Building projects with make and cmake

CS-210: Introduction to Unix

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Makefiles: What's the motivation?

- Open-source projects are often available with source code only. You must build the application for your specific machine architecture.
- Open-source projects frequently contain many files which must be individually compiled before being linked together into an application. The files that are linked together are often dependency files or open-source libraries that the project requires in order to run.
- Makefiles are the instructions for how to effectively build a massive project into an application.
- Building complex applications in the tech industry especially in teams is frequently done with Makefiles and variants such as Cmake.
- Knowing how to create and build with Makefiles is an essential skill Computer Science majors must acquire.

Dissecting a Makefile

```
CC = gcc
# define any compile-time flags
CFLAGS =
# define any directories containing header files other than /usr/include
INCLUDES =
# define library paths in addition to /usr/lib
# if I wanted to include libraries not in /usr/lib I'd specify their path using -Lpath
LFLAGS =
# define any libraries to link into executable:
LIBS =
# define the C source files
SRCS =
# define the C object files
# This uses Suffix Replacement within a macro:
# $(name:string1=string2)
# For each word in 'name' replace 'string1' with 'string2'
# Below we are replacing the suffix .c of all words in the macro SRCS
# with the .o suffix
OBJS = $(SRCS:.c=.o)
# define the executable file
MAIN =
```

Dissecting a Makefile: SRCS specifies the source file or files to compile

CC = gcc
t define any compile-time flags CFLAGS =
the define any directories containing header files other than /usr/include NCLUDES =
t define library paths in addition to /usr/lib t if I wanted to include libraries not in /usr/lib I'd specify their path using -Lpat FLAGS =
define any libraries to link into executable: LBS =
define the C source files RCS =
define the C object files
t This uses Suffix Replacement within a macro: t \$(name:string1=string2)
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t with the .o suffix
DBJS = \$(SRCS:.c=.0)
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Below we are replacing the suffix .c of all words in the macro SRCS
with the .o suffix
)BJS = \$(SRCS:.c=.0)
define the executable file
AAIN -

Dissecting a Makefile: MAIN specifies the name of the build file (the binary executable)

```
CC = gcc
# define any compile-time flags
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# if I wanted to include libraries not in /usr/lib I'd specify their path using -Lpath
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# define any libraries to link into executable:
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# define the C source files
SRCS = project_file1.c project_file2.c project_file3.c
# define the C object files
# This uses Suffix Replacement within a macro:
# $(name:string1=string2)
      For each word in 'name' replace 'string1' with 'string2'
# Below we are replacing the suffix .c of all words in the macro SRCS
# with the .o suffix
OBJS = $(SRCS:.c=.o)
# define the executable file
MAIN = my_project
```

Dissecting a Makefile (continued)

```
# The following part of the makefile is generic; it can be used to
# build any executable just by changing the definitions above and by
# deleting dependencies appended to the file from 'make depend'
.PHONY: depend clean
$(MAIN): $(OBJS)
           $(CC) $(CFLAGS) $(INCLUDES) -o $(MAIN) $(OBJS) $(LFLAGS) $(LIBS)
# this is a suffix replacement rule for building .o's from .c's
# it uses automatic variables $<: the name of the prerequisite of
# the rule(a .c file) and $@: the name of the target of the rule (a .o file)
# (see the gnu make manual section about automatic variables)
           $(CC) $(CFLAGS) $(INCLUDES) -c $< -o $@
 clean:
           $(RM) *.o *~ $(MAIN)
depend: $(SRCS)
           makedepend $(INCLUDES) $^
# DO NOT DELETE THIS LINE -- make depend needs it
```

How to build with make

The motivation for cmake

- Problem: We live in a world with different operating systems (Unix, Linux, BSD, Microsoft's Windows 10, Windows 11, Apple's iOS, etc.).
 - Each of these operating systems locates essential system files in different locations (e.g. compilers, linkers, shared libraries).
 - How can one distribute source code to all these different operating systems and yet ensure that source code can be built for these systems? The answer: cmake!
- Cmake is a more powerful variant of make.
 - With cmake, it is possible to search and identify where on a client's computer a series of required dependency files (libraries, projects, etc.) are located, regardless of the operating system!
 - Cmake can then create a Makefile that is custom-crafted for the client's specific computer and dependent file versions.
 - Ultimately, the client can then build an application that is specific to their operating system.

How to build with cmake

- Building a project with cmake is usually quite simple and involves two commands:
- cmake .
- make

For further reading

Managing Projects with GNU Make (3rd Edition) by Robert Mecklenburg. ISBN: 9780596006105