```
CPPPROGS = io1 sum1 sum2 charcat1 \
           ignorel ignoreparaml charset \
           cat1 cat2 charcat2 \
           inbuf1 \
           copy1 copy2 \
           countlines
OUTPROGS = rdbuf1 rdbuf2 redirect \
           rwl sstrl \
           outbuf1 outbuf1x outbuf2 outbuf3
HEADERS = ignore.hpp ignoreparam.hpp \
          fraclout. hpp frac2out. hpp frac1in. hpp frac2in. hpp \
          outbuf1. hpp outbuf1x. hpp outbuf2. hpp outbuf3. hpp \
          inbuf1.hpp
include ../Makefile.h
outbuf1: outbuf1.hpp outbuf1.cpp
        $(CXX) $(CXXFLAGS) $@.cpp $(LDFLAGS) -o $@
outbuf1x: outbuf1x. hpp outbuf1x. cpp
        $(CXX) $(CXXFLAGS) $@.cpp $(LDFLAGS) -o $@
outbuf2: outbuf2. hpp outbuf2. cpp
        $(CXX) $(CXXFLAGS) $@.cpp $(LDFLAGS) -o $@
outbuf3: outbuf3. hpp outbuf3. cpp
        $(CXX) $(CXXFLAGS) $@.cpp $(LDFLAGS) -o $@
ignoreparam1: ignoreparam1.cpp ignoreparam.hpp
```

\$(CXX) \$(CXXFLAGS) \$@.cpp \$(LDFLAGS) -o \$@