

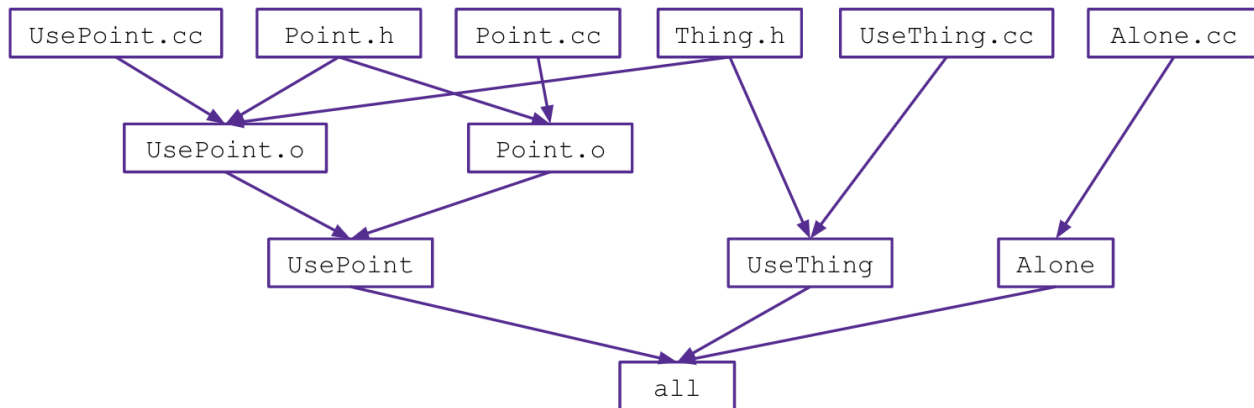
CSE 333 Section 3 - HW 2 Intro, Makefiles

Welcome back to section! We're glad that you're here :)

1. Refer to the following file definitions.

Point.h	<pre>class Point { ... };</pre>	Point.cc	<pre>#include "Point.h" // defs of methods</pre>
UsePoint.cc	<pre>#include "Point.h" #include "Thing.h" int main(...) { ... }</pre>	Thing.h	<pre>struct Thing { ... }; // full struct def here</pre>
UseThing.cc	<pre>#include "Thing.h" int main(...) { ... }</pre>	Alone.cc	<pre>int main(...) { ... }</pre>

- a. Draw out Point's DAG
(The direction of the arrows is not important, but be consistent)



Write the corresponding Makefile for Point.

```
CFLAGS = -Wall -g -std=c++17

all: UsePoint UseThing Alone

UsePoint: UsePoint.o Point.o
    g++ $(CFLAGS) -o UsePoint UsePoint.o Point.o

UsePoint.o: UsePoint.cc Point.h Thing.h
    g++ $(CFLAGS) -c UsePoint.cc

Point.o: Point.cc Point.h
    g++ $(CFLAGS) -c Point.cc

UseThing: UseThing.cc Thing.h
    g++ $(CFLAGS) -o UseThing UseThing.cc

Alone: Alone.cc
    g++ $(CFLAGS) -o Alone Alone.cc

clean:
    rm UsePoint UseThing Alone *.o *~
```