





Content

CMake



Building a C++ project

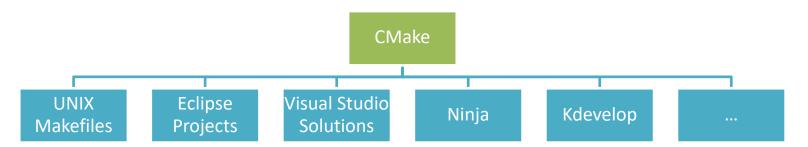


- Tasks of a build system
 - Search for available compiler
 - Handle dependencies only rebuild parts that have changed
 - Assist with compile options (Debug/Release Mode)
 - Find libraries and generate according linking parameters
 - Handle installation/deployment
 - Integration of other tools (test drivers, documentation generators)
- Many build system available
 - autotools
 - Scons
 - Gradle
 - CMake
 - ...



CMake because:

- Industry standard
- Cross platform: generates build files for various infrastructures
- Well supported in modern IDEs
- Powerful (platform independent) scripting language





CMake is already installed on CIP-Pool Computers!

If you are using your home computer, you may have to install CMake: https://cmake.org/download/



CMake files:

- CMakeLists.txt
- CMakeCache.txt
- CMakeFiles (Folder)
- Cmake_install.cmake
- Makefile



Folder hierarchy:

- Working Directory
 - CMakeLists.txt
 - build (Folder)
 - header (Folder)
 - bar.h
 - foo.h
 - src (Folder)
 - bar.cpp
 - foo.cpp
 - Main.cpp



Version 1:

specify all files by hand

Pro:

- easy to understand
- easy to code

Con:

- manually write all paths
- big add_executable in CMakeLists.txt



Version 2:

let CMake find all file for you

Pro:

- only a bit more difficult than Version 1
- still easy to code

Con:

- not robust for larger projects
- <u>discouraged by CMake documentation</u>



Version 3:

link libraries to executable

Pro:

- robust
- most modular version

Con:

- most complex of the three Versions
- needs more then one CMakeLists.txt



- cmake -DUSE_DEBUG=ON ..
 to use the debug mode
- delete CMakeCache.txt before rerunning cmake ..



Thank you for your attention!

