

Build Tools (make)

CSE 333

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Lecture Outline

- ◆ **Make and Build Tools**

make

- ❖ `make` is a classic program for controlling what gets (re)compiled and how
 - Many other such programs exist (*e.g.* `ant`, `maven`, IDE “projects”)
- ❖ `make` has tons of fancy features, but only two basic ideas:
 - 1) Scripts for executing commands
 - 2) Dependencies for avoiding unnecessary work
- ❖ To avoid “just teaching `make` features” (boring and narrow), let’s focus more on the concepts...

Building Software

- ❖ Programmers spend a lot of time “building”
 - Creating programs from source code
 - Both programs that they write and other people write
- ❖ Programmers like to automate repetitive tasks
 - Repetitive: `gcc -Wall -g -std=c17 -o widget foo.c bar.c baz.c`
 - Retype this every time: 
 - Use up-arrow or history:  (still retype after logout)
 - Have an alias or bash script: 
 - Have a Makefile:  (you're ahead of us)

“Real” Build Process

- ❖ On larger projects, you can't or don't want to have one big (set of) command(s) that redoes everything every time you change anything:
 - 1) If `gcc` didn't combine steps for you, you'd need to preprocess, compile, and link on your own (along with anything you used to generate the C files)
 - 2) If source files have multiple outputs (*e.g.* javadoc), you'd have to type out the source file name(s) multiple times
 - 3) You don't want to have to document the build logic when you distribute source code
 - 4) You don't want to recompile everything every time you change something (especially if you have 10^5 - 10^7 files of source code)
- ❖ A script can handle 1-3 (use a variable for filenames for 2), but 4 is trickier

An Example

- ❖ We have a small program that is split into multiple tiny modules (code on the web linked to this lecture):

`main.c``spea.k.h``spea.k.c``shout.h``shout.c`

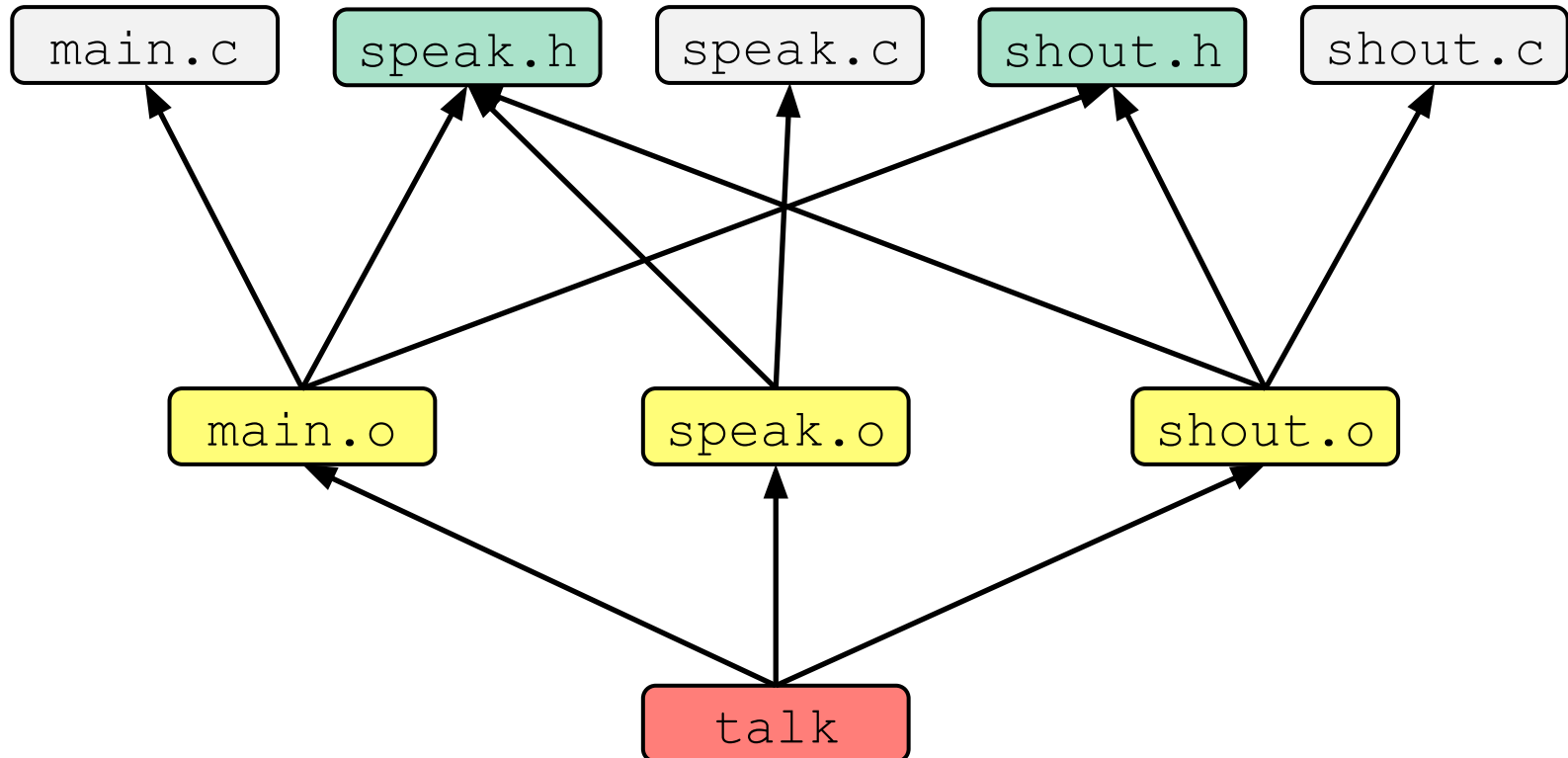
- ❖ Modules:
 - `spea.k.h/spea.k.c`: write a string to stdout
 - `shout.h/shout.c`: write a string to stdout LOUDLY
 - `main.c`: client program
- ❖ Demo: build this program incrementally, and recompile only necessary parts when something changes
- ❖ How do we automate this “minimal rebuild”?

Recompilation Management

- ❖ The “theory” behind avoiding unnecessary compilation is a *dependency dag* (directed, acyclic graph)
- ❖ To create a target t , you need sources s_1, s_2, \dots, s_n and a command c that directly or indirectly uses the sources
 - It t is newer than every source (file-modification times), assume there is no reason to rebuild it
 - Recursive building: if some source s_i is itself a target for some other sources, see if it needs to be rebuilt...
 - Cycles “make no sense”!

Theory Applied to Our Example

- ❖ What are the dependencies between built and source files?
- ❖ What needs to be rebuilt if something changes?



make Basics

- ❖ A makefile contains a bunch of **triples**:

```
target: sources
← Tab → command
```

- Colon after target is *required*
- Command lines must start with a **TAB**, NOT SPACES
- Multiple commands for same target are executed *in order*
 - Can split commands over multiple lines by ending lines with ‘\’

- ❖ Example:

```
foo.o: foo.c foo.h bar.h
gcc -Wall -o foo.o -c foo.c
```

- ❖ Demo: look at Makefile for our example program

Using make

```
bash% make -f <makefileName> target
```

❖ Defaults:

- If no `-f` specified, use a file named `Makefile`
- If no `target` specified, will use the first one in the file
- Will interpret commands in your default shell
 - Set `SHELL` variable in makefile to ensure

❖ Target execution:

- Check each source in the source list:
 - If the source is a target in the Makefile, then process it recursively
 - If some source does not exist, then error
 - If any source is newer than the target (or target does not exist), run `command` (presumably to update the target)

make Variables

- ❖ You can define variables in a makefile:
 - All values are strings of text, no “types”
 - Variable names are case-sensitive and can't contain ':', '#', '=', or whitespace

- ❖ Example:

```
CC = gcc
CFLAGS = -Wall -std=c17
foo.o: foo.c foo.h bar.h
    $(CC) $(CFLAGS) -o foo.o -c foo.c
```

- ❖ Advantages:
 - Easy to change things (especially in multiple commands)
 - Can also specify on the command line (CC=clang FLAGS=-g)

More Variables; “phony” targets

(2 separate things)

- ❖ It's common to use variables to hold list of filenames:

```
OBJFILES = foo.o bar.o baz.o
widget: $(OBJFILES)
    gcc -o widget $(OBJFILES)
clean:
    rm $(OBJFILES) widget *~
```

- ❖ `clean` is a convention
 - Remove generated files to “start over” from just the source
 - It's “funny” because the target doesn't exist and there are no sources, but it works because:
 - The target doesn't exist, so it must be “remade” by running the command
 - These “phony” targets have several uses, such as “all”...

“all” Example

```
all: prog B.class someLib.a
    # notice no commands this time

prog: foo.o bar.o main.o
    gcc -o prog foo.o bar.o main.o

B.class: B.java
    javac B.java

someLib.a: foo.o baz.o
    ar r foo.o baz.o

foo.o: foo.c foo.h header1.h header2.h
    gcc -c -Wall foo.c

# similar targets for bar.o, main.o, baz.o, etc...
```

Revenge of the Funny Characters

- ❖ Special variables:
 - `$$` for target name
 - `$$^` for all sources
 - `$$<` for left-most source
 - Lots more! – see the documentation

- ❖ Examples:

```
# CC and CFLAGS defined above  
widget: foo.o bar.o  
    $(CC) $(CFLAGS) -o $$ $^  
foo.o: foo.c foo.h bar.h  
    $(CC) $(CFLAGS) -c $$<
```

And more...

- ❖ There are a lot of “built-in” rules – see documentation
- ❖ There are “suffix” rules and “pattern” rules
 - Example:

```
%.class: %.java
javac $< # we need the $< here
```
- ❖ Remember that you can put *any* shell command – even whole scripts!
- ❖ You can repeat target names to add more dependencies
- ❖ Often this stuff is more useful for reading makefiles than writing your own (until some day...)