

Week 7

Announcements

- HW5, ADV5 due by 11:59 PM on Feb 26
- HW6, ADV6 due by 11:59 PM on Mar 4
 - Will release ADV6 tonight or Saturday: will be easy and not require going to office hours

Lecture 7: Build Systems

```
gcc -I inc -o app $(find . -name *.c) -lsomelib
```

Overview

- Build systems
- **make**
- Other build systems

Build systems

Build systems

Q: Who has used a build system?

What is a build system?

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- Tool to automate building software
 - Compilation
 - Packaging
 - Testing

A simple build system

A throwback to HW2...

```
---  
build.sh  
---  
#!/usr/bin/env bash  
gcc -o myapp src/file1.c src/file2.c src/file3.c src/main.c
```

```
---  
build.sh  
---  
#!/usr/bin/env bash  
gcc -o myapp $(find src -name "*.c")
```

```
./build.sh
```

Some issues

- Can be a bit of work to custom write a script, especially with larger projects
- Will blindly compile everything, every time
- What if we made a small change to one file and didn't want to recompile all the code?

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- Put together independent bits instead of compiling/building everything every time
- Classic model: C/C++ programs
 - Compile individual C/C++ files into *object code* (`.o` files)

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- ...now a simple shell script doesn't seem to cut it

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 - (it's actually possible to run without a `Makefile`, but we won't really get into that)

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- Classic tool that helps with build automation
- Provides more abstractions over a plain shell script
- Invoke it by running **make**
- Will look for a **Makefile** (or **makefile**) to run
 - (it's actually possible to run without a **Makefile**, but we won't really get into that)
- The **Makefile** will specify **rules** that have **prerequisites** that have to be met/built before running its **recipe** to build a **target**

```
target: prerequisites
  recipe # <- actual tab character, not spaces!
```

- Make is able tell if the built **target** file is newer than **prerequisite** files to avoid unnecessarily performing the **recipe**
- The **recipe** consists of shell commands
- **make <target>** will build a specific **target**

Simple example

```
myapp: src/file1.c src/file2.c src/file3.c src/main.c  
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A bit more sophisticated

```
myapp: src/file1.c src/file2.c src/file3.c src/main.c  
      gcc -o $@ $^
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- This composability means that we can incrementally build our project
 - Invaluable with enormous code bases: don't want to recompile *every* file of the Linux kernel if you made a single line change to one file
- Can have additional rules that run/test/debug the application and clean the directory of build output

Make concepts

Make gives us more abstractions to make our lives easier

It's a pretty deep tool; we're going to look at the basics

- Targets and rules
- "Phony" targets
- Powerful variable assignments
- Functions and other expansions
- Automatic variables
- Pattern matching

Targets and rules

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- The **target** is assumed to be some actual file that gets produced
- Make is able tell if the built **target** file is newer than **prerequisite** files to avoid unnecessarily performing the **recipe**
- If there are no **prerequisites** and the **target** file is present, the **recipe** won't be run again

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 - e.g. **clean**, **all**, **test**
- If a file called **clean** or **all** is present, the target won't ever be run
- The **.PHONY** target can specify phony targets that don't have actual files

```
.PHONY: all clean test
```

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Another operator

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- `$(<var>:<pattern>=<replacement>)`, known as a substitution reference, can perform replacements
 - `$(SOURCES:%.c=%.o)`
- `$(shell <commands>)` can run a shell command and expand to the command's output
 - `$(shell find . -name "*.c")`

Automatic variables

- In a rule, Make has some automatically assigned variables
- **\$@**: **target**'s file name
- **\$<**: First **prerequisite**
- **\$?**: All **prerequisites** newer than the target
- **\$\$**: All **prerequisites**
- ...and more

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- `$@`: **target**'s file name
- `$<`: First **prerequisite**
- `$?`: All **prerequisites** newer than the target
- `$$`: All **prerequisites**
- ...and more

Using what we've learned so far...

```
CC := gcc
BIN := myapp
SRCS := $(shell find src -name *.c)
$(BIN): $(SRCS)
    $(CC) -o $@ $^
```

Pattern matching

Pattern rules

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

- Uses `%` to match file names
- This example compiles `.c` files into `.o` files
- Note that this is a general rule that applies to all `.o` files
 - This is known as an **implicit rule**

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Static pattern rules

```
OBJS := $(SRCS:src/%.c=obj/%.o)  
$(OBJS): obj/%.o : src/%.c  
$(CC) -c -o $@ $<
```

- Can narrow down a pattern rule to a particular list of targets

Make

- This is a brief overview of some of the features of Make
- This is by no means a comprehensive look at Make: refer to the manual for more features and details

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- Make is a fairly general build system, but other build systems have more abstractions and may be tailored towards a particular language
- General: Ninja, CMake (actually more of a Makefile generator)
- Java: Ant, Maven, Gradle
- Ruby: Rake
- Continuous integration: Jenkins, Travis CI

Demo time

Questions