



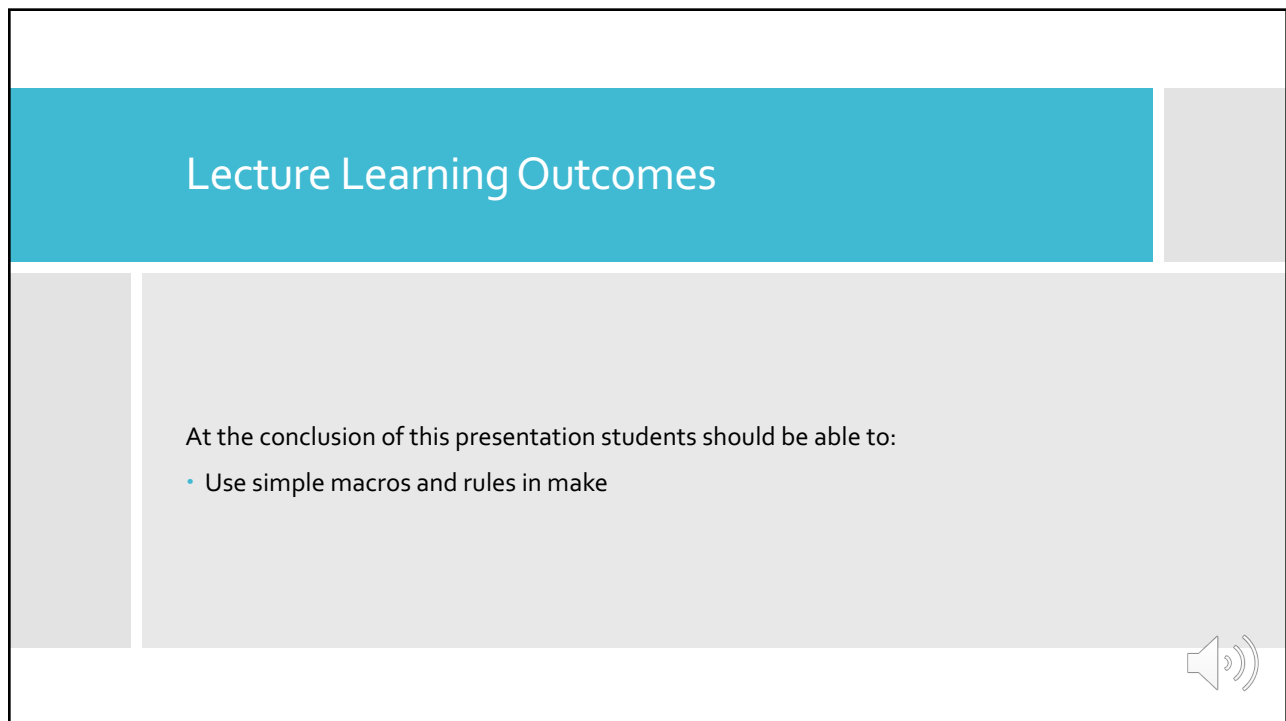

More Make

CS2263 – Systems Software Development



This slide features a large teal rectangle on the right side containing the title 'More Make' in white. To the left of this rectangle is a large grey rectangle. Below the teal rectangle is a dark grey bar containing the text 'CS2263 – Systems Software Development' in teal. A small speaker icon is in the top left corner, and another is in the bottom right corner.


1



Lecture Learning Outcomes

At the conclusion of this presentation students should be able to:

- Use simple macros and rules in make



This slide has a teal header bar at the top with the text 'Lecture Learning Outcomes' in white. Below this is a large grey area containing the text 'At the conclusion of this presentation students should be able to:' followed by a bulleted list with one item: '• Use simple macros and rules in make'. A small speaker icon is in the top left corner, and another is in the bottom right corner.

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Internally Defined Macros

- `$$` macro evaluates to current target:
`mystring: $(OBJS) $(HDRS)`
`$(GCC) $(CFLAGS) $(OBJS) -o $$`
- `$$` replaced by `mystring` in this example



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Suffix Rules

- Recompile any out of date source files:
`.c.o:`
`$(GCC) $(CFLAGS) -c $*.c`
- equivalent to
`mystring.o: mystring.c`
`$(GCC) $(CFLAGS) -c mystring.c`
`main.o: main.c`
`$(GCC) $(CFLAGS) -c main.c`



4

Pattern Rules

- Better to use pattern rule:

```
%O: %.C
```

```
$(GCC) $(CFLAGS) -c $*.C
```

