```
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 3 #
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24 #
25
26 # define any compile-time flags
27 #
28 # CFLAGS = -Wall -Wunused-variable
29 CFLAGS = -Wall
30
31 # define library paths in addition to /usr/lib
32 # if I wanted to include libraries not in /usr/lib I'd specify
33 #
      their path using -Lpath, something like:
34 #
35 LIBFLAGS = -L./lib
36
37 # define the C compiler to use
38 #
39 \text{ CC} = \text{gcc}
40
41 # define any directories containing header files other than /usr/include
42 #
43 INCLUDES = -I./include
44
45 # define any libraries to link into executable:
46 # if I want to link in libraries {libx.so or libx.a} I use the -llibname
47 #
      option, something like {this will link in libmylib.so and libm.so:
48 #
49 \# LIBS = -lmylib -lm
50 LIBS =
51
52 # define the C source files
53 #
54 \text{ SRCS} = \$\{\text{wildcard } *.c\}
55
56 # define the C object files
57 #
58 # This uses Suffix Replacement within a macro:
59 # ${name:string1=string2}
            For each word in 'name' replace 'string1' with 'string2'
61 # Below we are replacing the suffix .c of all words in the macro SRCS
62 # with the .o suffix
63 #
64 OBJS = ${SRCS:.c=.o}
66 # define the executable file
67 #
68 \text{ TARGET} = \text{twofish}
69
70 #
```

```
71 # The following part of the makefile is generic; it can be used to
72 # build any executable just by changing the definitions above and by
73 # deleting dependencies appended to the file from 'make depend'
74 #
75 all: compile
76
77 compile: ${TARGET} install clean
78
79 ${TARGET}: ${SRCS}
      ${CC} ${CFLAGS} -0 $@ $^ ${LIBFLAGS} ${INCLUDES}
80
81
82 install:
83 mkdir -p ../bin
      mv ${TARGET} ../bin/
84
85
86 clean:
87 rm -f ${OBJS}
88
```