**Makefile Template :**

# Compiler settings - Can be customized.

CC = gcc

CXXFLAGS = -std=c11 -Wall

LDFLAGS =

# Makefile settings - Can be customized.

APPNAME = myapp

EXT = .c

SRCDIR = .

OBJDIR = .

############## Do not change anything from here downwards! #############

SRC = $(wildcard $(SRCDIR)/\*$(EXT))

OBJ = $(SRC:$(SRCDIR)/%$(EXT)=$(OBJDIR)/%.o)

DEP = $(OBJ:$(OBJDIR)/%.o=%.d)

# UNIX-based OS variables & settings

RM = rm

DELOBJ = $(OBJ)

# Windows OS variables & settings

DEL = del

EXE = .exe

WDELOBJ = $(SRC:$(SRCDIR)/%$(EXT)=$(OBJDIR)\\%.o)

########################################################################

####################### Targets beginning here #########################

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all: $(APPNAME)

# Builds the app

$(APPNAME): $(OBJ)

$(CC) $(CXXFLAGS) -o $@ $^ $(LDFLAGS)

# Creates the dependecy rules

%.d: $(SRCDIR)/%$(EXT)

@$(CPP) $(CFLAGS) $< -MM -MT $(@:%.d=$(OBJDIR)/%.o) >$@

# Includes all .h files

-include $(DEP)

# Building rule for .o files and its .c/.cpp in combination with all .h

$(OBJDIR)/%.o: $(SRCDIR)/%$(EXT)

$(CC) $(CXXFLAGS) -o $@ -c $<

################### Cleaning rules for Unix-based OS ###################

# Cleans complete project

.PHONY: clean

clean:

$(RM) $(DELOBJ) $(DEP) $(APPNAME)

# Cleans only all files with the extension .d

.PHONY: cleandep

cleandep:

$(RM) $(DEP)

#################### Cleaning rules for Windows OS #####################

# Cleans complete project

.PHONY: cleanw

cleanw:

$(DEL) $(WDELOBJ) $(DEP) $(APPNAME)$(EXE)

# Cleans only all files with the extension .d

.PHONY: cleandepw

cleandepw:

$(DEL) $(DEP)