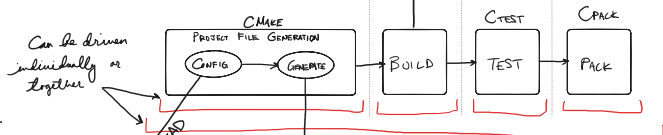


Points to build directory
 For multi-config generators only
 Multiple targets may be specified in CMake 3.15+

```
cmake --build /path/to/build --config Debug --target MyApp
```

Very useful for automation →



Comments
 # : Line
 #[=] ... [=] : Block

Policy Mechanisms
 • Should be first line of CMakeLists.txt
 cmake_minimum_required(VERSION 3.0.0)
 Required Specific info
 • Version 3.0 should be the absolute oldest.
 • Later versions give more freedom w/ newer features
 • OS - distribution version

add_executable()
 add_executable(target_name source1 [source2 ...])
 executable name
 • Define multiple executables by calling multiple times

Commands

project()
 project([language1 [language2 ...]])
 • Alters cmake_minimum_required() required [VERSION3.0.0] major[minor[patch[build]]] [ARCHITECTURE language_name ...]
 CMake 3.0+
 CMake 3.0+ Defaults to C/CXX
 • New projects encouraged to specify 3.0+ & use LANGUAGES

Resolves cached in...
GENERATOR:
 • Determines type of project file.
 Tip:
 • Good to periodically check build w/ different generator
 • Discourage generator-specific code
 • Get familiar w/ Ninja (Becoming standard)

cmake -G "Unix Makefiles" -B build

Generator Type
 Build Directory

Default is host platform if omitted.

CMAKE_GENERATOR
 (CMake 3.15+)

Creates project files
 SRC DIR
 • Files needed for build
 • Ver-Con.
 BUILD/BINARY DIR
 • Generated project files
 • Not Ver-Con.

IN-SOURCE : SRC == Build/BIN
 BUILD **BAD** X
 VS.
 OUT-OF-SOURCE : SRC != Build/BIN
 BUILD **GOOD** ✓
 • Multiple build dirs. (e.g. debug vs. release)
 • Build dir. can be child of source dir.
 • Catch unintended dependencies