
Makefiles

Say we have a program broken into two files (prog.c and sub.c), and each begins with

```
#include "incl.h"
```

We can compile the program in one line:

```
eddie% gcc prog.c sub.c
```

Or we can compile the parts separately:

```
eddie% gcc -c prog.c  
eddie% gcc -c sub.c  
eddie% gcc prog.o sub.o
```

Reading:

- King, chapter 15
- man make

There's not much point to doing it separately, except when only parts of the program need to be recompiled.

E.g., say I've changed sub.c and nothing else. I don't need to recompile prog.c.

```
eddie% gcc -c sub.c  
eddie% gcc prog.o sub.o
```

This becomes really valuable when we have many files. But then it becomes hard to keep track of what needs to be recompiled.

This is what makefiles help us with.

Makefiles

General format: A makefile consists of pairs of lines as follows:

```
label: item1 ...  
      command
```

Meaning: To ensure that *label* is up to date:

1. Recursively ensure that *item1* ... *itemk* are themselves up to date.
2. If file *label* is older than any of the files *item1* ... *itemk*, then file *label* is out of date. Execute *command* to bring it up to date.

Example:

```
pgm: prog.o sub.o  
      gcc -o pgm prog.o sub.o  
prog.o: incl.h prog.c  
      gcc -c prog.c  
sub.o: incl.h sub.c  
      gcc -c sub.c
```

Running make

Tabs are Crucial

You absolutely must put a tab before each compile command. If you use blanks instead, you will get an unhelpful message.

Example

```
% cat diane1  
blah: fred barney  
g++ betty
```

Here's a silly makefile. The white space before the g++ command is made of blanks.

```
% cat diane2  
blah: fred barney  
g++ betty
```

Here's what happens when I use it:

```
% make -f diane1  
make: Fatal error in reader: diane1, line 3:  
Unexpected end of line seen
```

Tabs and blanks look alike when you look at a file using programs like cat or an editor. Here is a corrected make file, with a tab instead of blanks before the g++ command:

```
% cat diane3  
blah: fred barney  
g++ betty
```

One way to see that they're different is to use Unix's diff:

```
% diff diane1 diane3  
2c2  
<     g++ betty  
---  
>     g++ betty
```

But it's still hard to see what's in the file because blanks and tabs just look like "white space"

Use od to see your tabs and blanks

Unix's od will show you exactly what's in your file, byte by byte.

If you use it with the -b flag, it groups the digits in its output such that each (3-bit) group represents exactly one byte.

```
% od -b diane1  
0000000 142 154 141 150 072 040 146 162 145 144 040 142 141 162 156 145  
0000020 171 012 040 040 040 040 040 040 040 040 040 040 040 147 053 053 040 142 145  
0000040 164 164 171 012  
  
% od -b diane2  
0000000 142 154 141 150 072 040 146 162 145 144 040 142 141 162 156 145  
0000020 171 012 040 040 040 040 040 040 040 040 040 040 040 147 053 053 040 142 145  
0000035  
  
% od -b diane1  
0000000 142 154 141 150 072 040 146 162 145 144 040 142 141 162 156 145  
0000020 171 012 011 147 053 053 040 142 145 164 164 164 171 012  
0000035
```

Output from od -c is easier to read

If you use od with the -c flag, it prints those bytes which represent characters (in our case that's all of them) as characters.

```
% od -c diane1  
0000000 b 1 a \n : f x e d g + b a r n e  
0000020 y \n t y \n  
0000040 t t y \n  
0000044  
  
% od -c diane2  
0000000 b 1 a \n : f x e d b a r n e  
0000020 y \n \t g + b e t t y \n  
0000035
```

Other pitfalls with make and tabs

If put in a blank before the tab, make will also freak out. Yuk!

But at least now you have some tools for figuring out the problem.