Lab 06 - Makefiles

Due: Oct. 30, 2016

1 Introduction

In this lab, you will learn how to write your own makefiles. Up to this point in the course, we have supplied you with the makefiles needed to build your projects. After this lab, you'll have the tools to write your own makefiles for your projects!

To get started, get the lab stencil by running:

cs033_install lab06

2 Makefiles

2.1 Intro

A makefile is essentially a script that simplifies compilation, cleanup, and other tedious or repetitive tasks necessary to build a project. In this class, we use makefiles primarily to compile C code, but they can be used to simplify any set of commands – for example, your TAs used them to create this very PDF!

You can execute instructions in a makefile by running make in the same directory as the makefile. If you have several makefiles, and one of them is named MyMakefile, then you can execute it with the command: make -f MyMakefile. If no -f option is present, make will look for the makefiles GNUmakefile, makefile, and Makefile in that order. For more info on the make utility, type man make in a department machine.

2.2 Writing a Makefile

2.2.1 Basic Makefile and Targets

To compile by hand in terminal, you would usually type

gcc -Wall -Wunused -Wextra -std=c99 life.c -o life

Typing this every time you want to recompile can be tedious. As projects get larger and involve more files, makefiles become very helpful because they allow you to use a single command to build an entire project. A basic makefile is composed of:

target: dependencies
[tab] shell command

A target is a label that denotes a specific task or set of commands to run. The target and set of commands is sometimes referred to as a rule. To run a specific target, you run the command

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make <target name> in a shell. Multiple shell commands can be run for a single target by placing each shell command on a new line following the target, making sure that each line begins with a tab.

To create a very basic Makefile for our gcc command above, you would create a file named *Makefile* and write

life:

```
gcc -Wall -Wunused -Wextra -std=c99 life.c -o life
```

In this first example we see that our target is called life, which is also the name of the executable that's produced by this rule. This is no coincidence! The shell commands included for a target typically result in the creation of a single file. If this is the case, the name of the target should match the name of this new file. The next section explains why.

2.2.2 Using Dependencies

A dependency (sometimes called a prerequisite) is either a file name or the name of another target upon which this target depends. If it is a file name, make will only execute the target's commands if the file has changed since the last make. If it is a target name, make will run the dependency target first and then run the commands in this target. Any target can have multiple dependencies. Furthermore, if a dependency file or target does not exist, then make will raise an error.

Dependencies are why the target name should match the name of the output file (if one is created). Behind the scenes, make will check if any of the dependencies of a target were modified more recently than the target file itself. If so, the commands for the target are run. Otherwise, make will not run the commands for the target, since the dependencies – the files used to create the output – haven't been changed since the last time the output file was built.

Our makefile from above, with dependencies:

2.2.3 Multiple Rules

It's often useful to have more than one target. These different targets can build different parts of your project, or build it in different ways, or do something else entirely. But, if you don't specify a target, make will by default run only the first rule defined in the makefile. If you want to build more than one rule by default, you'll need your first rule to be some target that depends on the other targets. The name of this "super-target" is, by convention, all. For example:

```
all: life hello
life: life.c life.h
   gcc -Wall -Wunused -Wextra -std=c99 life.c -o life
hello: hello.c
   gcc -Wall -Wunused -Wextra -std=c99 hello.c -o hello
```

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It's also customary to write a clean target that removes all build output:

```
clean:
```

```
rm -rf life hello
```

2.2.4 Phony Targets

You may have noticed that it's possible for a target to not correspond to the name of any build output; in the example above, these are all and clean. These targets are known as "phony" targets. However, if we don't explicitly label phony targets as such, make will look for files with the target name, as if they were normal targets. So, if we create files named all or clean in the same directory as the makefile, those rules won't run properly.

We can explicitly label phony targets by including the line .PHONY: <target1> <target2> ... somewhere in the makefile.

Example:

Note that makefiles can do more than just compiling your projects. You can have targets in the makefile that compile a LATEX file into a pdf, execute tests, or run any other shell commands (as with the clean rule above).

A trivial example:

```
printCS33Banner:
    banner hello CS033!
```

rm -f life hello

NOTE: You *must* use tabs for indentation in your Makefiles. In other words, if you are using a text editor such as vim and choose to record your tabs as spaces, then the Makefile will not work correctly.

2.2.5 Variables and Comments

You may have also noticed that the rules above were somewhat repetitive. We had several rules that invoked gcc with many of the same flags. If we wanted to add, change, or remove a flag, we'd

normally have to do so for each rule, which is the exact kind of tedium that makefiles are supposed to eliminate in the first place! Fortunately, makefiles support variables (and also comments):

2.2.6 Automatic Variables

Finally, we will briefly discuss automatic variables. These are variables that are defined by each target rule. Some helpful automatic variables are listed below. For a full list, view make's documentation.

- \$@: The name of the target.
- \$<: The name of the first dependency.
- \$^: The names of all the dependencies, with spaces between them.

Example:

3 Assignment

You have joined Dory's new task force with the mission to teach humans that "fish are friends not food." She has started writing some tools to help educate humans about the friendliness of fish, but due to her memory loss, she has forgotten how to write the Makefile needed to build her tools. She has written all the code needed to deliver her message that "fish are friends not food" to humans both quietly and loudly, but needs your help to write the Makefile!

Here is an example of how Dory intends to use the quiet and loud REPLs (Read Eval Print Loop). Each REPL reads lines of user input and then alternates shouting or whispering them back to the user. When a line is whispered, all letters are converted to lowercase. When a line is shouted in the quiet REPL, the first letter of each word is capitalized. When a line is shouted in the loud REPL, all letters are capitalized. The following is an example of using both the quiet and loud REPLs:

```
$ ./quiet_repl
Fish are friends not food
Shout: Fish Are Friends Not Food
Fish are friends not food
Whisper: fish are friends not food
$ ./loud_repl
Fish are friends not food
Shout: FISH ARE FRIENDS NOT FOOD
Fish are friends not food
Whisper: fish are friends not food
```

3.0.7 Description

This lab contains the following files:

- upper.c: a C file defining our to_uppercase() function.
- upper.h: a header file declaring our to_uppercase() function.
- repl.c: a C file that creates a REPL that alternates whispering and shouting lines of user input back to the command line. If the -D_EXTRA_LOUD compiler flag is included, lines will be shouted back in all caps, instead of having the first letter of each word capitalized.
- repltests: a script which runs tests on both REPLs you will create. This script is used with the following syntax: ./repltests <quiet_repl> <loud_repl>.
- Makefile: a Makefile where you will define rules for the following targets.
- README.tex: a LATEX README file that can be compiled into a beautiful README pdf.

In addition, the following files are located in the /course/cs033/pub/labs/makefile_lab directory.

- lower.c: a C file defining our to_lowercase() function.
- lower.h: a header file declaring our to_lowercase() function.

In this part of the lab, you will write a Makefile that will build two different REPLs from the provided header and c files. If you examine repl.c you will notice that it includes both upper.h and lower.h, but lower.h is not initially in your directory. As part of your Makefile, you will need to copy over lower.c and lower.h into your local directory.

Specifically, your Makefile must contain at least the following rules:

- quiet_repl: This should create the *quiet_repl* executable, which shouts lines back to the user with the first letter of each word capitalized.
- loud_repl: This should create the *loud_repl* executable, which shouts lines back to the user with all letters capitalized.
- README.pdf: This should create a pdf from the provided *README.tex*. A IATEX file can be compiled into a pdf with the command pdflatex <input.tex> <output.pdf> where input.tex in the input IATEX file and output.pdf is the desired name of the newly created pdf file.
- all: This should create quiet_repl, loud_repl, and README.pdf in the current directory.
- clean: This should remove all the files that were made by the Makefile. Be sure to remove both lower.c and lower.h as well.
- test: This should use the provided repltests script to run tests on both REPLs.

Feel free to write other rules for commands shared between targets.

3.0.8 Testing

Use the provided repltests script to verify that quiet_repl and loud_repl have the correct functionality.

4 Getting Checked Off

Once you've completed the lab, go to lab hours and call a TA over to get checked off. Remember to read the course missive for information about course requirements and policies regarding labs and assignments.