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Lab Assignment #5
10 Points

Due: February 26, 2015

1 Make

Using the command line to build programs consisting of multiple files can be error-prone, not to mention tedious. Writing shell scripts can alleviate some of the problems, but may require some files to be compiled even though they do not need to be compiled.

Consider the process to build the stack example discussed in lecture. The executable depends on three source (.cpp) files and two header (.h) files.

The program can be compiled using:

```
g++ testStack.cpp link.cpp stack.cpp
```

Recall that link.cpp depends on link.h, stack.cpp depends on link.h and stack.h, and testStack.cpp depends on stack.h. This means that if link.h is changed, both link.cpp and stack.cpp must be recompiled. Similarly, if stack.h is changed, both testStack.cpp and stack.cpp must be recompiled. Overwhelmed with little details? Probably not, but this is a small test program, think about the process to build a larger application that contains hundreds of files.

One of the most useful development tools under Unix is make (there are several different versions to choose from, e.g., CMake, GNU Make, iMake, etc.). All versions of make use rules defined in a makefile to perform the desired actions (these actions can be very complicated).

1.1 Make files

The rules in a make file tells make how to execute commands to build a target file from source files. It also specifies a list of dependencies of the target file.

Makefiles can contain comments. Comments start with a # and are used to describe what is happening in the makefile or to hide definitions from make.

Sample makefile for the stack program:

```
# Makefile
# a makefile for the stack example.
# SHELL = /bin/sh
# CPP = /lib/cpp $(STD_CPP_DEFINES)
   CXX = g++
  CCOPTIONS =
      CFLAGS = $(CDEBUGFLAGS) $(CCOPTIONS) $(ALLDEFINES)
      RM\_CMD = \$(RM) *.o core
SRCS= teststack.cpp \
   stack.cpp \ # Tab starts line!
   link.cpp
OBJS= teststack.o \
   stack.o \
   link.o
teststack.o: stack.h
stack.o: stack.h \
   link.h
link.o: link.h
PROGRAMS = testStack
all:: $(PROGRAMS)
testStack: $(OBJS)
   $(CXX) -o $@ $(OBJS)
clean::
   $(RM) testStack
       # typeset notes
latex::
   latex stack.tex
# common rules for all Makefiles - do not edit
emptyrule::
```

clean::
 rm *.o

1.2 Other makefile Names

Makefiles can be defined in files named something other than Makefile or makefile. To use them, the command line option -f must be used. For example:

% make -f app.make

The -f app.make option to make tells make to read the rules defined in the file named app.make.

1.3 Experiments

1. Copy the makefile Makefile and the stack-related source files (.cpp and .h) from:

http://www.cs.uidaho.edu/~bruceb/cs121/Labs/Make

- 2. Modify (or touch) one of the header files then invoke make testStack.
 - What files are compiled? (surprised?)
 - What is the last argument?
- 3. Using the shell, type ls (return), then type make clean, then type ls again. What happened?
- 4. Make a copy of the makefile for building the stack program, then revise the makefile to build the Queue or Binary Search Tree code (these programs are located on the *Sample Programs* web page) that we will be discussing in class.

1.4 Deliverables

Annotate a script session to demonstrate:

- 1. Answers to the three questions above. They end in question marks.
- 2. Contents of the modified Makefile.
- 3. Results of cleaning the directory (hint: before and after).
- 4. Proof that you built the Queue or Binary Search Tree program:

Output of make and output of the resulting test program

1.5 References

Introduction to Make, Jennifer Vesperman
http://www.linuxdevcenter.com/pub/a/linux/2002/01/31/make_intro.
html

O'Reilly, Managing Projects with make, 2nd Edition, 1991 http://shop.oreilly.com/product/9780937175903.do

GNU Make

http://www.gnu.org/software/make/

Makefile conventions

http://www.gnu.org/prep/standards/html_node/Makefile-Conventions.html#Makefile-Conventions

CMake

http://www.cmake.org/