# BUILD.gn - Main build file

# Define common compiler flags

config("compiler\_defaults") {

cflags = [

"-Wall",

"-Wextra",

"-pedantic",

"-std=c++17",

]

}

# Debug configuration with additional debugging flags

config("debug\_config") {

cflags = [

"-g",

"-O0",

"-DDEBUG",

]

}

# Release configuration with optimization flags

config("release\_config") {

cflags = [

"-O3",

"-DNDEBUG",

]

}

# WebSocket client executable

executable("websocket\_client") {

sources = [

"main.cpp",

]

# Add include paths

include\_dirs = [

"//",

]

# Link necessary libraries

libs = [

"boost\_system",

"boost\_beast",

"ssl",

"crypto",

"pthread",

]

# Apply default compiler configuration

configs = [ ":compiler\_defaults" ]

# Apply build type specific configuration

if (is\_debug) {

configs += [ ":debug\_config" ]

} else {

configs += [ ":release\_config" ]

}

}

# Default target to build

group("default") {

deps = [

":websocket\_client",

]

}