```
 1: C=g++ -g -Wall --std=c++98 -Werror
 2: E=.cpp
 3: O=original.o maine.o
 4: S=sierpinski.o main.o
 5: P=sierpinski
 6: Q=original
 7: SFML= -lsfml-graphics -lsfml-window -lsfml-system -lsfml-audio
 8: all: $(P) $(Q)
 9: $(P):$(S)
10:         $(C) -o $(P) $(S) $(SFML)
11:
12: $(Q):$(O)
13:         $(C) -o $(Q) $(O) $(SFML)
14:
15: $(E).o:
16:         $(C) -c $<  -o $@
17:
18: clean:
19:         rm $(O) $(P) $(Q) $(S)
20:
21: .PHONY: clean
```