



Explore

**Bazel** is a **free and open-source software tool** used for **automating the building and testing of software**. [It provides a high-level build language, supports multiple languages, and scales well for large codebases across different platforms](https://en.wikipedia.org/wiki/Bazel_%28software%29) [1](https://en.wikipedia.org/wiki/Bazel_%28software%29)[2](https://bazel.build/about/intro).

Here are **five reference links** where you can learn more about Bazel:

1. [**Bazel Official Introduction**](https://bazel.build/about/intro): This page provides an overview of Bazel, its benefits, and how it compares to other build tools.
2. [**Bazel FAQ**](https://bazel.build/about/faq): Frequently asked questions about Bazel, including its purpose, features, and advantages.
3. [**Bazel Tutorial: Build a C++ Project**](https://bazel.build/start/cpp): A tutorial that walks you through building a C++ project using Bazel.
4. [**Bazel Basics**](https://bazel.build/basics): Learn about task-based vs. artifact-based build systems and distributed builds.
5. [**Bazel Documentation**](https://docs.bazel.build/versions/4.2.1/bazel-overview.html): Comprehensive documentation covering Bazel’s concepts, usage, and best practices.

Feel free to explore these resources to deepen your understanding of Bazel! 🚀