

Makefiles

and

Testing

Section 25.5, 25.6

# Open Eclipse

- Open CharacterStaticStack

# Makefiles

- Script that will build your code!
- Useful if you compile your code at least twice!
- GNU Make  
    `make -h`

# Makefile Rules

What\_To\_Build: What\_Is\_Needed\_To\_Build  
How\_To\_Build

runMe: runMe.c

gcc -o runMe -g -Wall runMe.c

# Makefile

```
target: dependency1 dependency2
```

```
    command1
```

```
    command2
```



tab!

Given a set of dependencies, make will only run the necessary commands to build the project. Build a **dependency graph**.

If a target is older than any of its dependencies the commands are run to build the target

target and dependencies are files

# Command line

zeus\$> make tree

- looks for target named *tree* in Makefile and checks to see if it needs to be built

zeus\$> make

- looks for the first target in Makefile and checks to see if it needs to be built
  - by convention, this target is named **all**:

# Makefile

```
10 CC=gcc
11 CFLAGS=-Wall -g
12
13 .PHONY: all clean
14
15 all: bin bin/stkdriver bin/stktester
16
17 bin:
18     mkdir -p bin
19
20 bin/stkdriver: bin/stkdriver.o bin/stk.o
21     ${CC} ${CFLAGS} bin/stkdriver.o bin/stk.o -o bin/stkdriver
22
23 bin/stkdriver.o: src/stkdriver.c include/stk.h
24     ${CC} ${CFLAGS} -c src/stkdriver.c -o bin/stkdriver.o
25
26 bin/stktester: bin/stktester.o bin/stk.o
27     ${CC} ${CFLAGS} bin/stktester.o bin/stk.o -o bin/stktester
28
29 bin/stktester.o: src/stktester.c include/stk.h
30     ${CC} ${CFLAGS} -c src/stktester.c -o bin/stktester.o
31
32 bin/stk.o: src/stk.c include/stk.h
33     ${CC} ${CFLAGS} -c src/stk.c -o bin/stk.o
34
35 tarball: clean
36     tar czf ../cs300_1_PUNETID.tar.gz ../CharacterStaticStack
37
38 clean:
39     rm -rf bin/*.o bin/stkdriver bin/stktester
```

# Makefile



# Dependency Graph

# Makefile

- Variables
  - Makefiles can have variables such as CC and CCFLAGS
- Targets
  - By default, Makefile targets are “file targets” used to create other files
- .PHONY
  - Declares targets that do not represent physical files
  - target that is always out-of-date, thus, will always run when asked
  - e.g. make clean

# Testing with Asserts

- stackTester.c  
success()

failure()

assert()

- You **MUST** reuse these functions to build your test drivers!

```
static void success (char *pszStr)
{
    printf ("SUCCESS: %s\n", pszStr);
}
```

```
static void failure (char *pszStr)
{
    printf ("FAILURE: %s\n", pszStr);
}
```

```
static void assert (bool bExpression, char *pTrue, char *pFalse)
{
    if (bExpression)
    {
        success (pTrue);
    }
    else
    {
        failure (pFalse);
    }
}
```

# Testing the Stack

stktester.c

# Practice

- Separate out `success()`, `failure()`, and `assert()` to `testing.c/testing.h`