

```
1: all: main
2:
3: main: main.o GuitarString.o RingBuffer.o
4:     g++ -g main.o GuitarString.o RingBuffer.o -lsfml-system -lsfml-wi
ndow -lsfml-graphics -lsfml-audio --std=c++0x -o main
5:
6: main.o: main.cpp
7:     g++ -g -c main.cpp -lsfml-system -lsfml-window -lsfml-graphics -l
sfml-audio --std=c++0x
8:
9: test: test.o RingBuffer.o
10:     g++ -g test.o RingBuffer.o -o test -lboost_unit_test_framework
11:
12: test.o: test.cpp
13:     g++ -g -c test.cpp -lboost_unit_test_framework
14:
15: testGS: testGS.o GuitarString.o RingBuffer.o
16:     g++ -g testGS.o GuitarString.o RingBuffer.o -o testGS -lboost_uni
t_test_framework
17:
18: testGS.o: testGS.cpp
19:     g++ -g -c testGS.cpp -lboot_unit_test_framework
20:
21: GuitarString.o: GuitarString.cpp GuitarString.hpp
22:     g++ -g -c GuitarString.cpp
23:
24: RingBuffer.o: RingBuffer.cpp RingBuffer.hpp
25:     g++ -g -c RingBuffer.cpp --std=c++0x
26:
27: clean:
28:     rm -rf *.o *.gch *~
29:
```