```
 1: C=g++ -g -Wall --std=c++98 -Werror
 2: E=.cpp
 3: O=GuitarHero.o RingBuffer.o GuitarString.o
 4: P=GuitarHero
 5: SFML= -lsfml-graphics -lsfml-window -lsfml-system -lsfml-audio
 6: all: $(P)
 7: $(P):$(O)
 8:         $(C) -o $(P) $(O) $(SFML)
 9:
10: $(E).o:
11:         $(C) -c $<  -o $@
12:
13: clean:
14:         rm $(O) $(P)
```