

# **Programming with C I**

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### Make Utility and Makefile

- The make utility is a software tool for managing and maintaining computer programs consisting of many component files. The make utility automatically determines which pieces of a large program need to be recompiled, and issues commands to recompile them.
- Make reads its instruction from Makefile (called the descriptor file) by default.
- Makefile sets a set of rules to determine which parts of a program need to be recompiled, and issues command to recompile them.
- Makefile is a way of automating software building procedure and other complex tasks with dependencies.
- Makefile contains: dependency rules, macros and suffix(or implicit) rules.

```
/* main.c */
#include <stdio.h>
#include "functions.h"
int main()
   print hello();
   printf("\n");
   printf("The factorial of 5 is %d\n",
factorial(5));
   return 0;
```

```
/* factorial.c */
#include "functions.h"
int factorial(int n)
   int i, fac = 1;
   if(n!=1){
     for(i=1; i \le n; i++)
        fac *= i;
      return fac;
   else return 1;
```

/\* hello.c \*/
#include <stdio.h>
#include "functions.h"
void print\_hello()
{
 printf("Hello World!");

/\* functions.h \*/
#ifndef FUNCTIONS\_H
#define FUNCTIONS\_H
void print\_hello();
int factorial(int n);

#endif

### **Command Line Approach to Compile**

- 🧿 gcc -c hello.c main.c factorial.c
- 🧿 ls \*.o

factorial.o hello.o main.o

- 🧿 gcc -o prog factorial.o hello.o main.o
- 🧿 ./ prog

Hello World!

The factorial of 5 is 120

Suppose we later modified hello.cpp, we need to:

- gcc -c hello.c
- gcc -o prog factorial.o hello.o main.o

### **Example Makefile**

```
# This is a comment line
CC=gcc
# CFLAGS will be the options passed to the compiler.
CFLAGS = -c - Wall
all: prog
prog: main.o factorial.o hello.o
         $(CC) main.o factorial.o hello.o -o prog
main.o: main.c
         $(CC) $(CFLAGS) main.c
factorial.o: factorial.c
         $(CC) $(CFLAGS) factorial.c
hello.o: hello.c
         $(CC) $(CFLAGS) hello.c
clean:
         rm -rf *.0
```

### **Basic Makefile Structure**

#### **Dependency rules**

A rule consists of three parts, one or more targets, zero or more dependencies, and zero or more commands in the form:

#### target: dependencies

#### <tab> commands to make target

- <tab> character MUST NOT be replaced by spaces.
- A "**target**" is usually the name of a file(e.g. executable or object files). It can also be the name of an action (e.g. clean)
- "dependencies" are files that are used as input to create the target.
- Each "command" in a rule is interpreted by a shell to be executed.
- By default, make uses /bin/sh shell.
- Typing "make **target**" will:
  - Make sure all the dependencies are up to date
  - If target is older than any dependency, recreate it using the specified commands.

### **Basic Makefile Structure**

#### **Dependency rules**

- By default, typing "make" creates first target in Makefile.
- Since prog depends on main.o factorial.o hello.o, all of object files must exist and be up-to-date. *make* will check for them and recreating them if necessary.

#### Phony targets

• A phony target is one that isn't really the name of a file. It will only have a list of commands and no dependencies.





## THE END

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