

Makefile

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1 Using Makefile to compile, build, and run, and test C++ Programs

- Makefile can automate the mundane task of compiling, recompiling, testing, and deploying of C/C++ programs
- See Makefile.pre.in file at <https://github.com/python/cpython> to see how complicated Makefile can be for large software base such as Python programming language written in C
- there's a great tutorial on Makefile: <https://makefiletutorial.com/>
- we'll demonstrate a very simplified Makefile for beginners in this Notebook
- there are 5 simple demos provided in `makefile_demos` folder
- must install `make` program on your system to use Makefile
 - on Linux, `make` is usually pre-installed otherwise install it via package manager
 - * on Ubuntu/Debian based systems, run `sudo apt install build-essential` command
 - on MacOS, install Xcode Command Line Tools by running `xcode-select --install` command on Terminal
 - on Windows, install `make` via [Chocolatey](#) package manager by running `choco install make` command from an elevated Command Prompt or PowerShell

1.1 Makefile Structure

- A Makefile consists of rules with the following structure

```
# comments
VARIABLE1 = value1
VARIABLE2 = value2
target: dependencies
    command1 $(VARIABLE1)
    command2 $(VARIABLE2)
    ...
```

- `target` : is usually the name of the file that is generated by a program; e.g. executable or object file
- `dependencies` : are files that are used as input to create the target; e.g. source code files
- `commands` : are shell commands used to create the target from the dependencies
- each command must be preceded by a tab character (not spaces)
- when you run `make target` command, `make` will check if the target file exists and is up to date with respect to its dependencies

- if the target file does not exist or is older than any of its dependencies, `make` will execute the commands to create or update the target file
- if the target file is up to date, `make` will do nothing

1.2 Using Make program

- create a file named `Makefile` inside the project folder
- use `Makefile` template provided in [makefile_demos/Makefile_template](#)
- run the following commands from inside the project folder on a Terminal

```
$ cd projectFolder # change current working director - folder with c++ file(s)
$ make # build program
$ ls # see the name of your executable in the current directory
$ ./programName # run the program by it's name
$ make clean # run clean rule; usually deletes all object/exe files
```

1.2.1 Note

- You typically run `make` commands from Terminal
- for demonstration, we'll use Jupyter Notebook to run the `make` commands
 - Jupyter Notebook can run Bash commands with ! symbol
 - Ipython Kernel is required to run the magic commands that starts with % on Jupyter notebook

[1]: ! `pwd` # print the current working directory

```
/Users/rbasnet/projects/CPP-Fundamentals/notebooks
```

[6]: %`cd` demos/makefiles

```
/Users/rbasnet/projects/CPP-Fundamentals/notebooks/demos/makefiles
```

[7]: ! `ls`

```
Makefile_template demo2           demo4
demo1           demo3
demo5
```

[8]: %`cd` demo1

```
/Users/rbasnet/projects/CPP-Fundamentals/notebooks/demos/makefiles/demo1
```

[9]: ! `ls`

```
Makefile hello.cpp
```

1.3 Makefile Demos

- `demos/makefiles/` folder contains 5 simple `Makefile` demos

1.3.1 demo1

- has three simple rules
- compile, run and clean
- rule names end with :
 - you can have one or more commands associated with the rule
 - commands are tab indented
 - commands are typically Bash commands that you normally run on Terminal
- rules are called from Terminal using syntax:

```
make <rule_name>
```

- e.g.,

```
make run
```

- while running make, if no rule name is called, the first rule is executed by default

[10]: ! cat Makefile

```
# a simple Makefile with 3 rules

# rule for compiling program
# make or make compile triggers the following rule
compile:
    g++ hello.cpp

# rule for running program
# make run triggers the following rule
run:
    ./a.out

# rule for clean up
# make clean triggers the following rule
clean:
    rm -f a.out
```

[7]: ! make # run make compile, the first rule by default

```
g++ hello.cpp
```

[8]: ! ls

```
Makefile  a.out      hello.cpp
```

[9]: ! make run

```
./a.out
Hello World!
```

[12]: %cd ..

```
/Users/rbasnet/projects/CPP-Fundamentals/notebooks/demos/makefiles
```

```
[13]: %cd demo5
```

```
/Users/rbasnet/projects/CPP-Fundamentals/notebooks/demos/makefiles/demo5
```

1.3.2 demo5

- run Makefile from terminal
- for some reason it doesn't execute from Jupyter Notebook

```
[14]: ! ls
```

```
Makefile hello.cpp
```

```
[13]: ! cat Makefile
```

```
# Fairly complex Makefile demo

COMPILER = clang++
COMPILER_FLAGS = -c -g -Wall -std=c++17

# list .cpp files separated by space
CPP_FILES = hello.cpp

# executable program name
PROGRAM_NAME = hello.exe

# rule using other rules
# other rules must be written after the rule name on the same line separated by
a space
all: build run clean
    @echo "All Done!"

# rule for compiling and building program
# make or make all or make build triggers the following rule
# @ suppresses/hides the command itself from printing
build:
    @# compile .cpp to object file .o
    @echo "compiling..."
    $(COMPILER) $(COMPILER_FLAGS) $(CPP_FILES)
    @# build executable from object files
    @echo "building..."
    $(COMPILER) -o $(PROGRAM_NAME) *.o

# rule for running binary program
# make run triggers the following rule
run:
    @echo "running program..."
    ./$PROGRAM_NAME
```

```
# rule for clean up
# make clean triggers the following rule
clean:
    @echo "cleaning up..."
    @rm -f $(PROGRAM_NAME) *.o *.out 2> /dev/null
```

[16]: ! make build

```
compiling...
clang++ -c -g -Wall -std=c++17 hello.cpp
building...
clang++ -o hello.exe *.o
```

[17]: ! make run

```
running program...
./hello.exe
Hello World!
```

[18]: ! ls

```
Makefile  hello.cpp  hello.exe  hello.o
```

[19]: ! make clean

```
cleaning up...
```

[20]: ! ls

```
Makefile  hello.cpp
```

[]: