

CS29206: Systems Programming Lab

Autumn 2025

Creating and using makefiles

Acknowledgement

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Resources

- “The Linux Development Platform” by R. Rehman and C. Paul(Chapter 4)
- GNU make manual, <https://www.gnu.org/software/make/manual/>

Introduction

- As discussed, a software project may consist of a very large number of files (separated in different **modules** of the project)
 - Creating the final application/library the project provides requires compiling and linking all of these (**building** the software)
- Challenges:
 - Compiling the entire thing from scratch every time may take a very long time
 - If one file changes, should not have to recompile everything, only that file and any other files that depend on it should be recompiled
 - Example: In the **staque** library seen
 - If **stack.c** changes, only **stack.c** need to be recompiled, and the library built again
 - If **defs.h** changes, both **stack.c** and **queue.c** need to be recompiled as both **stack.h** and **queue.h** depend on **defs.h**

Make utility

- The **GNU make** utility automates this building process
- Provides a way to create a file with
 - Compilation instructions for different modules
 - Specifying dependencies between files/modules
- Running the make utility on this file will
 - Compile only files that have changed since the last time they are compiled
 - Uses the **Last-Modified-Time** on the file to check if a file needs to be compiled
 - If any file is re-compiled, re-compiles everything that depend on it
 - Allows for building specific modules only instead of the whole project also
 - Allows for building the entire project (irrespective of time change) also (**clean build**)

- The file normally has a default name
 - GNUmakefile, or Makefile, or makefile (the last one is more common)
 - make command, when run, will search for the files with names in this order in the current directory
 - You can force the make utility to use other file names by using the -f option when run
- Running the make utility
 - make
 - Will look for a make file in the order shown above, will build the first target in that file
 - make -f <filename>
 - Will build the first target in the file <filename>
 - make <target name>
 - Will build only the specified target in the make file (may not be first)
 - We will see what is a target shortly

Contents of a make file

- Basically, has a set of **rules**
- Each **rule** is of the form

Targetname: List of dependencies
command 1
command 2
command 3
...

- Each line of a **command** must start with a tab
- A line (may be empty) not starting with a tab ends the **rule**

- The target may be the name of a file or a symbolic name (phony)
- The dependency list may be empty (but make knows some default dependencies)
- A target is rebuilt whenever a dependency file has a timestamp (last-modified-time) that is newer than the target
- A target may have no dependency, in which case it is always rebuilt.
- The commands in the rule are executed to build the target from Phony targets are always built
- Absence of commands in rules is allowed. Such rules mean:
 - Set the dependencies
 - Use a predefined make rule to build the target

Example: Building the staque library

The makefile: Version 1

```
library: stack.o queue.o  
    ar rcs -o libstaque.a stack.o queue.o
```

```
stack.o: stack.h defs.h
```

```
queue.o: queue.h defs.h
```

- library is a **phony target** that depends on **stack.o**, **queue.o**. Given the latest versions of these, the **ar** command creates the library from there
- **stack.o** and **queue.o** depends on
 - the respective header files they use, which we specify
 - The respective .c files. **But make already knows .o comes from .c**, so no need to specify either the dependency or the gcc **-c** command to get the .o from .c

Initially. Note the **last-modified-time** of the files marked in blue

```
$ ls -l
```

```
-rw-r--r-- 1 agupta faculty 138 Aug 4 15:37 defs.h  
-rw-r--r-- 1 agupta faculty 117 Aug 4 15:49 makefile  
-rw-r--r-- 1 agupta faculty 777 Aug 4 15:18 queue.c  
-rw-r--r-- 1 agupta faculty 748 Aug 4 15:18 queue.h  
-rw-r--r-- 1 agupta faculty 894 Aug 4 15:37 stack.c  
-rw-r--r-- 1 agupta faculty 617 Aug 4 15:18 stack.h
```

Run **make**. Builds the first target **library**. Finds it depends on the targets **stack.o** and **queue.o** and so builds those targets first. So all targets are built.

```
$ make
```

```
cc -c -o stack.o stack.c  
cc -c -o queue.o queue.c  
ar rcs -o libstaqueue.a stack.o queue.o
```

The .o files and the .a library are created.

```
$ ls -l *.o *.a
```

```
-rw-r--r-- 1 agupta faculty 6102 Aug 4 15:50 libstaqueue.a  
-rw-r--r-- 1 agupta faculty 2832 Aug 4 15:50 queue.o  
-rw-r--r-- 1 agupta faculty 2896 Aug 4 15:50 stack.o
```

Modify only `stack.c`. “`touch`” is a command that just changes the `last-modified-time` of the file, not the content. Run `make` again. `make` again tries to build the target library. It compares the times of `stack.o` (Aug 4 15:50) with `stack.c` (Aug 4 15:55), finds `stack.c` is more recent, so builds the target `stack.o` again. `queue.c` is older than `queue.o`, so target `queue.o` is not built again. So only the changed file is recompiled as we want.

```
$ touch stack.c
$ ls -l stack.c
-rw-r--r-- 1 agupta faculty 894 Aug 4 15:55 stack.c
$ make
cc -c -o stack.o stack.c
ar rcs -o libstaqueue.a stack.o queue.o
```

```
$ ls -l
-rw-r--r-- 1 agupta faculty 138 Aug 4 15:37 defs.h
-rw-r--r-- 1 agupta faculty 6102 Aug 4 15:56 libstaqueue.a
-rw-r--r-- 1 agupta faculty 117 Aug 4 15:49 makefile
-rw-r--r-- 1 agupta faculty 777 Aug 4 15:18 queue.c
-rw-r--r-- 1 agupta faculty 748 Aug 4 15:18 queue.h
-rw-r--r-- 1 agupta faculty 2832 Aug 4 15:50 queue.o
-rw-r--r-- 1 agupta faculty 894 Aug 4 15:55 stack.c
-rw-r--r-- 1 agupta faculty 617 Aug 4 15:18 stack.h
-rw-r--r-- 1 agupta faculty 2896 Aug 4 15:56 stack.o
```

```
$ touch queue.h
```

```
$ make
```

```
cc -c -o queue.o queue.c
```

```
ar rcs -o libstaqueue.a stack.o queue.o
```

`queue.h` is changed. `make` finds `queue.h` is more recent than `queue.o`, and `queue.o` depends on `queue.h`. So `make` rebuilds the target `queue.o`, and then the library which depends on it. `stack.o` is not rebuilt as nothing it depends on has changed.

```
$ touch defs.h
```

```
$ make
```

```
cc -c -o stack.o stack.c
```

```
cc -c -o queue.o queue.c
```

```
ar rcs -o libstaqueue.a stack.o queue.o
```

`defs.h` is changed. Since both the targets `stack.o` and `queue.o` depend on `defs.h`, so `make` rebuilds both the targets `stack.o` and `queue.o`, and then the library which depends on them.

- What if creating the .o from .c requires additional compilation flags? (For example, you want to compile with -Wall
 - make will only use the -c flag by default. If you want anything extra, you have to specify the compilation command yourself. So your makefile will now look like this.

```
library: stack.o queue.o  
        ar rcs -o libstaqueue.a stack.o queue.o
```

```
stack.o: stack.h defs.h  
        gcc -Wall -c -o stack.o stack.c
```

```
queue.o: queue.h defs.h  
        gcc -Wall -c -o stack.o stack.c
```

We will do more of makefile in the next class

Practice in Lab

- Get the codes of the .h and .c files for stack and queue example. Type in the makefile (name it `makefile`) and run the following commands. At each step see what happens from what is (and is not) printed, and the timestamps of the files using `ls -l`
 - `make`
 - `make makefile`
 - `make library`
 - `make stack.o`
 - `make queue.o`
- Change each of the file's timestamps (using the `touch` command) and run `make` and explain to yourself what you see getting displayed.

Practice in Lab

1. Can you add a target named `clean` at the end of the `makefile` such that building the `clean` target will unconditionally delete all `.o` files (only) from the directory?
 - Will this target have any dependency?
 - What will be the command?
 - What command will you use from the `$` prompt to build the `clean` target?
2. Suppose that the library `libstaque.a` also includes functions from a file `mymath.c`. `mymath.c` has only 1 function called `mysqrt()` with the prototype `void mysqrt(double)` which just calls the C math library function `sqrt()` to compute and print the square root of the parameter passed.
 - Write the `mymath.c` file. No need to create any separate `mymath.h` file.
 - Modify the `makefile` so that
 - The library `libstaque.a` will also include the function
 - In addition to the static library, the dynamic library `libstaque.so` is also created when make is run