

```
1: C=g++ -g -Wall --std=c++98 -Werror
2: E=.cpp
3: O=main.o Body.o
4: P=NBody
5: SFML= -lsfml-graphics -lsfml-window -lsfml-system
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)
```