

# Make!

## CSC230: C and Software Tools

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Some examples adapted from <http://mrbook.org/tutorials/make/>

# How have we been compiling?

- Using the compiler directly with one source file:

```
gcc -Wall -std=c99 -o coolapp coolapp.c
```

- Problems:

- All that typing
- What if your app has more than one source file?  
(covered later)
- If you need libraries, optimization, etc....more typing.
- *Danger!!*

```
gcc -o coolapp.c coolapp.c → Destroys your code!
```



make

A solution descends!

# What 'make' does

- When you run “make”, it looks for a file called “Makefile”, and executes it
- Can use an alternate Makefile:  
`make -f Makefile2`
- Makefiles tell 'make' how to build your app

# What's in a Makefile?

- The basic Makefile is composed of:

*target: dependencies*

*[tab] system-command*

- A dumb Makefile of our earlier example:

all:

gcc -Wall -std=c99 -o coolapp coolapp.c

```
$ make
```

```
gcc -Wall -std=c99 -o coolapp coolapp.c
```

- Note:
  - Make runs the first target by default (“all” here)
  - There were no dependencies, so it just runs the command

# Three things that make 'make' cool

- **Thing 1:** Make only makes if it has to
- **Thing 2:** Variables add flexibility
- **Thing 3:** Program compilation can be broken up  
(To be covered later)
- **Bonus thing:** Makefiles are **required** to get full credit in your homework!



# Thing 1: Make only makes if it has to

- Better example:

```
coolapp: coolapp.c
        gcc -Wall -std=c99 -o coolapp coolapp.c
```

```
$ make
gcc -Wall -std=c99 -o coolapp coolapp.c
$ make
make: `coolapp' is up to date.
```

- It knew that coolapp didn't need to be recompiled, because coolapp.c didn't change!
  - If the timestamp on the target is newer than all the dependencies, then skip this command
- Saves work, saves time!
  - Large builds can take HOURS!!!

# Thing 2: Variables add flexibility

- Simple Makefile template\*:

```
# Makefile for coolapp by Tyler Bletsch
```

```
CC=gcc
```

Variable CC represents our compiler

```
FLAGS=-Wall -std=c99
```

Compiler flags

```
SRC=coolapp.c
```

List of source files (just one here)

```
EXE=coolapp
```

The executable we're building

```
all: $(EXE)
```

Default rule: make the executable

```
clean:
```

Optional but commonly used target:  
used to delete the build when  
“make clean” is typed.

```
rm $(EXE)
```

```
$(EXE): $(SRC)
```

To make the EXE, compile all  
these SRC files with this CC  
compiler using these FLAGS.

```
$(CC) $(FLAGS) -o $@ $^
```

“The target”

“The dependencies”

\* You'll outgrow this one when we get to multi-file apps.

# Thing 2: Variables add flexibility

- Simple Makefile template\*:

```
# Makefile for coolapp by Tyler Bletsch
```

```
CC=gcc
```

```
FLAGS=-Wall -std=c99
```

```
SRC=coolapp.c
```

```
EXE=coolapp
```

```
all: $(EXE)
```

```
clean:
```

```
    rm $(EXE)
```

```
$(EXE): $(SRC)
```

```
    $(CC) $(FLAGS) -o $@ $<
```

```
$ make
gcc -Wall -std=c99 -o coolapp coolapp.c
$ make
make: Nothing to be done for `all'.
$ make clean
rm coolapp
$ make
gcc -Wall -std=c99 -o coolapp coolapp.c
$
```

\* You'll outgrow this one when we get to multi-file apps.

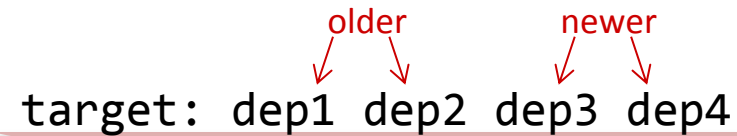
# Thing 3: Breaking up compilation

- We'll get to multi-file programs later. If you're curious, the content is at the end of this deck.

# Automatic variables

target: dep1 dep2 dep3 dep4

older newer



| Var                 | Meaning                                                                                             | Example value       |
|---------------------|-----------------------------------------------------------------------------------------------------|---------------------|
| <code>\$@</code>    | The file name of the <u>target</u> of the rule.                                                     | target              |
| <code>\$&lt;</code> | The name of the <u>first prerequisite</u> .                                                         | dep1                |
| <code>\$?</code>    | The names of <u>all the prerequisites that are newer</u> than the target, with spaces between them. | dep3 dep4           |
| <code>^</code>      | The names of <u>all the prerequisites</u> , with spaces between them.                               | dep1 dep2 dep3 dep4 |

# Suffix rules

- It's common to convert one file type to another.
  - “Convert” can mean “compile”...
- Example:

# Compile any requested .c file to human-readable assembly code (.s file)

.c.s:

```
gcc -S $< -o $@
```

# Compile any requested .c file to "object code" (compiled but not linked, .o file)

.c.o:

```
gcc -c $< -o $@
```

```
$ make x.s
gcc -S x.c -o x.s
$ make x.o
gcc -c x.c -o x.o
```

# Make is for more than just C

- I use make to prepare the PDFs of these slides!

```
SRCS=$(wildcard *.pptx)
```

Advanced command that expands wildcards (also considered bad practice for C programs). Don't use for your homework.

```
PDFS=$(SRCS:.pptx=.pdf)
```

Turn "x.pptx y.pptx ..." to "x.pdf y.pdf ..."

```
all: $(PDFS)
```

Build all the PDFs for these PPTX's

```
.pptx.pdf:
```

```
    cscript ppt2pdf.vbs $<
```

A recipe to convert a .pptx file to .pdf using an incredibly ugly Vbscript I found

```
.SUFFIXES : .pptx .pdf
```

Tell make that "pptx" and "pdf" are extensions it can handle with an extension-based rule like the above.

# JUST TELL ME WHAT I NEED TO DO TO GET CREDIT ON THE HOMEWORK



- Take this Makefile template and replace the stuff in red. Build your app by typing “make”.

```
# Makefile for PROJECT-NAME by AUTHOR
CC=gcc
FLAGS=-Wall -std=c99
SRC=MY-SOURCE-FILE.c
EXE=MY-EXECUTABLE
```

```
all: $(EXE)
```

```
clean:
    rm $(EXE)
```

```
$(EXE): $(SRC)
    $(CC) $(FLAGS) -o $@ $^
```

# WHAT IF THE HOMEWORK HAS MULTIPLE EXECUTABLES?



- Then do this:

```
# Makefile for PROJECT-NAME by AUTHOR
CC=gcc
FLAGS=-Wall -std=c99
SRC1=MY-SOURCE-FILE1.c
EXE1=MY-EXECUTABLE1
SRC2=MY-SOURCE-FILE2.c
EXE2=MY-EXECUTABLE2
SRC3=MY-SOURCE-FILE3.c
EXE3=MY-EXECUTABLE3
# add/delete SRC/EXE pairs as needed
```

```
all: $(EXE1) $(EXE2) $(EXE3)
```

```
clean:
```

```
    rm $(EXE1) $(EXE2) $(EXE3)
```

```
$(EXE1): $(SRC1)
    $(CC) $(FLAGS) -o $@ $^
```

```
$(EXE2): $(SRC2)
    $(CC) $(FLAGS) -o $@ $^
```

```
$(EXE3): $(SRC3)
    $(CC) $(FLAGS) -o $@ $^
```

```
# add/delete rules as needed
```

# Exercise 07a

## Makefiles

- Write a hello-world program “hello.c”
- Write a Makefile for it
- Build it by typing “make”
- Submit *just the Makefile*.
  - Set the code type in IDEOne to “Text”.

# BACKUP

# Thing 3: Breaking up compilation

- More advanced Makefile template:

```
# Advanced Makefile for coolapp by Tyler Bletsch
CC=gcc
CFLAGS=-c -Wall -std=c99
LDFLAGS=
SRC=main.c support.c
OBJ=$(SRC:.c=.o)
EXE=coolapp
```

```
all: $(EXE)
```

```
clean:
    rm -f $(OBJ) $(EXE)
```

```
$(EXE): $(OBJ)
    $(CC) $(LDFLAGS) $(OBJ) -o $@
```

```
.cpp.o:
    $(CC) $(CFLAGS) $< -o $@
```

```
$ make clean
rm -f main.o support.o coolapp
$ make
gcc -c -Wall -std=c99 -c -o main.o main.c
gcc -c -Wall -std=c99 -c -o support.o support.c
gcc main.o support.o -o coolapp
$ make
make: Nothing to be done for `all'.
$ vim support.c
$ make
gcc -c -Wall -std=c99 -c -o support.o support.c
gcc main.o support.o -o coolapp
```