

# “Advanced C Programming”



## GNU toolchain

The **GNU toolchain** is a broad collection of [programming tools](#) produced by the [GNU Project](#).

Major components of GNU toolchain are:

- [GNU make](#): an automation tool for compilation and build
- [GNU Compiler Collection](#) (GCC): a suite of compilers for several programming languages
- [GNU C Library](#) (glibc): core C library including headers, libraries, and dynamic loader
- [GNU Binutils](#): a suite of tools including linker, assembler and other tools
- [GNU m4](#): an [m4 macro processor](#)
- [GNU Debugger](#) (GDB): a code debugging tool



**GNU make**

## GNU make

What is a Makefile?

A makefile is a specially formatted text file that a unix/linux program called 'make' can interpret.

Basically, the makefile contains a list of requirements for a program to be 'up to date.' The make program looks at these requirements, checks the timestamps on all the source-files listed in the makefile, and re-compiles any files which have an out-of-date timestamp.

# product.c

```
#include <stdio.h>
/* Function Prototype */
int product(int n1,int n2);
int main()
{
    int num1,num2,p;

    printf("Enter a num1:\n");
    scanf("%d",&num1);

    printf("Enter a num2:\n");
    scanf("%d",&num2);

    p=product(num1,num2);
    printf("prod=%d \n",p);

    return 0;
}
```

```
/* Function Definition */
int product(int n1, int n2)
{
    return n1*n2;
}
```

# Executable generation:

## In Single step:

```
gcc product.c -o product
```

## In two step:

Step1: object file(product.o) generation

```
gcc -c product.c
```

Step2: object file to executable

```
gcc product.o -o product
```



# prod\_main.c

```
#include <stdio.h>
#include "prod_fun.c" // user def file
/* Function Prototype */
int product(int n1,int n2);
int main()
{
    int num1,num2,p;

    printf("Enter a num1:\n");
    scanf("%d",&num1);

    printf("Enter a num2:\n");
    scanf("%d",&num2);

    p=product(num1,num2);
    printf("prod=%d \n",p);
    return 0;
}
```

# prod\_fun.c

```
/* Function Definition */
int product(int n1, int n2)
{
    return n1*n2;
}
```

# Executable generation:



```
gcc prod_main.c -o prod
```



# prod\_main.c

```
#include <stdio.h>
#include "prod_fun.c" // user def file
/* Function Prototype */
int product(int n1,int n2);
int main()
{
    int num1,num2,p;

    printf("Enter a num1:\n");
    scanf("%d",&num1);

    printf("Enter a num2:\n");
    scanf("%d",&num2);

    p=product(num1,num2);
    printf("prod=%d \n",p);
    return 0;
```

# prod\_fun.c

```
/* Function Definition */
int product(int n1, int n2)
{
    return n1*n2;
}
```

# Executable generation:

## In two step:

Step1: object file(prod\_main.o prod\_fun.o ) generation

```
gcc -c prod_main.c
```

```
gcc -c prod_fun.c
```

Step2: object file to executable

```
gcc prod_main.o prod_fun.o -o prod
```

# Executable generation using Makefile



Target: dependencies  
action

---

```
prod: prod_main.o prod_fun.o
    gcc prod_main.o prod_fun.o -o prod
```

```
prod_main.o: prod_main.c
    gcc -c prod_main.c
```

```
prod_fun.o: prod_fun.c
    gcc -c prod_fun.c
```

# area.c

```
#include <stdio.h>
/* Function Prototype */
int product(int n1,int n2);
int main()
{
    int l,w,area;

    printf("Enter length:\n");
    scanf("%d",&l);

    printf("Enter width:\n");
    scanf("%d",&w);

    area=product(l,w);
    printf("area=%d \n",area);
    return 0;
}
```

# prod\_fun.c

```
/* Function Definition */
int product(int n1, int n2)
{
    return n1*n2;
}
```

# Different Executable generation using Makefile

```
prod: prod_main.o prod_fun.o
    gcc prod_main.o prod_fun.o -o prod
```

```
prod_main.o: prod_main.c
    gcc -c prod_main.c
```

```
prod_fun.o: prod_fun.c
    gcc -c prod_fun.c
```

```
area: area.o prod_fun.o
    gcc area.o prod_fun.o -o area
```

```
area.o: area.c
    gcc -c area.c
```

Make for prod executable

make prod

Make for area executable

Make area



# multiple Executable generation using Makefile

```
all: prod area
prod: prod_main.o prod_fun.o
    gcc prod_main.o prod_fun.o -o prod
prod_main.o: prod_main.c
    gcc -c prod_main.c
prod_fun.o: prod_fun.c
    gcc -c prod_fun.c

area: area.o prod_fun.o
    gcc area.o prod_fun.o -o area
area.o: area.c
    gcc -c area.c
clean:
    rm *.o prod area
```

Make for all executables

make all

Removing exe and  
executable

Make clean