

# CS-701 Lecture 12

March 13, 2001

## *make* and Multiple Modules

- The (g)*make* program has built-in rules for converting files from one format to another based on the filename extensions. For example:  
    .c.o :  
    <tab> \$(CC) \$(CPPFLAGS) \$(CFLAGS) -c \$<
- But *make* doesn't have any built-in rules for linking multiple object modules to produce an executable file.
- Web page on using *make*: [using make.html](#)

## Linking Multiple Object Modules

- `g++ main.o builtins.o -o qsh`
- So you could put this in a file named *Makefile* in your project directory:

```
OBJS = main.o builtins.o
qsh : $(OBJS)
<tab> g++ $(CFLAGS) $(OBJS) -o $@
```

- Suggested rule: “clean” removes .o files and *qsh*.