

بِسْمِ اللَّهِ الرَّحْمَنِ
الرَّحِيمِ





مهسان

تکیه‌گاه شما
در دنیای هوشمند

mahsan.co

GCC & Make

Compiling, Linking and Building C/C++ Applications

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تاریخچه

GCC ✓

- GNU C Compiler
- GNU Compiler Collection

Richard Stallman ✓

The founder of the GNU Project

GNU Toolchain ✓

- gcc
- GNU Make
- GNU Binutils
- GNU Debugger GDB
- GNU Autotools: A Build system (Autoconf, Autoheader, Automake, Libtool)
- GNU Bison

Support Many languages ✓

- C gcc
- C++ g++
- Fortran gfortran
- Go gccgo



نسخه زبان

C++ Standard Support

- C++98 `-std=c++98` or `-std=gnu++98`
- C++11 `-std=c++11` or `-std=gnu++11`
- C++14 `-std=c++14` or `-std=gnu++14`
- C++17 `-std=c++17` or `-std=gnu++17`
- C++20 `-std=c++2a` or `-std=gnu++2a`



GCC Versions

- GCC version 1 1987
- GCC version 2 1992: supports C++
- GCC 10.2
- GCC 9.3
- Development GCC 10.0



Install

```
sudo apt install g++  
g++ --version
```

g++ (Ubuntu 9.3.0-10ubuntu2) 9.3.0

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Man page

`man g++ | col -b > gcc.txt`

whereis g++



شروع کنیم

```
test > inter-node > reliable-multicast > C++ hello.cpp > ...
```

```
1 // ITNOA
2
3 #include <cstdio>
4 #include <iostream>
5
6 using namespace std;
7
8 int main()
9 {
10     cout << "SALAM" << endl;
11     return EXIT_SUCCESS;
12 }
```

g++ hello.cpp •

chmod a+x a.out •

./a.out •

g++ -o <output name> hello.cpp •



کمی جلوتر

```
soroosh@ssoroosh-pc:/mnt/c/Users/ssoroosh/temp$ ls
Hello.cpp
soroosh@ssoroosh-pc:/mnt/c/Users/ssoroosh/temp$ g++ -c -Wall -g -o Hello.o Hello.cpp
soroosh@ssoroosh-pc:/mnt/c/Users/ssoroosh/temp$ ls
Hello.cpp  Hello.o
soroosh@ssoroosh-pc:/mnt/c/Users/ssoroosh/temp$ g++ -g -o Hello.exe Hello.o
soroosh@ssoroosh-pc:/mnt/c/Users/ssoroosh/temp$ ls
Hello.cpp  Hello.exe  Hello.o
soroosh@ssoroosh-pc:/mnt/c/Users/ssoroosh/temp$ |
```

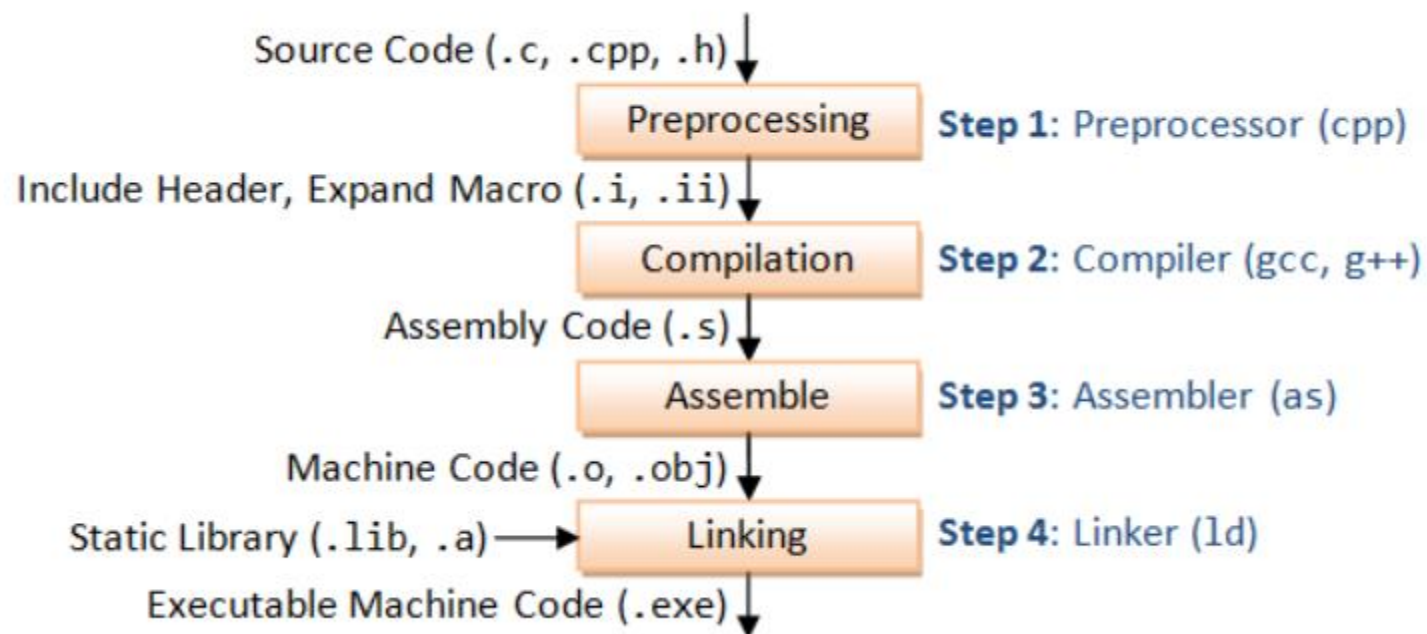
Compile and Link Separately

```
$ g++ -Wall -g -o Hello Hello.cpp|
```

More GCC Compiler Options

- -o: Specifies the output
- -Wall: prints all warning
- -g: generates additional symbolic







1. Pre-processing: via the GNU C Preprocessor (`cpp.exe`), which includes the headers (`#include`) and expands the macros (`#define`).

```
> cpp hello.c > hello.i
```

The resultant intermediate file "hello.i" contains the expanded source code.

2. Compilation: The compiler compiles the pre-processed source code into assembly code for a specific processor.

```
> gcc -S hello.i
```

The `-S` option specifies to produce assembly code, instead of object code. The resultant assembly file is "hello.s".

3. Assembly: The assembler (`as.exe`) converts the assembly code into machine code in the object file "hello.o".

```
> as -o hello.o hello.s
```

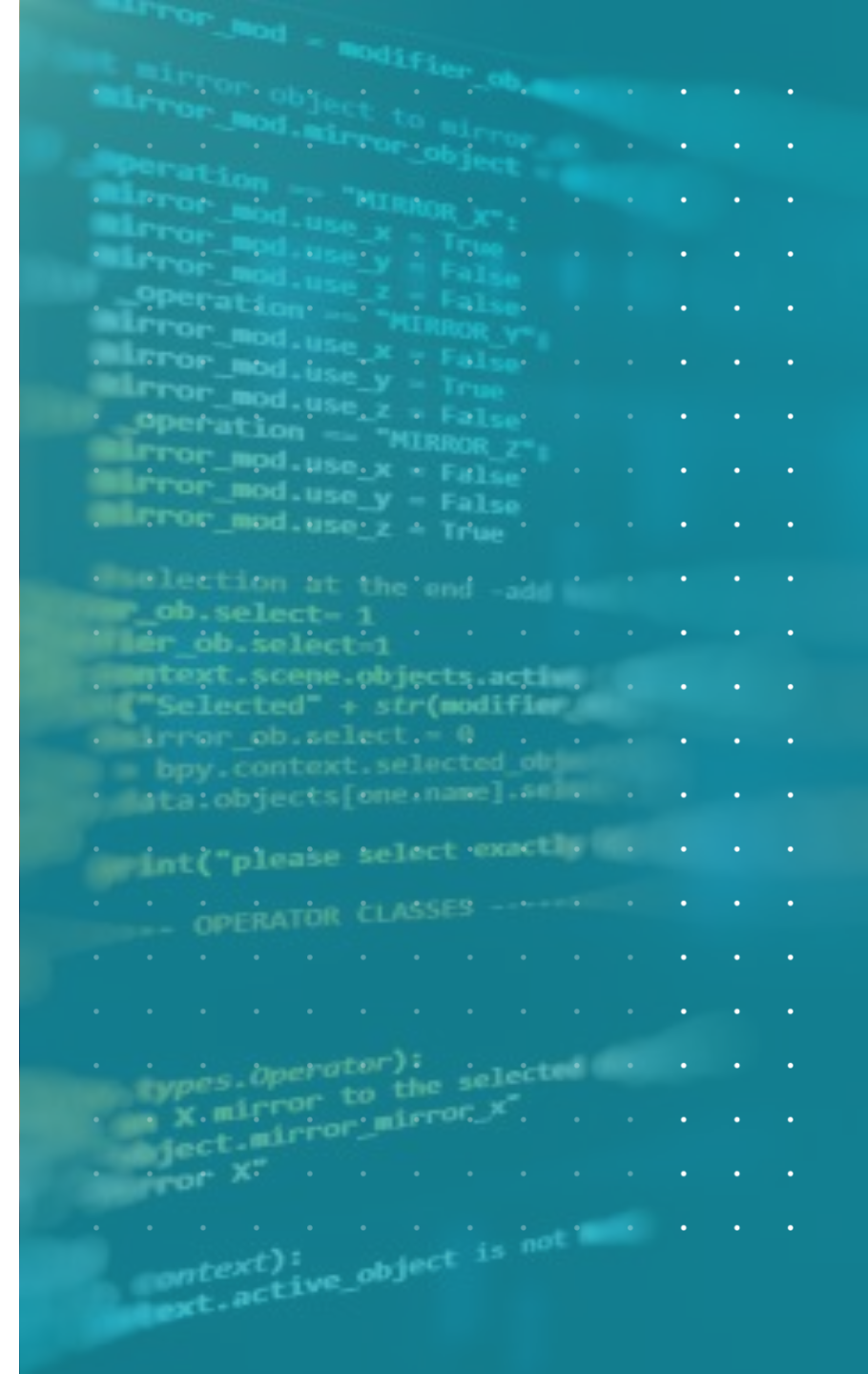
4. Linker: Finally, the linker (`ld.exe`) links the object code with the library code to produce an executable file "hello.exe".

```
> ld -o hello.exe hello.o ...libraries...
```



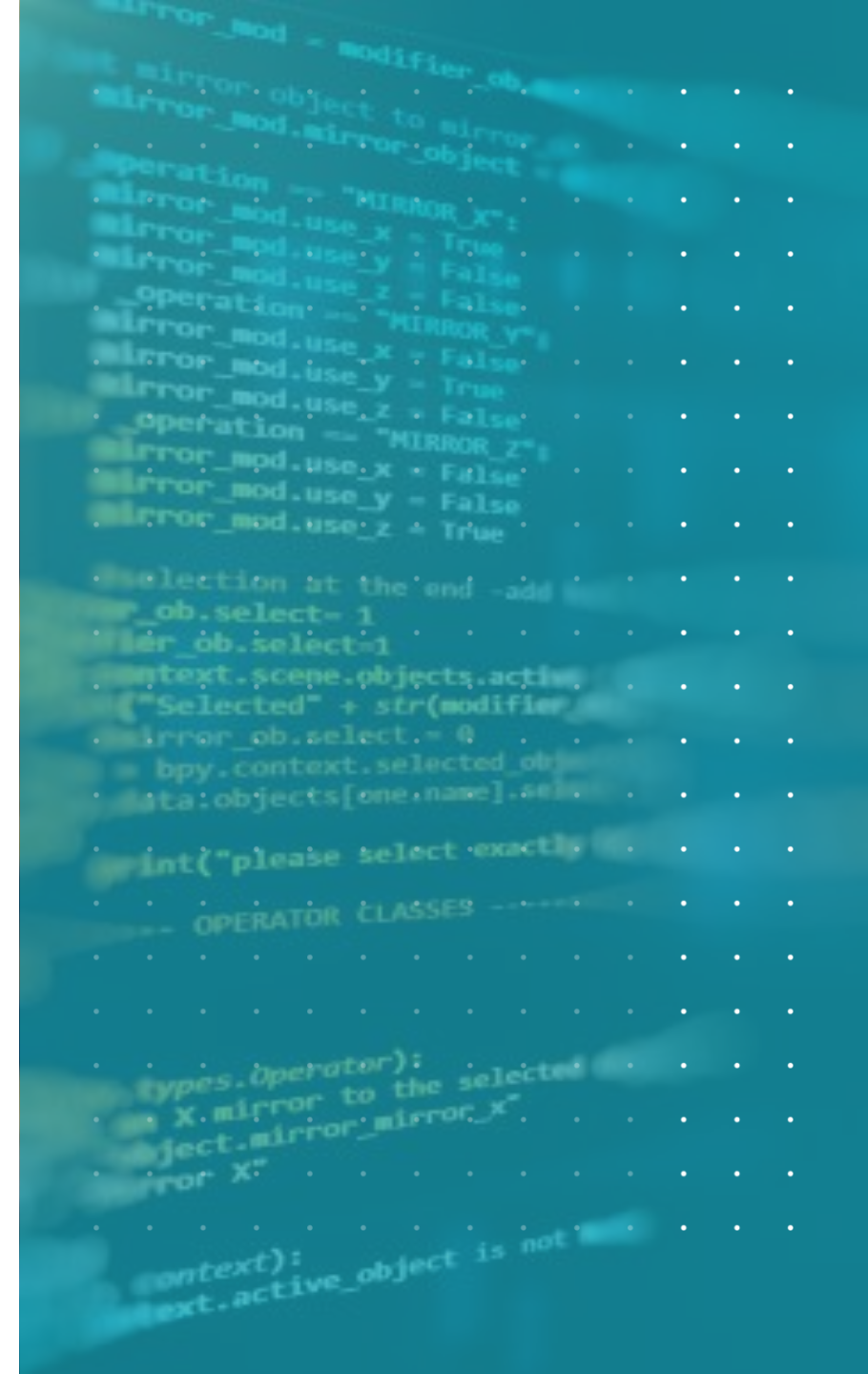
Library

- A library is a collection of pre-compiled object files that can be linked into your programs via the linker.
- When your program is linked against a static library, the machine code of external functions used in your program is copied into the executable.
- When your program is linked against a shared library, only a small table is created in the executable. Before the executable starts running, the operating system loads the machine code needed for the external functions



Dynamic Linking

- A shared library has file extension of ".so" (shared objects) in Unixes or ".dll" (dynamic link library) in Windows.
- Dynamic linking makes executable files smaller and saves disk space
- Often save memory
- The shared library codes can be upgraded without the need to recompile your program.
- Because of the advantage of dynamic linking, GCC, by default, links to the shared library if it is available.
-



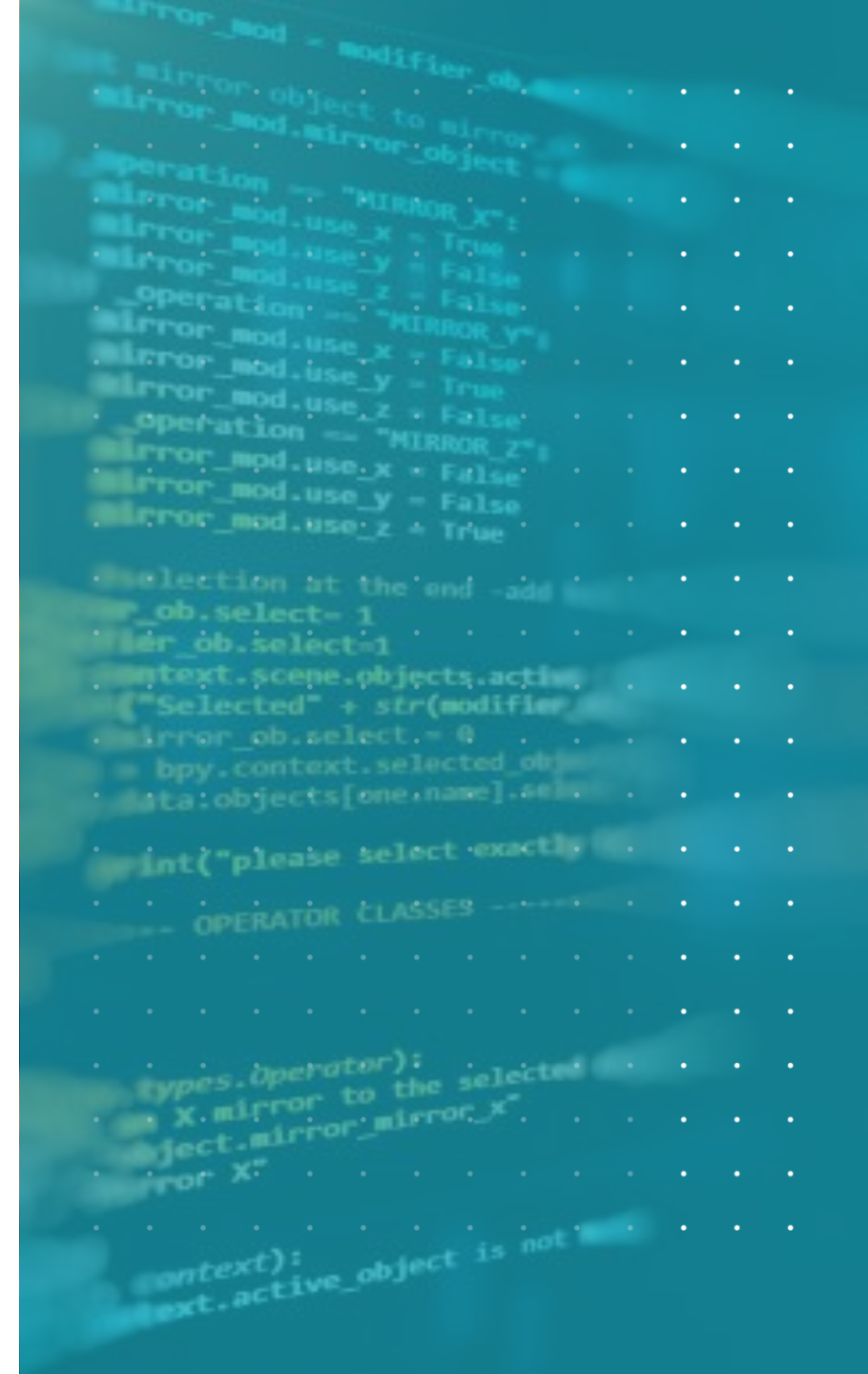
NM list symbols from objects file

```
soroosh@ssoroosh-pc:/mnt/c/Users/ssoroosh/temp$ nm Hello.exe
00000000000003e90 d _DYNAMIC
00000000000004000 d _GLOBAL_OFFSET_TABLE_
                 w _ITM_deregisterTMCloneTable
                 w _ITM_registerTMCloneTable
000000000000020a0 r __FRAME_END__
00000000000002000 r __GNU_EH_FRAME_HDR
00000000000004020 d __TMC_END__
                 w __cxa_finalize
000000000000010b0 t __do_global_dtors_aux
00000000000003e88 d __do_global_dtors_aux_fini_array_entry
00000000000004018 d __dso_handle
00000000000003e80 d __frame_dummy_init_array_entry
                 w __gmon_start__
00000000000001108 t _fini
00000000000001000 t _init
00000000000004020 b completed.8059
00000000000001040 t deregister_tm_clones
000000000000010f0 t frame_dummy
000000000000010f9 T main
00000000000001070 t register_tm_clones
```



Searching for Header Files and Libraries

- The include-paths are specified via -Idir option -I
- The library-path is specified via -Ldir option -L
- you also have to specify the library name. -l



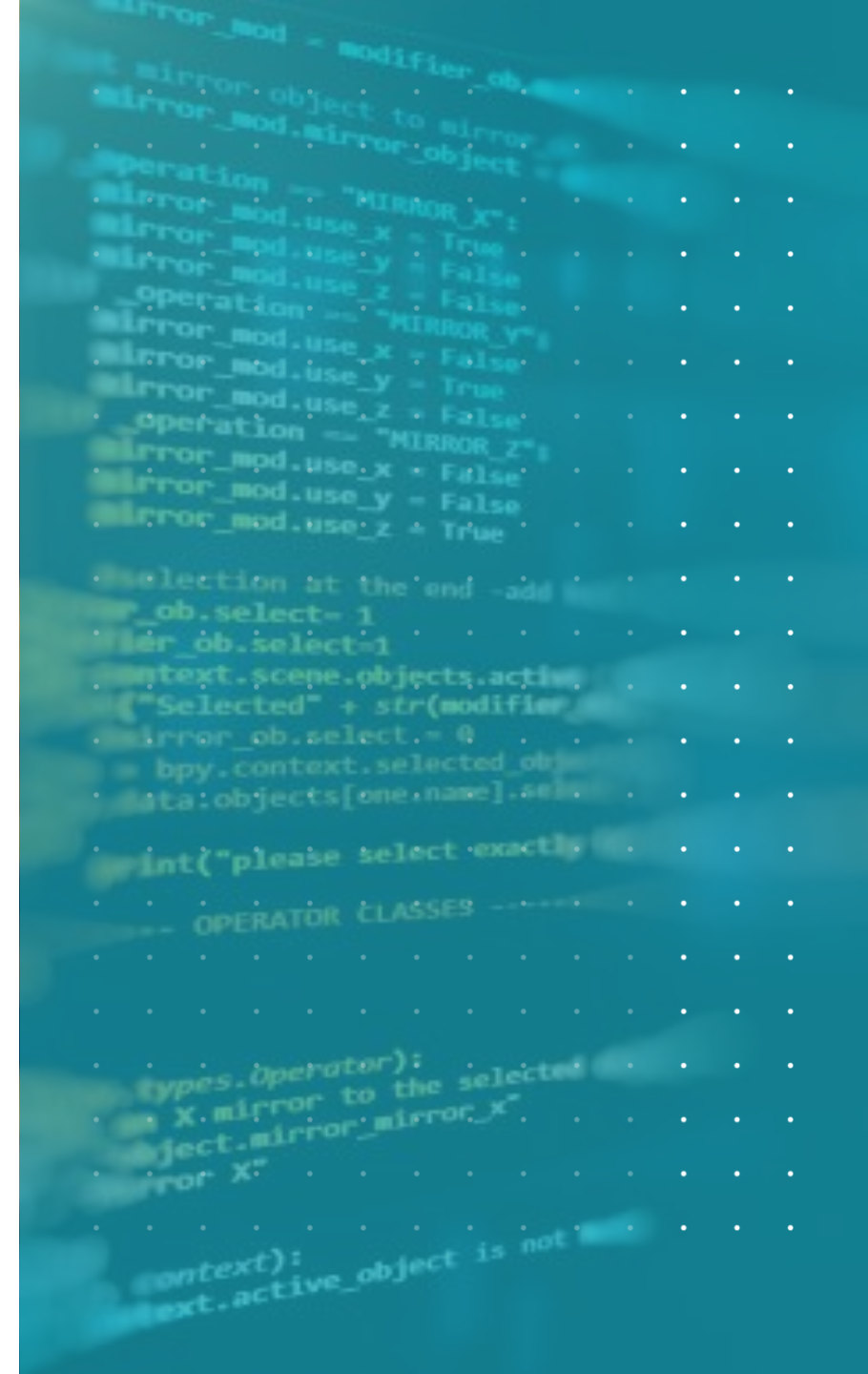
"file" Utility - Determine File Type

```
$ gcc -c hello.c
$ gcc -o hello.exe hello.o

$ file hello.c
hello.c: C source, ASCII text, with CRLF line terminators

$ file hello.o
hello.o: data

> file hello.exe
hello.exe: PE32 executable (console) x86-64, for MS Windows
```



"ldd" Utility - List Dynamic-Link Libraries

```
soroosh@ssoroosh-pc:/mnt/c/Users/ssoroosh/temp$ ldd ./Hello.exe
linux-vdso.so.1 (0x00007ffffc6f4d000)
libc.so.6 => /lib/x86_64-linux-gnu/libc.so.6 (0x00007f1659b90000)
/lib64/ld-linux-x86-64.so.2 (0x00007f1659da7000)
```



The GNU Make logo is a teal hexagon with a white border and a white center. The text "GNU Make" is written in teal inside the white center. The background is dark gray with a network of white dots and lines, and some white dots are scattered on the left side.

GNU Make

First Makefile By Example

```
1 all: hello.exe
2
3 hello.exe: hello.o
4     gcc -o hello.exe hello.o
5
6 hello.o: hello.c
7     gcc -c hello.c
8
9 clean:
10     rm hello.o hello.exe
```

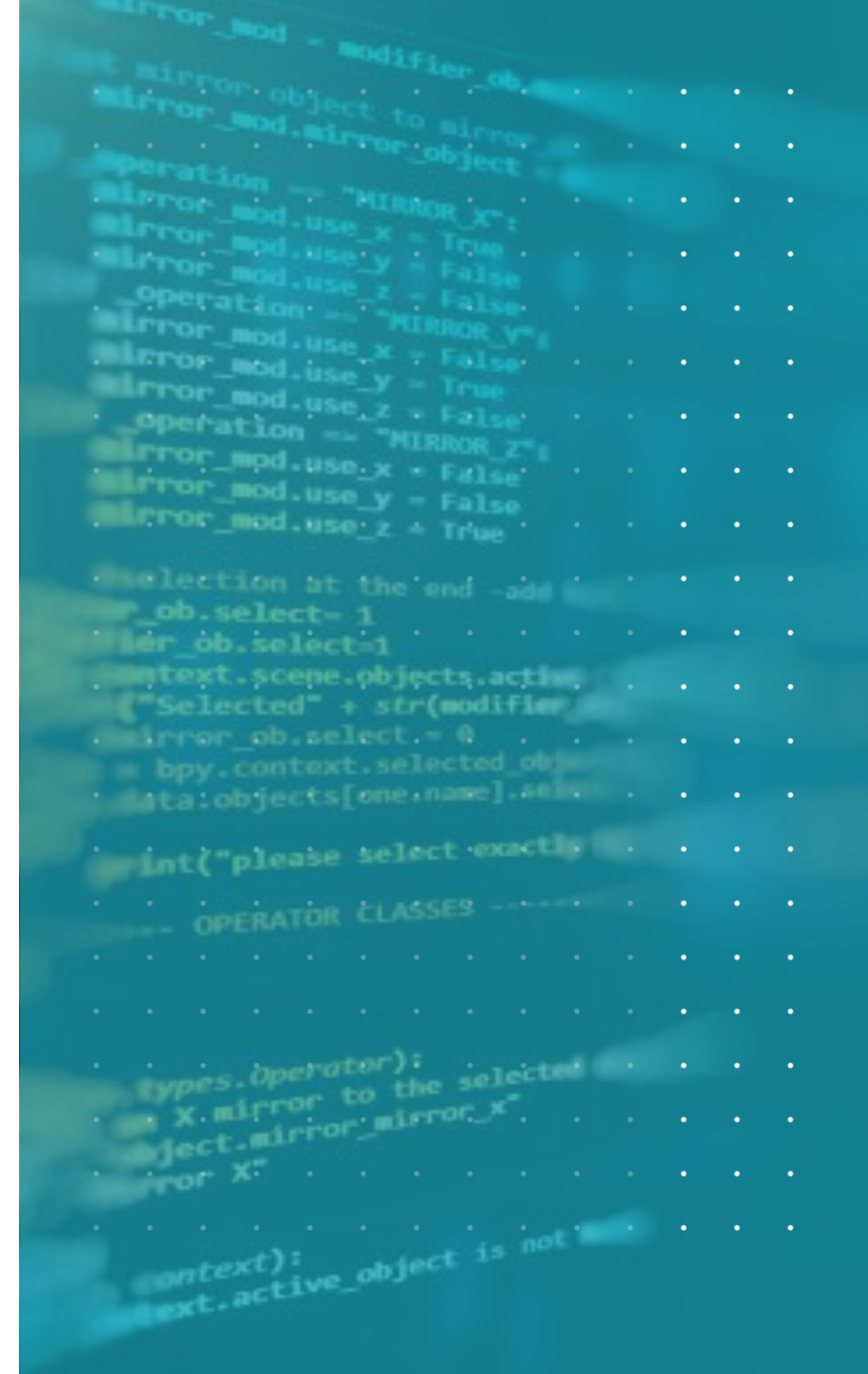
```
mirror_mod = modifier_ob.  
set mirror object to mirror  
mirror_mod.mirror_object =  
operation == "MIRROR_X":  
    mirror_mod.use_x = True  
    mirror_mod.use_y = False  
    mirror_mod.use_z = False  
    operation == "MIRROR_Y":  
    mirror_mod.use_x = False  
    mirror_mod.use_y = True  
    mirror_mod.use_z = False  
    operation == "MIRROR_Z":  
    mirror_mod.use_x = False  
    mirror_mod.use_y = False  
    mirror_mod.use_z = True  
  
selection at the end -add  
ob.select= 1  
ob.select=1  
context.scene.objects.active  
= ("Selected" + str(modifier  
mirror_ob.select = 0  
= bpy.context.selected_obj  
data:objects[one.name].sel  
  
print("please select exactly  
  
-- OPERATOR CLASSES --  
  
types.Operator):  
X.mirror to the selected  
object.mirror_mirror_X"  
mirror X"  
  
context):  
context.active_object is not
```



Structure

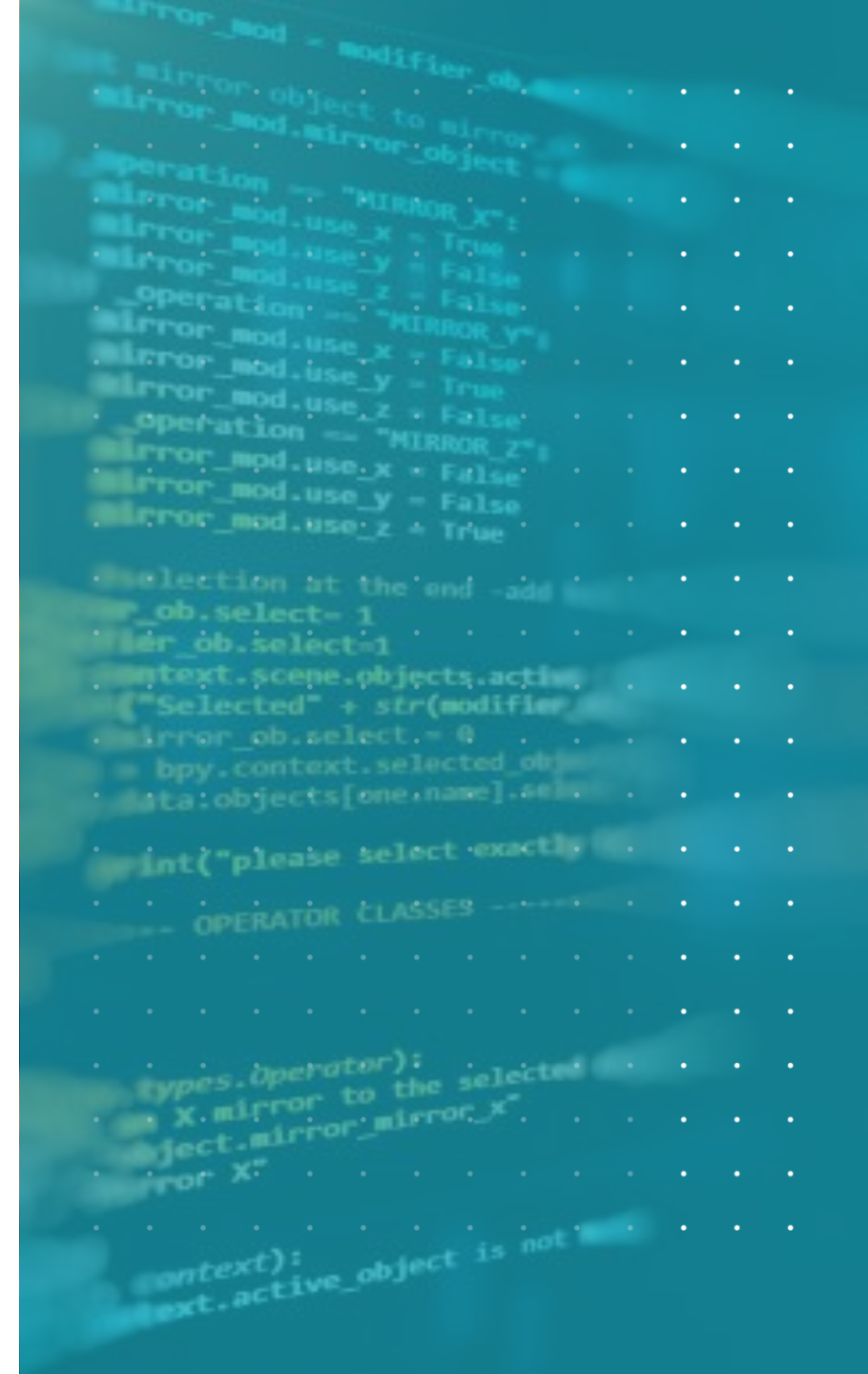
- Running make without argument starts the target "all" in the makefile.
- A makefile consists of a set of rules.
- A rule consists of 3 parts: a target, a list of pre-requisites and a command
- The *command* must be preceded by a tab (NOT spaces)

```
target: pre-req-1 pre-req-2 ...  
    command
```



Golden Behavior

- When make is asked to evaluate a rule, it begins by finding the files in the prerequisites. If any of the prerequisites has an associated rule, make attempts to update those first.
- if the pre-requisite is not newer than than target, the command will not be run



کمی بیشتر



Phony Targets

A target that does not represent a file is called a phony target.

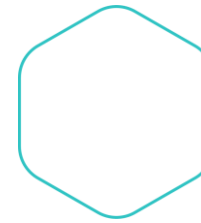
Phony target is always out-of-date and its command will be run.

The standard phony targets are: all, clean, install



Syntax of Rules

The rules are usually organized in such a way the more general rules come first.



Comment & Continuation

#

\



Variables

Automatic Variables ✓

Automatic variables are set by make after a rule is matched.

\$ () or {} ✓

\$(CC)

\${CC}

Single character variables do not need the parentheses.



- \$*: the target filename without the file extension.
- \$<: the first prerequisite filename.
- \$@: the target filename.



- \$^: the filenames of all the prerequisites, separated by spaces, discard duplicates.
- \$+: similar to \$^, but includes duplicates.
- \$?: the names of all prerequisites that are newer than the target, separated by spaces.



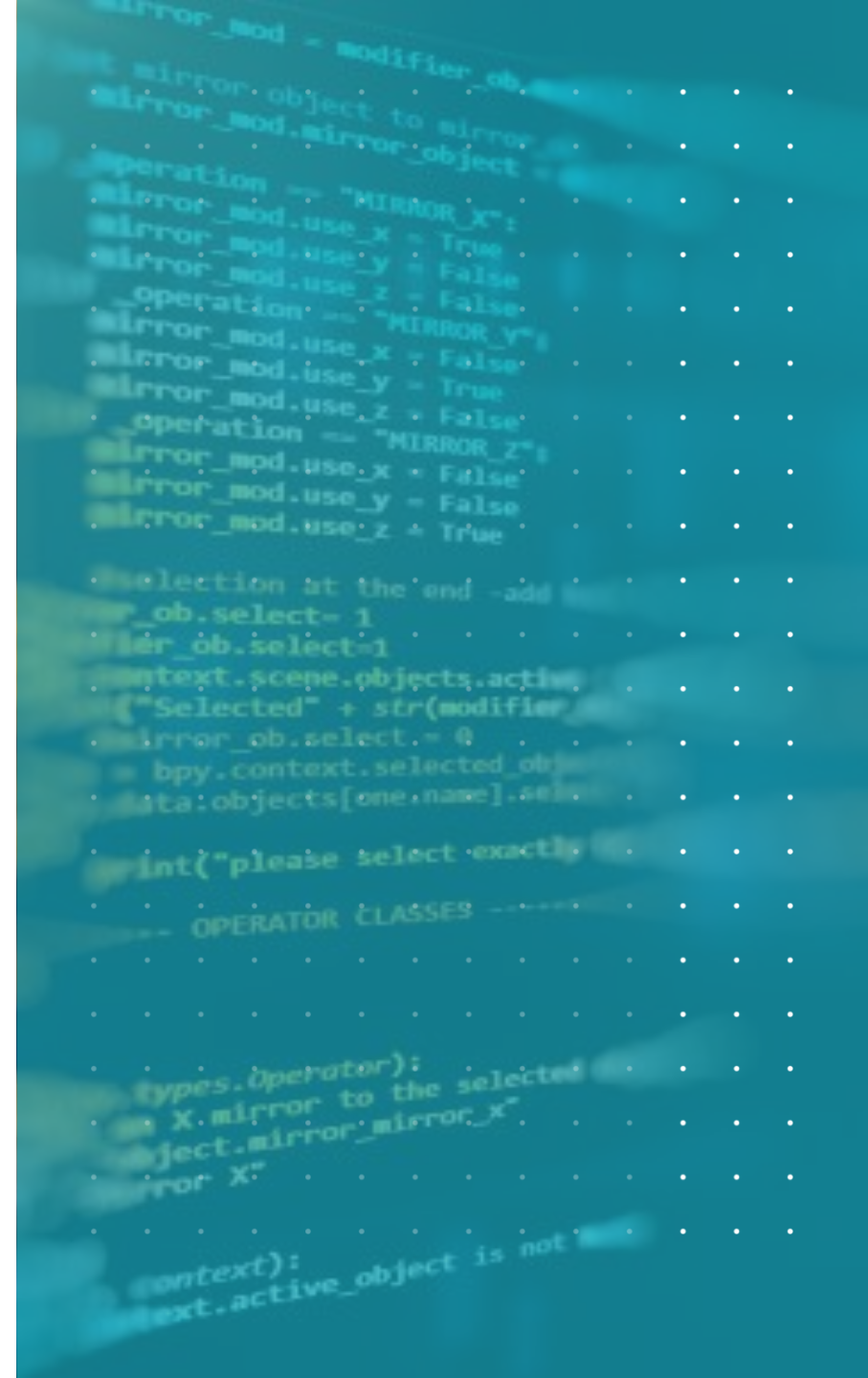
Virtual Path - VPATH & vpath

- You can use VPATH (uppercase) to specify the directory to search for dependencies and target files.

```
# Search for dependencies and targets from "src" and "include" directories
# The directories are separated by space
VPATH = src include
```

- You can also use vpath (lowercase) to be more precise about the file type and its search directory.

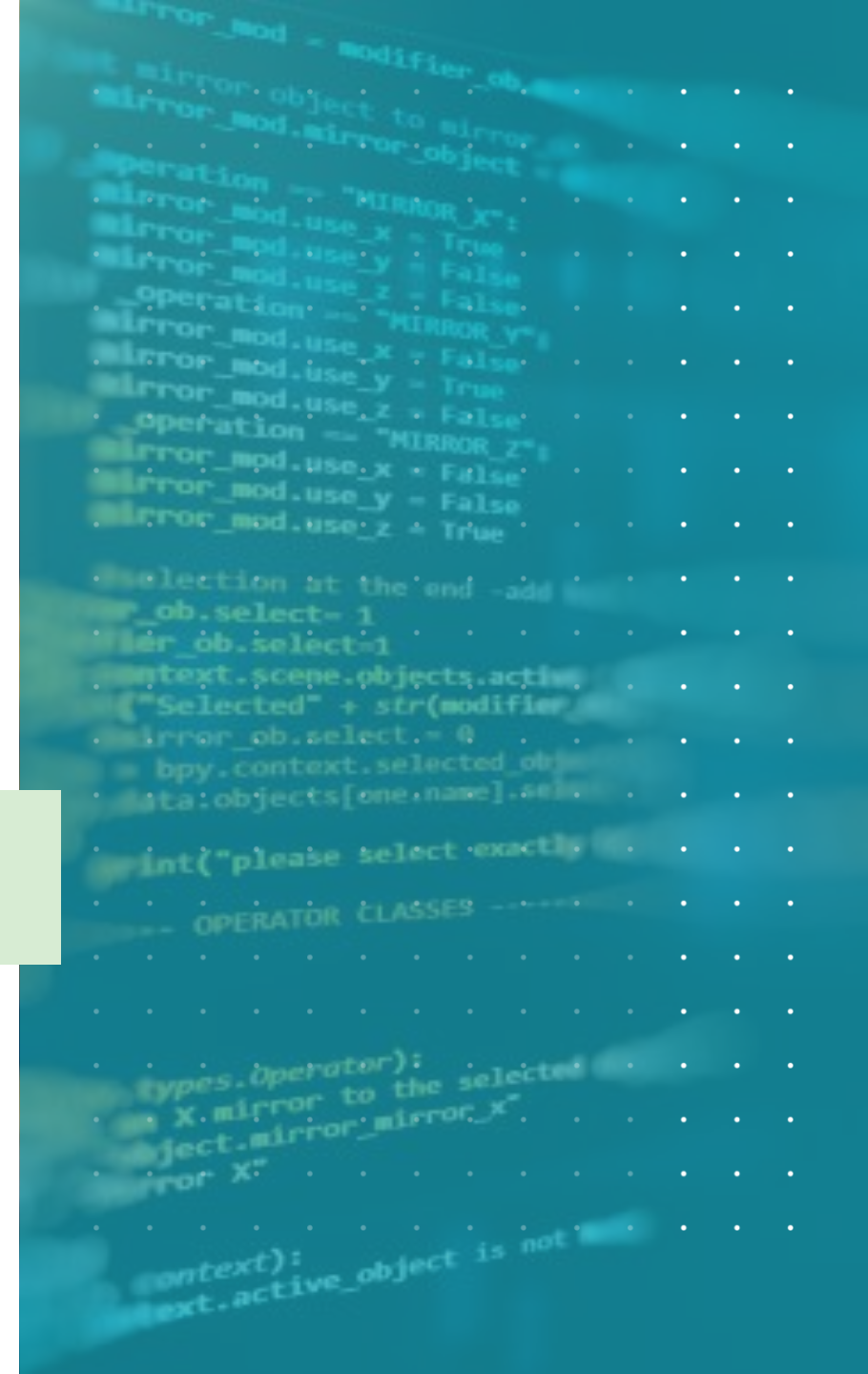
```
# Search for .c files in "src" directory; .h files in "include" directory
# The pattern matching character '%' matches filename without the extension
vpath %.c src
vpath %.h include
```



Pattern Rules

- A pattern rule, which uses pattern matching character '%' as the filename
- can be applied to create a target, if there is no explicit rule.

```
# Applicable for create executable (without extension) from object .o object file
# $^ matches all the pre-requisites (no duplicates)
%: %.o
$(LINK.o) $^ $(LOADLIBES) $(LDLIBS) -o $@
```



از توجه شما سپاسگزاریم



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