

Makr

My simple build tool for C/C++-development on
Linux written in Ruby



Analysis of existing Build Tools

- Must-Haves:
 - Out-of-source builds
 - Build variants
 - Easy interface
 - Most basic: but clearly build only changed parts
 - Programmable and extendable in standard scripting language (ruby or python)



Basic concepts

Ruby as base language

Doubly-linked Dependency-DAG

Hierarchical configuration

Build class, that is marshalled

Multithreaded build with no update of DAG during build

Automatic adaption to files added/removed from source dir

Build without copying source files



Basic concepts 2

Simple extensions-concept to keep main source easy to read

Miscompilation-(or fail-to-generate-target-)-handling