НАЦІОНАЛЬНИЙ ТЕХНІЧНИЙ УНІВЕРСИТЕТ УКРАЇНИ

«КИЇВСЬКИЙ ПОЛІТЕХНІЧНИЙ ІНСТИТУТ»

ФАКУЛЬТЕТ ІНФОРМАТИКИ І ОБЧИСЛЮВАЛЬНОЇ ТЕХНІКИ

КАФЕДРА ОБЧИСЛЮВАЛЬНОЇ ТЕХНІКИ

**Лабораторна робота №2**

*з дисципліни* ***«****Архітектура комп’ютерів 2****»***

Виконав:

студент 3 курсу

групи ІВ-82

Захарчук Д. С.

Перевірив:

Нікольський С. С.

Київ 2020 р.

**Репозиторій:** https://github.com/n4mespace/AK-2-HW-2-BUILD-TOOLS

**Лістинг програми:**

**calculator.h**

#ifndef CALCULATOR\_H

#define CALCULATOR\_H

class Calculator

{

public:

int Add (int, int);

int Sub (int, int);

};

#endif

**calculator.cpp**

#include "calculator.h"

int Calculator::Add (int a, int b)

{

return a + b;

}

int Calculator::Sub (int a, int b)

{

return Add (a, -b);

}

**Makefile**

AK2\_HW2: main.o calculator.o

g++ -o AK2\_HW2 main.o calculator.o

main.o: main.cpp

g++ -c main.cpp

calculator.o: calculator.cpp

g++ -c calculator.cpp

clean:

rm AK2\_HW2

rm main.o

rm calculator.o

**CMakeList.txt**

cmake\_minimum\_required(VERSION 3.16.3)

project("AK2\_HW2-BUILD-TOOLS" VERSION 0.1.0)

add\_library(lab\_2 STATIC calculator.cpp)

add\_executable("${PROJECT\_NAME}" main.cpp)

target\_link\_libraries("${PROJECT\_NAME}" lab\_2)

**Cценарій збірки для системи збирання `Ninja`:**

**rules.ninja**

# CMAKE generated file: DO NOT EDIT!

# Generated by "Ninja" Generator, CMake Version 3.16

# This file contains all the rules used to get the outputs files

# built from the input files.

# It is included in the main 'build.ninja'.

# =============================================================================

# Project: AK2\_HW2-LINUX-BUILD-TOOLS

# Configuration:

# =============================================================================

# =============================================================================

#############################################

# Rule for running custom commands.

rule CUSTOM\_COMMAND

command = $COMMAND

description = $DESC

#############################################

# Rule for compiling CXX files.

rule CXX\_COMPILER\_\_AK2\_HW2-LINUX-BUILD-TOOLS

depfile = $DEP\_FILE

deps = gcc

command = /usr/bin/c++ $DEFINES $INCLUDES $FLAGS -MD -MT $out -MF $DEP\_FILE -o $out -c $in

description = Building CXX object $out

#############################################

# Rule for linking CXX executable.

rule CXX\_EXECUTABLE\_LINKER\_\_AK2\_HW2-LINUX-BUILD-TOOLS

command = $PRE\_LINK && /usr/bin/c++ $FLAGS $LINK\_FLAGS $in -o $TARGET\_FILE $LINK\_PATH $LINK\_LIBRARIES && $POST\_BUILD

description = Linking CXX executable $TARGET\_FILE

restat = $RESTAT

#############################################

# Rule for compiling CXX files.

rule CXX\_COMPILER\_\_lab\_2

depfile = $DEP\_FILE

deps = gcc

command = /usr/bin/c++ $DEFINES $INCLUDES $FLAGS -MD -MT $out -MF $DEP\_FILE -o $out -c $in

description = Building CXX object $out

#############################################

# Rule for linking CXX static library.

rule CXX\_STATIC\_LIBRARY\_LINKER\_\_lab\_2

command = $PRE\_LINK && /usr/bin/cmake -E remove $TARGET\_FILE && /usr/bin/ar qc $TARGET\_FILE $LINK\_FLAGS $in && /usr/bin/ranlib $TARGET\_FILE && $POST\_BUILD

description = Linking CXX static library $TARGET\_FILE

restat = $RESTAT

#############################################

# Rule for re-running cmake.

rule RERUN\_CMAKE

command = /usr/bin/cmake -S/home/kroc/Documents/Labs/AK2/lab\_2 -B/home/kroc/Documents/Labs/AK2/lab\_2

description = Re-running CMake...

generator = 1

#############################################

# Rule for cleaning all built files.

rule CLEAN

command = /usr/bin/ninja -t clean

description = Cleaning all built files...

#############################################

# Rule for printing all primary targets available.

rule HELP

command = /usr/bin/ninja -t targets

description = All primary targets available:

**build.ninja**

# CMAKE generated file: DO NOT EDIT!

# Generated by "Ninja" Generator, CMake Version 3.16

# This file contains all the build statements describing the

# compilation DAG.

# =============================================================================

# Write statements declared in CMakeLists.txt:

#

# Which is the root file.

# =============================================================================

# =============================================================================

# Project: AK2\_HW2-LINUX-BUILD-TOOLS

# Configuration:

# =============================================================================

#############################################

# Minimal version of Ninja required by this file

ninja\_required\_version = 1.5

# =============================================================================

# Include auxiliary files.

#############################################

# Include rules file.

include rules.ninja

#############################################

# Utility command for rebuild\_cache

build CMakeFiles/rebuild\_cache.util: CUSTOM\_COMMAND

COMMAND = cd /home/kroc/Documents/Labs/AK2/lab\_2 && /usr/bin/cmake -S/home/kroc/Documents/Labs/AK2/lab\_2 -B/home/kroc/Documents/Labs/AK2/lab\_2

DESC = Running CMake to regenerate build system...

pool = console

restat = 1

build rebuild\_cache: phony CMakeFiles/rebuild\_cache.util

#############################################

# Utility command for edit\_cache

build CMakeFiles/edit\_cache.util: CUSTOM\_COMMAND

COMMAND = cd /home/kroc/Documents/Labs/AK2/lab\_2 && /usr/bin/cmake -E echo No\ interactive\ CMake\ dialog\ available.

DESC = No interactive CMake dialog available...

restat = 1

build edit\_cache: phony CMakeFiles/edit\_cache.util

# =============================================================================

# Object build statements for EXECUTABLE target AK2\_HW2-LINUX-BUILD-TOOLS

#############################################

# Order-only phony target for AK2\_HW2-LINUX-BUILD-TOOLS

build cmake\_object\_order\_depends\_target\_AK2\_HW2-LINUX-BUILD-TOOLS: phony || cmake\_object\_order\_depends\_target\_lab\_2

build CMakeFiles/AK2\_HW2-LINUX-BUILD-TOOLS.dir/main.cpp.o: CXX\_COMPILER\_\_AK2\_HW2-LINUX-BUILD-TOOLS main.cpp || cmake\_object\_order\_depends\_target\_AK2\_HW2-LINUX-BUILD-TOOLS

DEP\_FILE = CMakeFiles/AK2\_HW2-LINUX-BUILD-TOOLS.dir/main.cpp.o.d

OBJECT\_DIR = CMakeFiles/AK2\_HW2-LINUX-BUILD-TOOLS.dir

OBJECT\_FILE\_DIR = CMakeFiles/AK2\_HW2-LINUX-BUILD-TOOLS.dir

TARGET\_COMPILE\_PDB = CMakeFiles/AK2\_HW2-LINUX-BUILD-TOOLS.dir/

TARGET\_PDB = AK2\_HW2-LINUX-BUILD-TOOLS.pdb

# =============================================================================

# Link build statements for EXECUTABLE target AK2\_HW2-LINUX-BUILD-TOOLS

#############################################

# Link the executable AK2\_HW2-LINUX-BUILD-TOOLS

build AK2\_HW2-LINUX-BUILD-TOOLS: CXX\_EXECUTABLE\_LINKER\_\_AK2\_HW2-LINUX-BUILD-TOOLS CMakeFiles/AK2\_HW2-LINUX-BUILD-TOOLS.dir/main.cpp.o | liblab\_2.a || liblab\_2.a

LINK\_LIBRARIES = liblab\_2.a

OBJECT\_DIR = CMakeFiles/AK2\_HW2-LINUX-BUILD-TOOLS.dir

POST\_BUILD = :

PRE\_LINK = :

TARGET\_COMPILE\_PDB = CMakeFiles/AK2\_HW2-LINUX-BUILD-TOOLS.dir/

TARGET\_FILE = AK2\_HW2-LINUX-BUILD-TOOLS

TARGET\_PDB = AK2\_HW2-LINUX-BUILD-TOOLS.pdb

# =============================================================================

# Object build statements for STATIC\_LIBRARY target lab\_2

#############################################

# Order-only phony target for lab\_2

build cmake\_object\_order\_depends\_target\_lab\_2: phony || CMakeFiles/lab\_2.dir

build CMakeFiles/lab\_2.dir/calculator.cpp.o: CXX\_COMPILER\_\_lab\_2 calculator.cpp || cmake\_object\_order\_depends\_target\_lab\_2

DEP\_FILE = CMakeFiles/lab\_2.dir/calculator.cpp.o.d

OBJECT\_DIR = CMakeFiles/lab\_2.dir

OBJECT\_FILE\_DIR = CMakeFiles/lab\_2.dir

TARGET\_COMPILE\_PDB = CMakeFiles/lab\_2.dir/lab\_2.pdb

TARGET\_PDB = liblab\_2.pdb

# =============================================================================

# Link build statements for STATIC\_LIBRARY target lab\_2

#############################################

# Link the static library liblab\_2.a

build liblab\_2.a: CXX\_STATIC\_LIBRARY\_LINKER\_\_lab\_2 CMakeFiles/lab\_2.dir/calculator.cpp.o

OBJECT\_DIR = CMakeFiles/lab\_2.dir

POST\_BUILD = :

PRE\_LINK = :

TARGET\_COMPILE\_PDB = CMakeFiles/lab\_2.dir/lab\_2.pdb

TARGET\_FILE = liblab\_2.a

TARGET\_PDB = liblab\_2.pdb

# =============================================================================

# Target aliases.

build lab\_2: phony liblab\_2.a

# =============================================================================

# Folder targets.

# =============================================================================

#############################################

# Folder: /home/kroc/Documents/Labs/AK2/lab\_2

build all: phony AK2\_HW2-LINUX-BUILD-TOOLS liblab\_2.a

# =============================================================================

# Built-in targets

#############################################

# Make the all target the default.

default all

#############################################

# Re-run CMake if any of its inputs changed.

build build.ninja: RERUN\_CMAKE | /usr/share/cmake-3.16/Modules/CMakeCCompiler.cmake.in /usr/share/cmake-3.16/Modules/CMakeCCompilerABI.c /usr/share/cmake-3.16/Modules/CMakeCInformation.cmake /usr/share/cmake-3.16/Modules/CMakeCXXCompiler.cmake.in /usr/share/cmake-3.16/Modules/CMakeCXXCompilerABI.cpp /usr/share/cmake-3.16/Modules/CMakeCXXInformation.cmake /usr/share/cmake-3.16/Modules/CMakeCheckCompilerFlagCommonPatterns.cmake /usr/share/cmake-3.16/Modules/CMakeCommonLanguageInclude.cmake /usr/share/cmake-3.16/Modules/CMakeCompilerIdDetection.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCXXCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCompileFeatures.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCompilerABI.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCompilerId.cmake /usr/share/cmake-3.16/Modules/CMakeFindBinUtils.cmake /usr/share/cmake-3.16/Modules/CMakeGenericSystem.cmake /usr/share/cmake-3.16/Modules/CMakeInitializeConfigs.cmake /usr/share/cmake-3.16/Modules/CMakeLanguageInformation.cmake /usr/share/cmake-3.16/Modules/CMakeNinjaFindMake.cmake /usr/share/cmake-3.16/Modules/CMakeParseImplicitIncludeInfo.cmake /usr/share/cmake-3.16/Modules/CMakeParseImplicitLinkInfo.cmake /usr/share/cmake-3.16/Modules/CMakeSystemSpecificInformation.cmake /usr/share/cmake-3.16/Modules/CMakeSystemSpecificInitialize.cmake /usr/share/cmake-3.16/Modules/CMakeTestCCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeTestCXXCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeTestCompilerCommon.cmake /usr/share/cmake-3.16/Modules/Compiler/ADSP-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/ARMCC-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/ARMClang-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/AppleClang-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Borland-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Bruce-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/CMakeCommonCompilerMacros.cmake /usr/share/cmake-3.16/Modules/Compiler/Clang-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Clang-DetermineCompilerInternal.cmake /usr/share/cmake-3.16/Modules/Compiler/Comeau-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Compaq-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Compaq-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Cray-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Embarcadero-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Fujitsu-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/GHS-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-C.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-CXX.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-FindBinUtils.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU.cmake /usr/share/cmake-3.16/Modules/Compiler/HP-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/HP-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/IAR-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/IBMCPP-C-DetermineVersionInternal.cmake /usr/share/cmake-3.16/Modules/Compiler/IBMCPP-CXX-DetermineVersionInternal.cmake /usr/share/cmake-3.16/Modules/Compiler/Intel-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/MSVC-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/NVIDIA-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/OpenWatcom-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/PGI-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/PathScale-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/SCO-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/SDCC-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/SunPro-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/SunPro-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/TI-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/TinyCC-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/VisualAge-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/VisualAge-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Watcom-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/XL-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/XL-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/XLClang-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/XLClang-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/zOS-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/zOS-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Internal/CMakeCheckCompilerFlag.cmake /usr/share/cmake-3.16/Modules/Internal/FeatureTesting.cmake /usr/share/cmake-3.16/Modules/Platform/Linux-Determine-CXX.cmake /usr/share/cmake-3.16/Modules/Platform/Linux-GNU-C.cmake /usr/share/cmake-3.16/Modules/Platform/Linux-GNU-CXX.cmake /usr/share/cmake-3.16/Modules/Platform/Linux-GNU.cmake /usr/share/cmake-3.16/Modules/Platform/Linux.cmake /usr/share/cmake-3.16/Modules/Platform/UnixPaths.cmake CMakeCache.txt CMakeFiles/3.16.3/CMakeCCompiler.cmake CMakeFiles/3.16.3/CMakeCXXCompiler.cmake CMakeFiles/3.16.3/CMakeSystem.cmake CMakeLists.txt

pool = console

#############################################

# A missing CMake input file is not an error.

build /usr/share/cmake-3.16/Modules/CMakeCCompiler.cmake.in /usr/share/cmake-3.16/Modules/CMakeCCompilerABI.c /usr/share/cmake-3.16/Modules/CMakeCInformation.cmake /usr/share/cmake-3.16/Modules/CMakeCXXCompiler.cmake.in /usr/share/cmake-3.16/Modules/CMakeCXXCompilerABI.cpp /usr/share/cmake-3.16/Modules/CMakeCXXInformation.cmake /usr/share/cmake-3.16/Modules/CMakeCheckCompilerFlagCommonPatterns.cmake /usr/share/cmake-3.16/Modules/CMakeCommonLanguageInclude.cmake /usr/share/cmake-3.16/Modules/CMakeCompilerIdDetection.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCXXCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCompileFeatures.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCompilerABI.cmake /usr/share/cmake-3.16/Modules/CMakeDetermineCompilerId.cmake /usr/share/cmake-3.16/Modules/CMakeFindBinUtils.cmake /usr/share/cmake-3.16/Modules/CMakeGenericSystem.cmake /usr/share/cmake-3.16/Modules/CMakeInitializeConfigs.cmake /usr/share/cmake-3.16/Modules/CMakeLanguageInformation.cmake /usr/share/cmake-3.16/Modules/CMakeNinjaFindMake.cmake /usr/share/cmake-3.16/Modules/CMakeParseImplicitIncludeInfo.cmake /usr/share/cmake-3.16/Modules/CMakeParseImplicitLinkInfo.cmake /usr/share/cmake-3.16/Modules/CMakeSystemSpecificInformation.cmake /usr/share/cmake-3.16/Modules/CMakeSystemSpecificInitialize.cmake /usr/share/cmake-3.16/Modules/CMakeTestCCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeTestCXXCompiler.cmake /usr/share/cmake-3.16/Modules/CMakeTestCompilerCommon.cmake /usr/share/cmake-3.16/Modules/Compiler/ADSP-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/ARMCC-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/ARMClang-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/AppleClang-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Borland-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Bruce-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/CMakeCommonCompilerMacros.cmake /usr/share/cmake-3.16/Modules/Compiler/Clang-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Clang-DetermineCompilerInternal.cmake /usr/share/cmake-3.16/Modules/Compiler/Comeau-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Compaq-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Compaq-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Cray-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Embarcadero-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Fujitsu-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/GHS-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-C.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-CXX.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU-FindBinUtils.cmake /usr/share/cmake-3.16/Modules/Compiler/GNU.cmake /usr/share/cmake-3.16/Modules/Compiler/HP-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/HP-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/IAR-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/IBMCPP-C-DetermineVersionInternal.cmake /usr/share/cmake-3.16/Modules/Compiler/IBMCPP-CXX-DetermineVersionInternal.cmake /usr/share/cmake-3.16/Modules/Compiler/Intel-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/MSVC-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/NVIDIA-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/OpenWatcom-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/PGI-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/PathScale-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/SCO-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/SDCC-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/SunPro-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/SunPro-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/TI-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/TinyCC-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/VisualAge-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/VisualAge-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/Watcom-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/XL-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/XL-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/XLClang-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/XLClang-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/zOS-C-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Compiler/zOS-CXX-DetermineCompiler.cmake /usr/share/cmake-3.16/Modules/Internal/CMakeCheckCompilerFlag.cmake /usr/share/cmake-3.16/Modules/Internal/FeatureTesting.cmake /usr/share/cmake-3.16/Modules/Platform/Linux-Determine-CXX.cmake /usr/share/cmake-3.16/Modules/Platform/Linux-GNU-C.cmake /usr/share/cmake-3.16/Modules/Platform/Linux-GNU-CXX.cmake /usr/share/cmake-3.16/Modules/Platform/Linux-GNU.cmake /usr/share/cmake-3.16/Modules/Platform/Linux.cmake /usr/share/cmake-3.16/Modules/Platform/UnixPaths.cmake CMakeCache.txt CMakeFiles/3.16.3/CMakeCCompiler.cmake CMakeFiles/3.16.3/CMakeCXXCompiler.cmake CMakeFiles/3.16.3/CMakeSystem.cmake CMakeLists.txt: phony

#############################################

# Clean all the built files.

build clean: CLEAN

#############################################

# Print all primary targets available.

build help: HELP