

Make, Processes, and the Environment

Compilation

❖ To compile a program:

★ `g++ <options> <source files>`

★ Recommended:

```
g++ -Wall -ansi -pedantic -g  
    -o <executable_name> *.cpp
```

◆ `-Wall` : Warnings: *ALL*

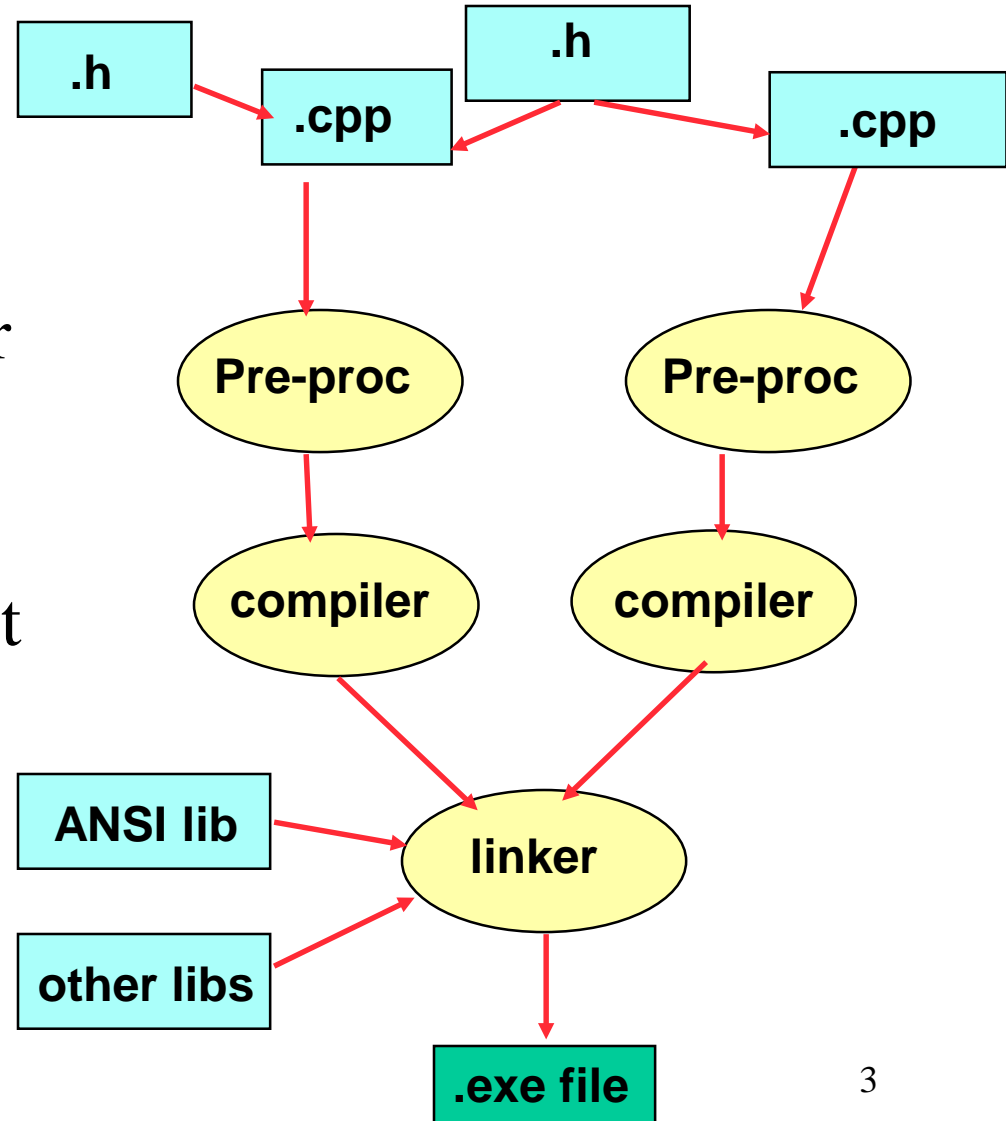
◆ `-ansi` : Strict ANSI compliance

◆ `-pedantic`: reject non-ANSI compliant code

◆ `-g` : Add debugging symbols to the executable
(i.e., make it debuggable!)

“Compilation” or “The Big Lie”

- ❖ The *discrete* steps to program “compilation”
- ❖ Typing “`g++ *.cpp`” to *build* (not “compile”) your program hides all these separate steps.
- ❖ Question: would you want to do this entire process (i.e., pre-process and compile *every* file) each time you want to generate a new executable?



Selective Recompilation and Makefiles

❖ Answer: NO!

✱ You only want to compile those files which were changed (or were affected by a change in another file. We can reuse the .o/.obj files for files which weren't modified.

❖ You could do this yourself...

```
g++ <options> <changed files>
```

```
g++ *.o
```

Selective Recompilation and Makefiles

- ❖ You can also use the **make** command and a **Makefile**!
 - ✱ Create a **Makefile** to keep track of file dependencies and build options
 - ✱ The **make** command will read the **Makefile** and compile (and build) those files which have *dependencies on modified files!*

Makefile Syntax

❖ Makefiles consists of *variables* and *rules*.

❖ Rule Syntax:

```
<target>: <requirements>  
          <command>
```

- ◆ The *<requirements>* may be files and/or other targets
- ◆ There ***must*** be a tab (not spaces) before *<command>*
- ◆ The first rule in a Makefile is the default *<target>* for make

Makefile Syntax

❖ Variable Syntax:

<variable> = <string value>

- ◆ All variable values default to the shell variable values
- ◆ Example:
 - ▶ `BUILD_FLAGS = -Wall -g -ansi`

Make

❖ Make

- ★ `make [-f makefile][option] target`
- ★ A tool to update files that are derived from other files. Great for software development.
- ★ The default files for make are `./makefile`, `./Makefile`, `./s.makefile`,in order
- ★ The default files can be overwritten with the `-f` option
 - ◆ `Make -f myprog.mk`

Make

❖ Make

★ The makefile has three components:

- ◆ Macros: define constants
- ◆ Target rules: tell how to make targets
- ◆ Inference rules: also tell how to make targets, make will first check if a target rule can apply before it checks the inference rules.

Make

❖ Macros:

- ▶ `String1 = string2`
- ▶ E.g. `CC=gcc`
- ▶ `CFLAG=-Wall -ansi -pedantic`

❖ Target rules:

- ▶ Target `[target...]` : `[prerequisite...]`
- ▶ `<tab> command`
- ▶ `<tab> command`

❖ Example:

- ▶ `a.out: myprog1.c myprog2.c myprog3.c`
- ▶ `$(CC) myprog1.c myprog2.c myprog3.c`

Example Makefile

```
# Example Makefile
CXX=g++
CXXOPTS=-g -Wall -ansi -DDEBUG

foobar: foo.o bar.o
    $(CXX) $(CXXOPTS) -o foobar foo.o bar.o

foo.o: foo.cc foo.hh
    $(CXX) $(CXXOPTS) -c foo.cc

bar.o: bar.cc bar.hh
    $(CXX) $(CXXOPTS) -c bar.cc

clean:
    rm -f foo.o bar.o foobar
```

Processes 1: suspend, background, foreground

- When you run a command, it starts a new “process”
- Each process has a unique number called the PID (Process ID)
- Unix is a multitasking operating system, so you can run multiple processes simultaneously
- After you start a process, it is usually in what is called the “foreground.” That is, it takes over your shell.

Processes 1: suspend, background, foreground

- You can suspend processes in the foreground with Ctrl-Z
- The process is now frozen. You can pull it to the foreground again by typing “fg”.
- Alternately, you can make it keep running, but put it in the background so can still use the same shell by typing “bg”.
- You can also start a task in the background by putting a & at the end of the command.

Processes 2: ps, kill, kill -9

- You can list all the processes that have been run from the current shell with “ps”
- To list all the processes on the system, do “ps aux”

```
root      3723  0.0  0.1  3092  988  pts/20
```

```
  S  16:21  0:00  -bash
```

```
awong     3724  0.0  0.1  1406  712  pts/17
```

```
  R  16.35  0:00  -bash
```

```
awong     3725  0.0  0.1  2334  716  pts/17
```

```
  R  16.36  0:00  ps  aux
```

Processes 2: ps, kill, kill -9

- If you want to end a process, you can do
“kill <pid>”
eg. kill 3724
- If that doesn't work, do the “super kill,”
“kill -9 <pid>”
eg. kill -9 3724

If a process of yours freezes, you can login to the same machine again, do a “ps -awux” and find the process number and then kill it.

Environment Variables

- What are environment variables? Think of them as parameters that get passed to your programs. All operating systems have them. They give information about the context within which a program runs.
- The most commonly used environment variable is the **PATH** variable which tells the shell where to look for programs.

Environment Variables

- To create an environment variable in bash,
type: `export VARNAME=value`
- To create an environment variable in tcsh
type: `setenv VARNAME value`
- Don't forget the `export` or the `setenv`,
otherwise you create a “Shell variable”
instead of an environment variable.