## The Make File

For the homework your instructor provides a project or make file. For this lesson, though, you'll get to build one on your own. Create a new file named makefile. It has no extension. Then, add the following code:

```
EXE=digit-tester
OBJS=client.o digits.o

$ (EXE): $(OBJS)
$ (CXX) $(CXXFLAGS) $(OBJS) -o $(EXE)

run: $(EXE)
./$(EXE)
```

Here are what these three sections mean:

- Macros: these are like variables that can be expanded later. EXE is the name of the
  executable, and OBJS contains the names of the object files. Since you have two .cpp
  files in your project, you'll have two object files.
- 2. Both of the next two sections contain targets, dependencies and actions.
  - →Line 4 expands the macros EXE and OBJS, producing a line that says: digittester: client.o digits.o
  - →Interpret this line as meaning: "to build digit-tester, make sure that client.o and digits.o are both up to date."
  - →digit-tester is a target (what we are trying to build), while client.o and digits.o are dependencies
  - →Line 5 is the action to perform to produce **digit-tester**. Each action line must start with a **tab character**, not spaces. Your editor may do this already, but if not, you'll need to configure it. Line 5 expands a few other macros meaning "run the compiler with these object files and produce t his executable".
- 3. Line 7 is called a **pseudo target**. When you type **make run**, the action line is executed. If you just type **make**, only the first target is built.

Once you've saved your make file, type make and the linker errors should disappear. If they don't then go over the previous steps (or reach out on the Discussion Board). Type make run, and the client program should run (even if you have some warnings about unused parameters).

Even though all of your tests fail, **that's OK**. The purpose of the stub is to get the mechanical details out of the way, so that you can **use all of your brainpower** to concentrate on solving the problems.



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