

# Makefiles

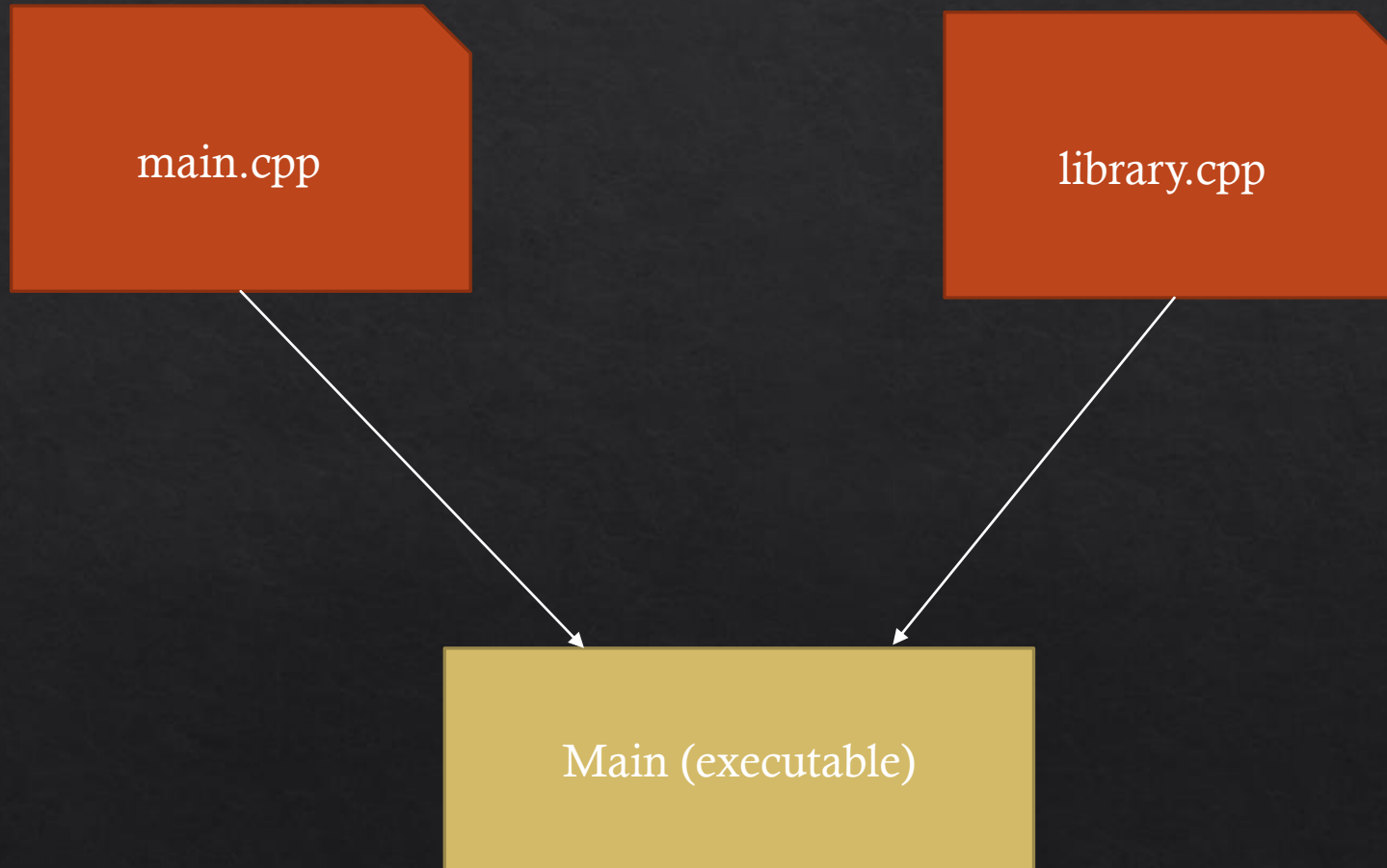
# What are they for?

- ◆ From <https://www.gnu.org/software/make/> :
  - ◆ GNU Make is a tool which controls the generation of executables and other non-source files of a program from the program's source files.
- ◆ In other words, it's a way to specify and automate your build process.

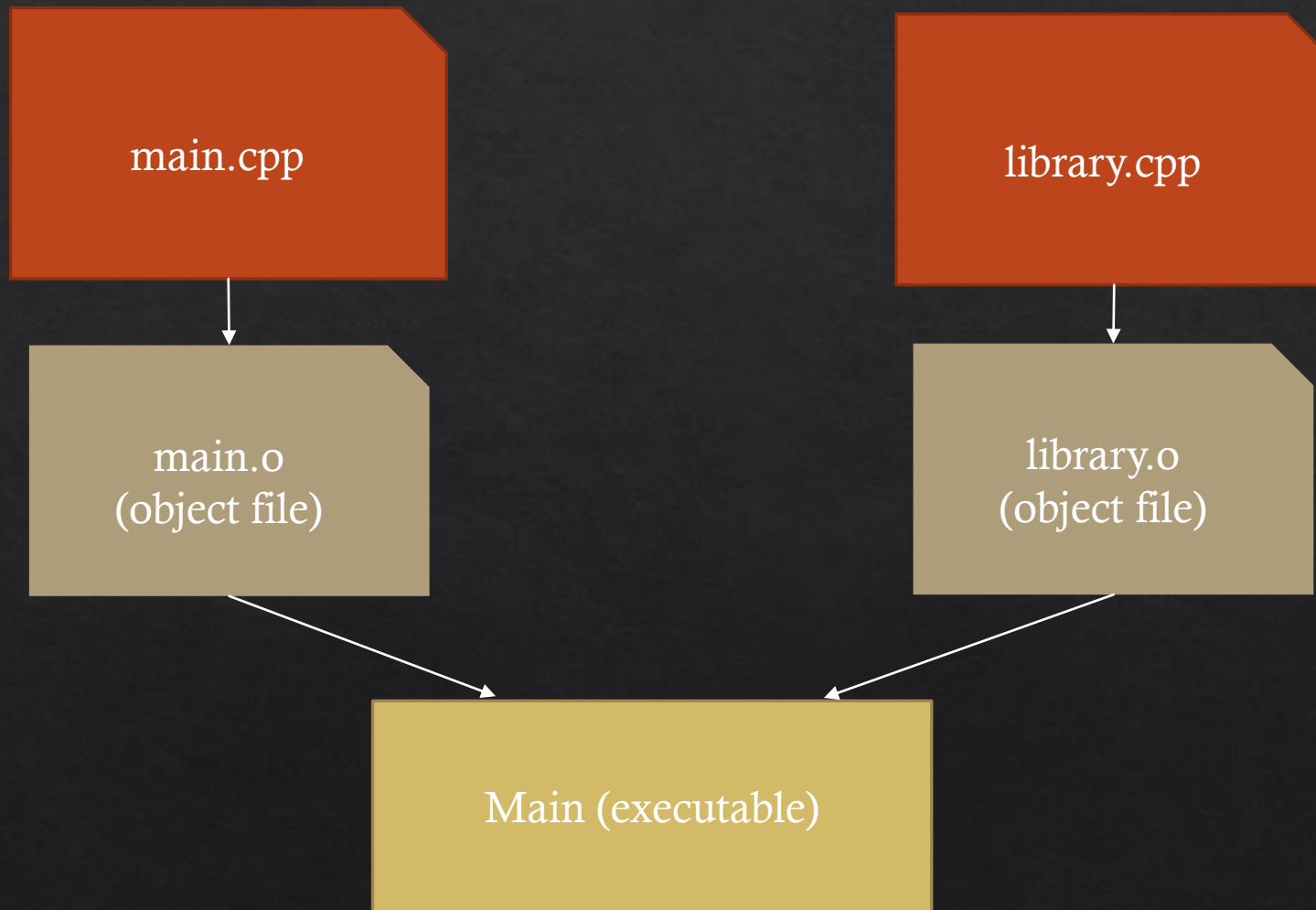
# How is a C++ program compiled?

- ◇ When you type:
  - ◇ `g++ library.cpp main.cpp -o main`
- ◇ ... what exactly is the compiler doing?

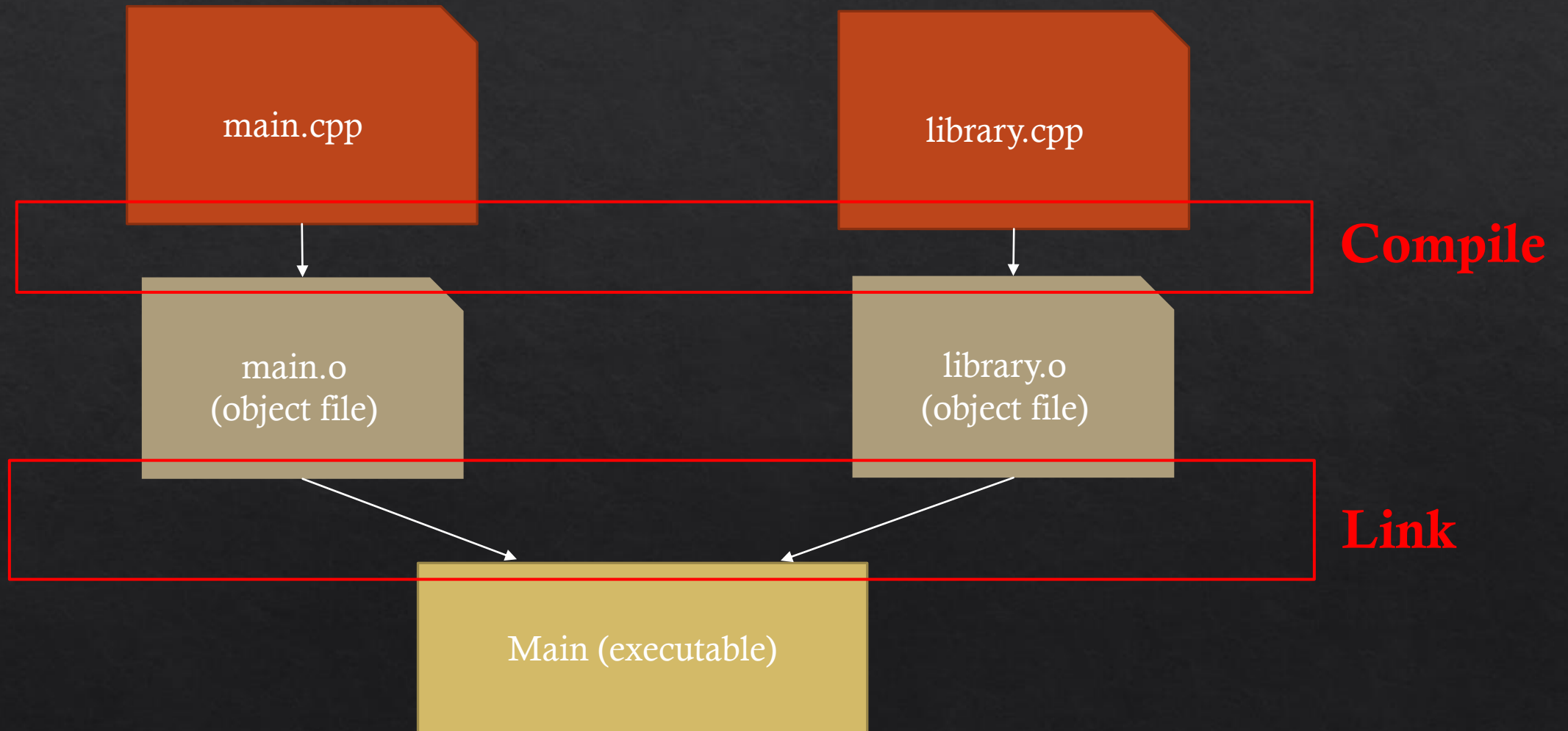
# Appearance



# Reality



# Reality





# The “-c” flag

- ◆ Turns out we can ask the compiler to only do the “compile” step:
  - ◆ `g++ main.cpp -c -o main.o`
  - ◆ `g++ library.cpp -c -o library.o`
- ◆ “-c” stands for *compile only*.
- ◆ The above commands creates “main.o” and “library.o”.
- ◆ It **does not** link them together.

# Linking them together

◇ Pass the object files to g++, as if they were cpp files:

◇ ~~g++ library.cpp main.cpp -o main~~

◇ g++ **library.o main.o** -o main



# Why would you do that?

- ◆ Simple: if you changed “library.cpp”, you do not have to recompile “main.cpp”!

# Now we can explain Makefiles!

- ◆ Think of makefiles as recipes:
  - ◆ The ingredients for “main.o” is “main.cpp”.
  - ◆ The ingredients for “library.o” is “library.cpp”.
  - ◆ The ingredients for “main” is “main.o” and “library.o”.
- ◆ To make “main.o”, do “g++ main.cpp -c -o main.o”
- ◆ To make “library.o”, do “g++ library.cpp -c -o library.o”
- ◆ To make “main”, do “g++ main.o library.o -o main”

# In Makefile language:

```
main.o: main.cpp
```

```
    g++ main.cpp -c -o main.o
```

```
library.o: library.cpp
```

```
    g++ library.cpp -c -o library.o
```

```
main: main.o library.o
```

```
    g++ main.o library.o -o main
```

# More compiler flags

- ◆ **-Wall**: Tells the compiler to warn you of possible errors in your code.
- ◆ **-O1, -O2, ...**: Tells the compiler to magically optimize your code.
  - ◆ Don't do this if you are debugging your code!
- ◆ **-g**: (You've seen this last time) Tells the compiler to generate useful information for the debugger.

# Now with make with more flags

```
main.o: main.cpp
```

```
    g++ -Wall -O2 main.cpp -c -o main.o
```

```
library.o: library.cpp
```

```
    g++ -Wall -O2 library.cpp -c -o library.o
```

```
main: main.o library.o
```

```
    g++ -Wall -O2 main.o library.o -o main
```



# Now with make with more flags

```
main.o: main.cpp
```

```
g++ -Wall -O2 main.cpp -c -o main.o
```

```
library.o: library.cpp
```

```
g++ -Wall -O2 library.cpp -c -o library.o
```

```
main: main.o library.o
```

```
g++ -Wall -O2 main.o library.o -o main
```



# Automatic variables

```
cxx = g++ -Wall -O2
```

```
main.o: main.cpp
```

```
$(cxx) $< -c -o main.o
```

```
library.o: library.cpp
```

```
$(cxx) $< -c -o library.o
```

```
main: main.o library.o
```

```
$(cxx) main.o library.o -o main
```

- “\$<” stands for “first item in the dependency list”

# Automatic variables

```
cxx = g++ -Wall -O2
```

```
main.o: main.cpp
```

```
$(cxx) $< -c -o $@
```

```
library.o: library.cpp
```

```
$(cxx) $< -c -o $@
```

```
main: main.o library.o
```

```
$(cxx) main.o library.o -o $@
```

- “\$<” stands for “first item in the dependency list”
- “\$@” stands for “the name of the target”