

# Build Tools & Program Management

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November 19, 2019

CSE391

tar

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**tar**: create or extract tar archives.

- To **create** a single file from multiple files:  
`$ tar -cf filename.tar stuff_to_archive`
  - `-c` creates an archive
  - `-f` read to/from a file
  - `stuff_to_archive` — can be a list of filenames or a directory
- To **extract** files from an archive:  
`$ tar -xf filename.tar`
  - `-x` extracts files from an archive.

command	description
zip, unzip	create or extract /zip compressed archives
gzip, gunzip	GNU free compression programs (single-file)
bzip2, bunzip2	slower, optimized compression program (single-file)

- To compress a file

`$ gzip filename` produces: `filename.gz`

- To decompress a file

`$ gunzip filename.gz` produces: `filename`

- Many Linux programs are distributed as **.tar.gz** archives
- You could unpack this in two steps:
  1. `gzip foo.tar.gz` produces: `foo.tar`
  2. `tar -xf foo.tar` extracts individual files
- You can also use the `tar` command to create/extract compressed archive files all in one step:  
`tar -xzf filename.tar.gz`
  - `-x` extracts files from an archive
  - `-z` filter the archive through `gzip` (compress/decompress it)
  - `-f` read to/from a file

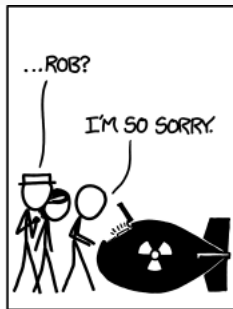
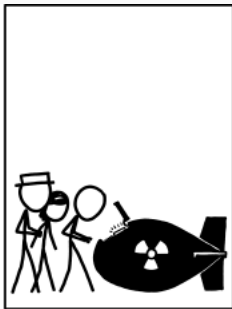
You can combine options (-v, -z, etc) in various ways:

- Create a single **.tar** archive file from multiple files (without compression)

```
$ tar -cvf filename.tar stuff_to_archive
```

- -c creates an archive file called filename.tar
  - -c verbosley list the files processed
  - -f read to/from a file
  - **stuff\_to\_archive** can be a list of filenames or a directory
- Note: use the -z option and use filename.tar.gz to use compression

```
$tar -cvzf filename.tar.gz stuff_to_archive
```



## The PATH Variable

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## How is PATH Used?

- When you run a command like `ls`, your system uses the following algorithm to find and execute the program:

```
procedure execute(command)
  for every directory in $PATH
    if directory contains the command
      execute the command
      exit
  end for

  print "command not found"
```

Suppose we have the following **PATH** and executable files with the following contents

**PATH**=/usr/home:/usr/bin:/usr/sbin

```
/usr/bin/hello.sh
```

```
echo "howdy partner"
```

```
/usr/sbin/hello.sh
```

```
echo "salutations"
```

What would be the output of the following?

```
$ hello.sh
```

We usually add directories to our PATH in our `.bashrc` or `.bash_profile`

Prepending a directory to your PATH

```
PATH=/your/new/directory:$PATH
```

Appending a directory to your PATH

```
PATH=$PATH:/your/new/directory
```

## With Great Power comes Great Responsibility!

What happens if we were to run the following command:

```
PATH= ' '
```

And then tried to open `vim` or `emacs`?

What happens if we were to run the following command:

```
PATH= ''
```

And then tried to open `vim` or `emacs`?

We get the following error!

```
bash: vim: command not found
```

## How Do We Fix This?

Instead of typing just individual commands, give the full path to an editor or command that you can use to fix your **PATH**

```
$ /usr/bin/vim /homes/iws/joshue/.bashrc
```

## Package Managers

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Most UNIX-like distributions come with a package manger — a tool to install, update, and remove packages (i.e. applications) from the command line.

Installing **firefox** on windows:

1. Google search “firefox download”
2. Visit mozilla.org
3. Click on “Download Now”
4. Run the **firefox** installer

Installing **firefox** on Linux (centOS):

1. type `sudo yum install firefox` on the command line



## What Exactly is a Package Manager?

Packages, or applications, are stored on a central repository managed by the organization who builds a Linux distribution.

Most package managers require a vetting process before an application can be added to the repository — this prevents malware and unstable applications from being added.

Your local package manager (**yum** on **attu**), pulls binaries from this repository and adds them to your **PATH**.

Many modern programming languages come with their own package managers to install, upgrade, and remove dependencies. Some examples include:

Programming Language	Package Manager
python	pip
rust	cargo
ruby	bundle
javascript	npm
haskell	cabal

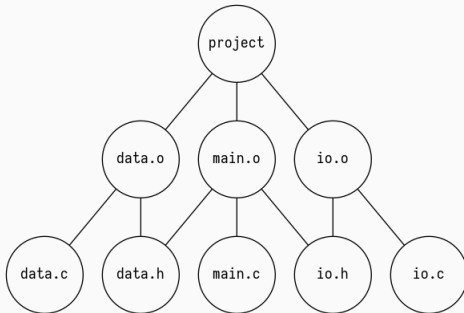
make

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- Single-file programs do not work well when code-bases get large
  - Compilation can be slow
  - Difficult to collaborate with other developers
  - Cumbersome
- Large program are split into multiple files
  - Each file represents a partial program or *module*
  - Modules can be compiled separately or together.
  - A module can be shared between multiple programs

- **make:** A utility for automatically compiling (building) executables and libraries from source code.
  - A very basic compilation manager
  - Often used for C programs, but not language-specific
  - Primitive, but still widely used due to familiarity and simplicity
  - Similar programs: ant, maven, gradle
- **Makefile:** A script file that defines rules for what must be compiled and how to compile it.
  - Makefiles describe which files depend on which others, and how to create/compile/build/update each file in the system as needed.

- When a file relies on the contents of another
  - Can be displayed as a dependency graph
  - To build `main.o`, we need `data.h`, `main.c`, and `io.h`
  - If any of those files are updated, we must rebuild `main.o`
  - If `main.o` is updated, we must update project



```
target: source1 source2 ... sourceN  
    command  
    command
```

- `source1` through `sourceN` are *dependencies* for building `target`
- A `source` is a file that is used as input to create the `target` (Sources are sometimes called prerequisites)
- A `target` often depends on several `sources`
- `make` will execute the `commands` in the order they are listed.

**NOTE:** Makefiles must be indented using **tabs**. USING SPACES WILL NOT WORK!!!!

`$ make target`

- Uses the file named **Makefile** in the current directory
- Finds a **rule** in **Makefile** for building **target** and follows it
  - If the **target** file does not exist, or if it is older than any of its sources, its commands will be executed.

`$ make`

- builds the *first* target in the **Makefile** by default.

`$ make -f makefilename`

`$ make -f makefilename target`

- uses a makefile other than **Makefile**



```
dress: pants shoes jacket
    @echo "All done. Let's go outside!"
```

```
jacket: shirt
    @echo "Putting on jacket"
```

```
shirt:
    @echo "Putting on shirt"
```

```
pants: underpants
    @echo putting on pants
```

... See attached files for full Makefile

## Poll Everywhere!

Suppose we have the following Makefile. What files would be changed running `$ make`

### Makefile

```
aprogram: foo.o bar.o
    gcc -o aprogram foo.o bar.o

foo.o: foo.c
    gcc -c foo.c

bar.o: bar.c
    gcc -c bar.c
```

And `ls -l` produces the following:

```
aprogram: Nov 19 12:17
bar.c      Nov 19 12:17
bar.o      Nov 19 12:17
foo.c      Nov 19 12:34
foo.o      Nov 19 12:34
```

NAME = value            (declaring a variable)  
\$(NAME)                (using a variable)

### Example Makefile

#### Makefile

```
OBJFILES = file1.o file2.o file3.o
PROGRAM = myprog

$(PROGRAM) : $(OBJFILES)
    gcc -o $(PROGRAM) $(OBJFILES)

clean:
    rm $(OBJFILES) $(PROGRAM)
```

`$@` the current target file  
`$$` all sources listed for the current target  
`$<` the first (left-most) source for the current target

### Example Makefile

#### Makefile

```
myprog: file1.o file2.o file3.o
    gcc $(CFLAGS) -o $@ $$

file1.o: file1.c file1.h file2.h
    gcc $(CFLAGS) -c $<
```

- Rather than specifying individually how to convert every `.c` file into its corresponding `.o` file, we can make use of the following pattern rules:

### Makefile

```
CC = gcc  
CLAGS = -Wall
```

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

- In English, this means *To create filename.o from filename.c, run gcc -c -Wall filename.c -o filename.o*