

```
1: CC= g++
2: CFLAGS= -Wall -Werror -pedantic -O3 -std=c++14
3: SFMLFLAGS= -lsfml-graphics -lsfml-window -lsfml-system -lsfml-audio
4:
5: all:    NBody
6:
7: NBody:  Universe.o CelestialBody.o
8:         $(CC) Universe.o CelestialBody.o -o NBody $(SFMLFLAGS)
9:
10: Universe.o:    Universe.cpp CelestialBody.h
11:               $(CC) -c Universe.cpp CelestialBody.h $(CFLAGS)
12:
13: CelestialBody.o: CelestialBody.cpp CelestialBody.h
14:               $(CC) -c CelestialBody.cpp CelestialBody.h $(CFLAGS)
15:
16: clean:
17:       rm *.o
18:       rm *.gch
19:       rm NBody
```