Programming with C I

Fangtian Zhong
CSCI 112

Gianforte School of Computing
Norm Asbjornson College of Engineering
E-mail: fangtian.zhong@montana.edu

2024.10.25

```
/* main.c */
#include <iostream>
#include "functions.h“

using namespace std;
int main()
{
    print_hello();
    cout << endl;
    cout << "The factorial of 5 is " <<
factorial(5) << endl;
    return 0;
}
```

```
/* factorial.c */
#include "functions.h"

int factorial(int n)
{
    int i, fac = 1;
    if(n!=1){
        for(i=1; i<= n; i++)
            fac *= i;
        return fac;
 }
    else return 1;
}
```

```
/* hello.c */
#include <iostream>
#include "functions.h"

using namespace std;
void print_hello()
{
    cout << "Hello World!";
}
```

```
/* functions.h */
#if !defined(_FUNC_H_)
#define _FUNC_H_

void print_hello();
int factorial(int n);

#endif /* if !define(_FUNC_H_) */
```

Example Makefile

```
# This is a comment line
CC=gcc
# CFLAGS will be the options passed to the compiler.
CFLAGS= -c -Wall

all: prog

prog: main.o factorial.o hello.o
	$(CC) main.o factorial.o hello.o -o prog

main.o: main.c
	$(CC) $(CFLAGS) main.c

factorial.o: factorial.c
	$(CC) $(CFLAGS) factorial.c

hello.o: hello.c
	$(CC) $(CFLAGS) hello.c

clean:
	rm -rf *.o prog
```

Basic Makefile Structure

Macros

- By using macros, we can avoid repeating text entries and makefile is easy to modify.
- Macro definitions have the form:
  - NAME = text string
  - e.g. we have: CC=gcc
- Macros are referred to by placing the name in either parentheses or curly braces and preceding it with $ sign.
  - E.g. $(CC) main.o factorial.o hello.o -o prog

Basic Makefile Structure

Internal macros

- Internal macros are predefined in *make*.
- "*make -p*" to display a listing of all the macros, suffix rules and targets in effect for the current build.

Special macros

- The macro @ evaluates to the name of the current target.
  - E.g.

```
prog1 : $(objs)
    $(CC) -o $@ $(objs)
```

is equivalent to

```
prog1 : $(objs)
    $(CC) -o prog1 $(objs)
```

Suffix rules

- A way to define default rules or implicit rules that *make* can use to build a program. There are *double-suffix* and *single-suffix*.
  - Suffix rules are obsolete and are supported for compatibility. Use pattern rules (a rule contains character ‘%’) if possible.
  - Double-suffix is defined by the target suffix and the source suffix . E.g. %.o:%.c:
    $(CC) $(CFLAGS) -c $<
    - This rule tells make that .o files are made from .c files.
    - $< is a special macro which in this case stands for a .c file that is used to produce a .o file.

How Does Make Work?

- The make utility compares the modification time of the target file with the modification times of the dependency files. Any dependency file that has a more recent modification time than its target file forces the target file to be recreated.
- By default, the first target file is the one that is built. Other targets are checked only if they are dependencies for the first target.
- Except for the first target, the order of the targets does not matter. The make utility will build them in the order required.

A New Makefile

```
# This is a comment line
CC=gcc
# CFLAGS will be the options passed to the compiler.
CFLAGS=-c –Wall
OBJECTS = main.o hello.o factorial.o
all: prog

prog: $(OBJECTS)
	$(CC) $(OBJECTS) -o prog

%.o: %.c
	$(CC) $(CFLAGS) $<

clean:
	rm -rf *.o
	rm prog
```

THE END

Fangtian Zhong
CSCI 112

Gianforte School of Computing
Norm Asbjornson College of Engineering
E-mail: fangtian.zhong@montana.edu

2024.10.25