

Build Systems

Build Systems : Introduction

- A Build System is a piece of program that takes source code as input and produces a deployable software as output.
- The host machine contains the build system

Examples:

Make, Gradle, Maven, Ant e.t.c

Build Systems : Make

- The Make build system uses Makefiles.
- A Makefile is a text file with the name "Makefile" in a source directory, and it contains build targets and commands that tell Make how to build the current code base.

Makefiles : Introduction

- A simple makefile is made up of rules written in the following format :

```
target  :  prerequisite_1 prerequisite_2 prerequisite_n  
        command_1  
        command_2  
        command_n
```

Makefiles : Parts of a Rule

```
target  :  prerequisite_1 prerequisite_2 prerequisite_n  
          command_1  
          command_2  
          command_n
```

Target :

The name of a file that is generated by a program; examples of targets are executable or object files. Can also be the name of the action to carry out.

Prerequisite :

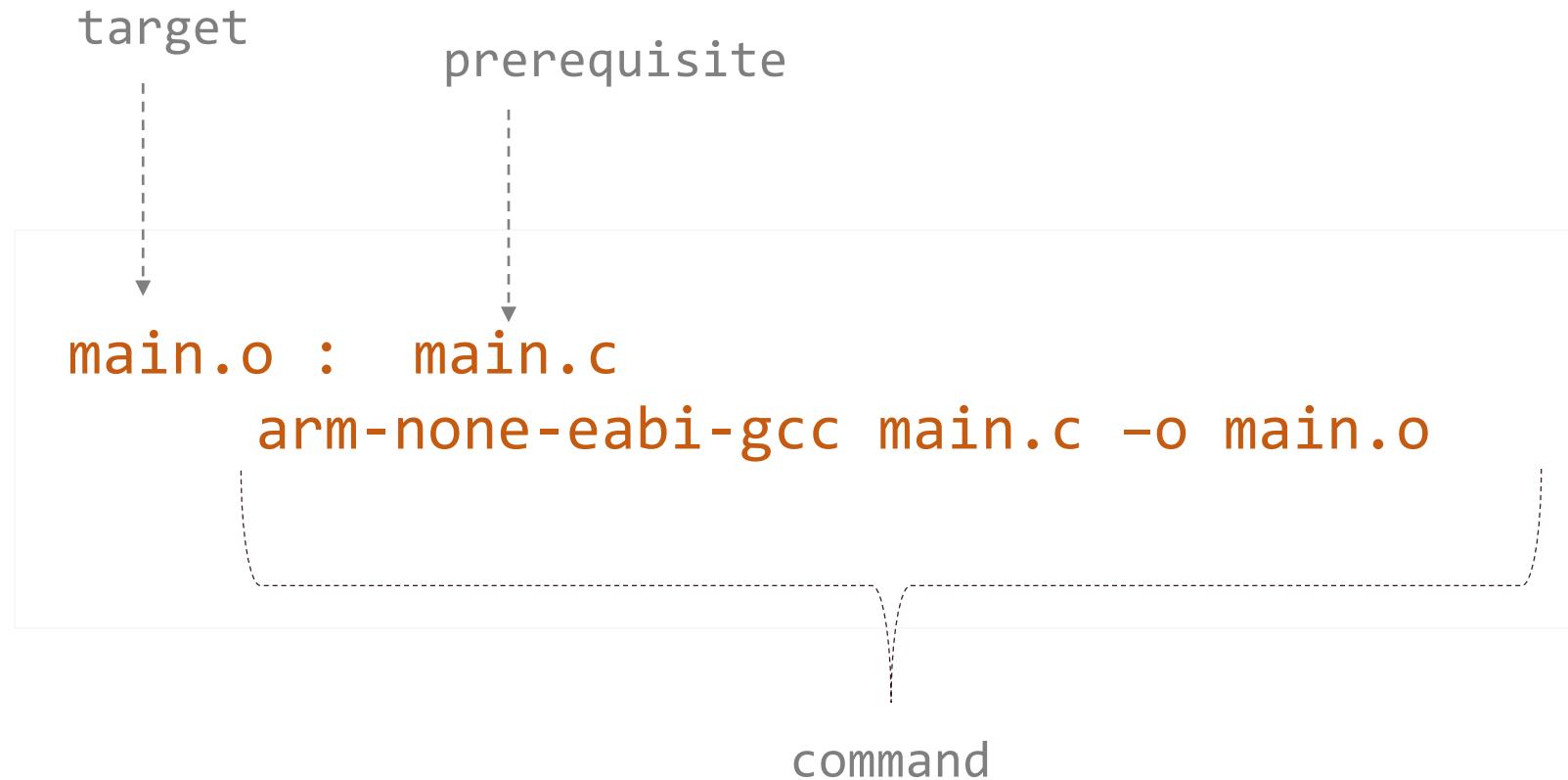
File used as input to create a target

Command :

Action carried out by *make*

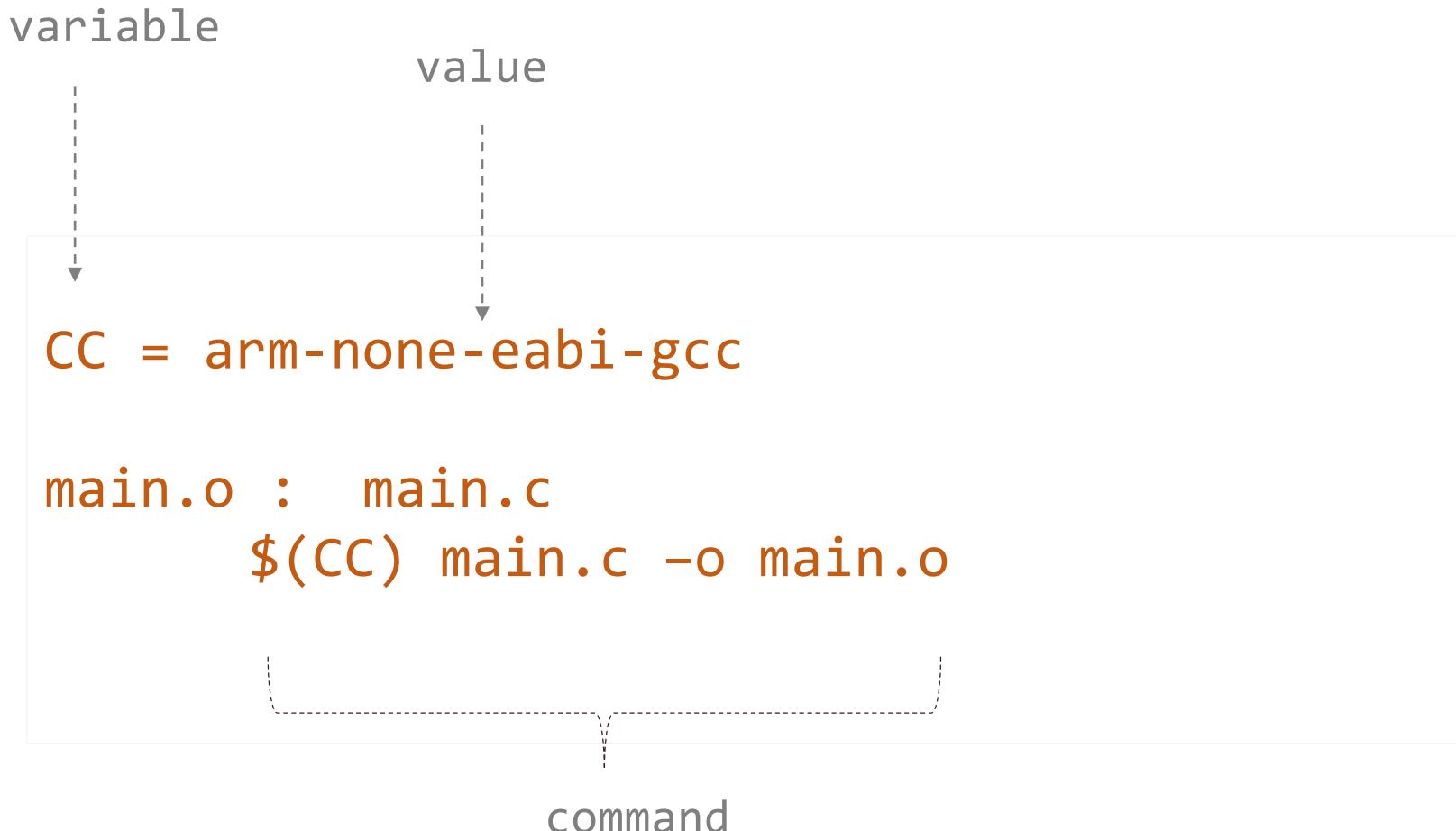
Note : A tab must be put at the beginning of every command line

Makefiles : Example of a Rule



Note : A tab must be put at the beginning of every command line

Makefiles : Using Variables



Makefiles : Special Variables

- Dependency can be replaced with $\$^$
- Target can be replaced with $\$@$

```
CC = arm-none-eabi-gcc
```

```
main.o : main.c  
        $(CC) $^ -o $@
```

command

Makefiles : How a Makefile is processed

- Make reads the Makefile in the current directory
- The first target is processed first. This is known as the *default goal*.
- The other rules are processed because their targets appear as prerequisite of the *goal*.
- If a rule is not depended on by the goal that rule is not processed unless it is explicitly called.





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