0

EECS 281: Data Structures & Algorithms

# GNU make

Description: The make utility automatically determines which pieces of a large program need to be recompiled, and issues commands to recompile them.

Man page:

<http://www.gnu.org/software/make/>

# Makefile

- GNU make can use any text file but defaults to Makefile (or makefile)
- A collection of definitions and build rules

# Choosing a Specific g++ Version

```
# Selects g++ version 4.8.3, allowing c++11
PATH := /usr/um/gcc-4.8.3/bin:$(PATH)
LD_LIBRARY_PATH := /usr/um/gcc-4.8.3/lib64
LD_RUN_PATH := /usr/um/gcc-4.8.3/lib64
# If you want a different version, change all
# lines consistently.
```

# Setting Variables

```
# TODO
```

```
# Change 'executable' to match the command name given in the  
# project spec.
```

```
EXECUTABLE      = executable
```

```
# designate which compiler to use
```

```
CXX              = g++
```

# Setting Variables (cont.)

```
# list of test drivers (with main()) for development
TESTSOURCES = $(wildcard test*.cpp)
# names of test executables
TESTS       = $(TESTSOURCES:%.cpp=%)

# list of sources used in project
SOURCES      = $(wildcard *.cpp)
SOURCES      := $(filter-out $(TESTSOURCES), $(SOURCES))
# list of objects used in project
OBJECTS      = $(SOURCES:%.cpp=%.o)
```

# Setting Variables (cont.)

# TODO

# If main() is in a file named project\*.cpp, use the following line

```
PROJECTFILE = $(wildcard project*.cpp)
```

# TODO

# If main() is in another file delete the line above, edit and  
# uncomment below

```
#PROJECTFILE = mymainfile.cpp
```

# Setting Variables (cont.)

```
# name of the tar ball created for submission
```

```
PARTIAL_SUBMITFILE = partialsubmit.tar.gz
```

```
FULL_SUBMITFILE = fullsubmit.tar.gz
```

```
#Default Flags
```

```
CXXFLAGS = -std=c++11 -Wall -Werror -Wextra -pedantic
```



# GNU make Build Rules

- General format  
    <target(s)>: <prerequisite(s)>  
    <TAB><recipe>
- Attempts to build <target(s)> file(s) from the <prerequisite(s)> file(s), using the command(s) in <recipe>
- **USE A TAB CHARACTER!!**

# Build Rule Variations

- Filename wildcards: %.o, %.cpp, etc.
- Default rules
  - Implicit
  - Explicit
  - make -R -r
- Missing recipes

# Basic Rules

```
# make release - will compile "all" with $(CXXFLAGS) and the  
# -O3 flag also defines NDEBUG so that asserts will not check  
release: CXXFLAGS += -O3 -DNDEBUG  
release: all
```

```
# make debug - will compile "all" with $(CXXFLAGS) and the  
# -g flag also defines DEBUG so that "#ifdef DEBUG" works  
debug: CXXFLAGS += -g3 -DDEBUG  
debug: clean all
```

```
# make profile - will compile "all" with $(CXXFLAGS) and the  
# -pg flag  
profile: CXXFLAGS += -pg  
profile: clean all
```

# Rules Using Variables

```
# highest target; sews together all objects into executable  
all: $(EXECUTABLE)
```

```
$(EXECUTABLE): $(OBJECTS)  
ifeq ($(EXECUTABLE), executable)  
    @echo Edit EXECUTABLE variable, at first \"TODO\" in  
    Makefile.  
    @echo Using default a.out.  
    $(CXX) $(CXXFLAGS) $(OBJECTS)  
else  
    $(CXX) $(CXXFLAGS) $(OBJECTS) -o $(EXECUTABLE)  
endif
```

# Advanced make

```
# Automatically generate build rules for any test*.cpp files
define make_tests
    SRCS = $$ (filter-out $$ (PROJECTFILE), $$ (SOURCES))
    OBJS = $$ (SRCS:%.cpp=%.o)
    HDRS = $$ (wildcard *.h)
    $(1): CXXFLAGS += -g -DDEBUG
    $(1): $$ (OBJS) $$ (HDRS) $(1).cpp
    ifeq ($$ (PROJECTFILE),)
        @echo Edit PROJECTFILE variable to .cpp file with main\(\)
        @exit 1
    endif
    $$ (CXX) $$ (CXXFLAGS) $$ (OBJS) $(1).cpp -o $(1)
endef
```

# Advanced make (cont.)

```
$(foreach test, $(TESTS), $(eval $(call make_tests, $(test))))
```

- `make_tests` uses the name of file matching `test*.cpp` to return a string with the proper build rule
- `eval` executes the string, and a build rule is created

Example: given `testPQ.cpp`

`make_tests` generates this equivalent build rule (simplified)

```
testPQ: CXXFLAGS += -pg -DDEBUG
```

```
testPQ: <all .o and .h files minus main project .o file>
```

```
g++ <flags> <all .o files> testPQ.cpp -o testPQ
```

# “make-ing” Testing Easy

- Just write test driver programs in test\*.cpp
- make\_tests creates individual build rules for each test\*.cpp file

```
alltests: clean $(TESTS)
```

- This creates ‘make alltests’ to clean and build all tests created with make\_tests at once!

# An Explicit Default Build Rule

```
# rule for creating objects
%.o: %.cpp
    $(CXX) $(CXXFLAGS) -c $*.cpp
```

- make knows how to go from .cpp to .o with an implicit default build rule
- 'make -R -r' disables all implicit build rules



# Cleaning Up

# make clean - remove .o files, executables, tarballs  
clean:

```
rm -f $(OBJECTS) $(EXECUTABLE) $(TESTS)  
$(PARTIAL_SUBMITFILE) $(FULL_SUBMITFILE)
```

# Building Submit Tarballs

```
# make partialsubmit.tar.gz - remove old tarballs, run
dos2unix,
# create tarball omitting test cases and test drivers
PARTIAL_SUBMITFILES=$(filter-out $(TESTSOURCES), $(wildcard
Makefile *.h *.cpp))
$(PARTIAL_SUBMITFILE): $(PARTIAL_SUBMITFILES)
    rm -f $(PARTIAL_SUBMITFILE) $(FULL_SUBMITFILE)
    dos2unix $(PARTIAL_SUBMITFILES)
    tar -vczf $(PARTIAL_SUBMITFILE) $(PARTIAL_SUBMITFILES)
    @echo !!! WARNING: No test cases included. Use 'make
fullsubmit' to include test cases. !!!
```

# Building Submit Tarballs (cont.)

```
# make fullsubmit.tar.gz - remove old tarballs, run dos2unix,  
# create tarball including test cases omitting test drivers  
FULL_SUBMITFILES=$(filter-out $(TESTSOURCES), $(wildcard  
Makefile *.h *.cpp test*.txt))  
$(FULL_SUBMITFILE): $(FULL_SUBMITFILES)  
    rm -f $(PARTIAL_SUBMITFILE) $(FULL_SUBMITFILE)  
    dos2unix $(FULL_SUBMITFILES)  
    tar -vczf $(FULL_SUBMITFILE) $(FULL_SUBMITFILES)  
    @echo !!! Final submission prepared, test cases  
included... READY FOR GRADING !!!
```

# Building Submit Tarballs (cont.)

```
# shortcut for make submit tarballs  
partialsubmit: $(PARTIAL_SUBMITFILE)  
fullsubmit: $(FULL_SUBMITFILE)
```

- Now 'make partialsubmit' and 'make fullsubmit' build tarballs, suitable for an autograder submission

# Custom Prerequisites (Dependencies)

- Use these when new classes are created
- Build target is usually a .o file
- DON'T COMPILE \*.h files!!!
- Previous rule for %.o can make a custom recipe unnecessary

# Other make Directives

# these targets do not create any files

.PHONY: all release debug profile clean alltests  
partialsubmit fullsubmit help

# disable built-in rules

.SUFFIXES:

- .PHONY: this build rule doesn't create <targets> file(s)
- .SUFFIXES: disable implicit built-in rules

# project0

- File available on CTools in  
Resources/Project/P0/project0.tgz
- A sample project solution
  - Makefile
  - project0.cpp
  - class.h, class.cpp
  - test\_class.cpp
  - test\_data.txt

# project0 make Commands

- make release (or make all)
- make debug
- make profile
- make clean
- make test\_class
- make alltests
- make partialsubmit
- make fullsubmit

\$ make help  
For more details!