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# Make x86-64 random byte generators.

# Copyright 2015 Paul Eggert

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# Change the -O2 to -Og or -O0 to ease runtime debugging.
# -O2 is often better for compile-time diagnostics, though.
OPTIMIZE = -O2

CC = gcc
CFLAGS = $(OPTIMIZE) -g3 -Wall -Wextra -march=native -mtune=native -
mrdrnd

default: randall randmain randlibhw.so randlibsw.so

randall: randall.c
        $(CC) $(CFLAGS) randall.c -o $@

# randmain.mk contains instructions for building
# randmain, randlibhw.so, and randlibsw.so.
-include randmain.mk

skeleton: dlskeleton.tgz
skeleton_files = COPYING Makefile randall.c randcpuid.h randlib.h
dlskeleton.tgz: $(skeleton_files)
        tar -czf $@ --mode=a-w $(skeleton_files)

submission: dlsubmission.tgz
submission_files = lab.txt randmain.mk \
        randcpuid.c randlibhw.c randlibsw.c randmain.c \
        $(skeleton_files)
dlsubmission.tgz: $(submission_files)
        tar -czf $@ $(submission_files)

.PHONY: default clean skeleton submission

clean:

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rm -f *.o *.so *.so.* *.tgz randall randmain
```