YSC2227: INTRO TO C

week 06.1.makefile (auto-generated)

THE MAKE COMMAND

- · When you run the make program, it looks for a Makefile.
- Makefile is a list a recipes to generate files automatically.
- · The syntax of a makefile is:

· For example :

```
program: program.c
     gcc program.c -o program
```

MAKEFILE: TARGET SELECTION

• When a Makefile has more than one target, you need to specify which one needs to be executed. If not, default is the first target.

· Example:

```
> make program1
gcc program1.c -o program1
> make program2
gcc program2.c -o program2
> make
gcc program1.c -o program1
```

MAKEFILE: VARIABLES

· in order to be parametric, your Makefile can have variables:

```
COMPILER := gcc
prog: prog.c
${COMPILER} prog.c -o prog
```

Then you can reassign this variable when running make:

```
> make
gcc prog.c -o prog
> make COMPILER=llvm
llvm prog.c -o prog
```



MAKEFILE: SPECIAL VARIABLES - 1

- · special variables can help saving space and time
- The target \$0 and dependencies \$^ variables are such that:

is equivalent to

· Additionnaly, with the wild card %:

```
COMPILER := gcc
%: %.c
${COMPILER} $^ -o $@
```

MAKEFILE: SPECIAL VARIABLES - 2

- When using the wild card, you can get its value with \$*
- · For example

· Please note that there is no possible default target now, so you can specify one :

```
all : test_1 test_2
```



MAKEFILE: SHELL VARIABLE

- · There is a special kind of variables that are active.
- for example one can execute shell command \$(shell ..)

```
EXERCICES = $(shell ls exercice*.c)
```

- another one can be used to remove extensions in a list of file \$(basename EXERCICES)
- others can add prefix or suffix to those files: \$(addsuffix .o, EXERCICES) and \$(addprefix test_, EXERCICES)



RESOURCES AND EXERCICES

- You can find more content at this address:

 http://www.cs.colby.edu/maxwell/courses/tutorials/maketutor/
- Today's exercice is to write a makefile to compile what we have done so far for codeabbey and to test it.





KEY POINTS

- · make, makefile, target, dependencies
- · variable
- wildcard

REFERENCES

· cook and magician:

```
https://pixabay.com/en/users/graphicmama-team-2641041/
```

