

Making/Compiling a large project

Programming Concepts in Scientific
Programming

EPFL, Master class

September 28, 2017

Problem

- ▶ Using *gcc* manually is cumbersome

```
g++ -Dakantu_EXPORTS -std=c++0x -DBOOST_RESULT_OF_USE_TR1 -Wall -O3  
-DNDEBUG -DAKANTU_NDEBUG -fPIC -Iakantu -I/usr/include/scotch -  
o aka_array.cc.o -c aka_array.cc
```

- ▶ No one actually wants to type these things (well I do not)
- ▶ When the project is huge, we have long compilation times (Firefox contains currently 7412 files for the browser part)
- ▶ Modification of a single file should lead to a single compilation and a single linking step: dependencies ?

Solutions

GNU Make and Makefiles

- ▶ Create a file *Makefile* with the *rules* to apply in order to create objects
- ▶ Syntax

```
rule: dependency1 dependency2
    command1
    command2
```

- ▶ Example to build a 2 file project

```
all: file1.o file2.o
    g++ file1.o file2.o -o exec

file1.o: file1.cc
    g++ -c file1.cc -o file1.o

file2.o: file2.cc
    g++ -c file2.cc -o file2.o
```

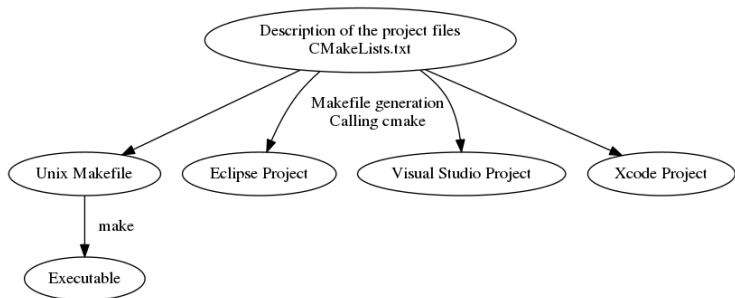
Makefile generators

- ▶ The GNU build system (Autotools) is a suite of programming tools designed to assist in making source code packages (Unix-like systems)
 - ▶ The project started in 1994 (first commit)
- ▶ CMake is cross-platform free and open-source software for managing the build process of software using a compiler-independent method
 - ▶ The project started in 1999
 - ▶ Maintained by the Kitware company (which manages Paraview and VTK)
 - ▶ Multi-platform
 - ▶ Simple

CMake flow

cmake and cmake program

How to produce the makefiles ?



Project description

CMakeLists.txt files

► General information

```
cmake_minimum_required (VERSION 2.6)
project (My super project)
```

► What object to construct

```
add_executable(hello
  main.cc
  hello.cc
)
```

► Adding external libraries dependencies

```
target_link_libraries(hello m eigen zlib)
```

► Managing sub-directories

```
add_subdirectory(sub_directory_name)
```

Let's look at it within CLion
On the repository of the class...