



GNU make

Gnu Make

Jarrold Hollingworth, Bob Swart



Gnu Make:

The GNU Make Book John Graham-Cumming, 2015-04-01 GNU make is the most widely used build automation tool but it can be challenging to master and its terse language can be tough to parse for even experienced programmers Those who run into difficulties face a long involved struggle often leaving unsolved problems behind and GNU make's vast potential untapped The GNU Make Book demystifies GNU make and shows you how to use its best features You'll find a fast thorough rundown of the basics of variables rules targets and makefiles Learn how to fix wastefully long build times and other common problems and gain insight into more advanced capabilities such as complex pattern rules With this utterly pragmatic manual and cookbook you'll make rapid progress toward becoming a more effective user You'll also learn how to Master user defined functions variables and path handling Weigh the pitfalls and advantages of GNU make parallelization Handle automatic dependency generation rebuilding and non recursive make Modify the GNU make source and take advantage of the GNU Make Standard Library Create makefile assertions and debug makefiles GNU make is known for being tricky to use but it doesn't have to be If you're looking for a deeper understanding of this indispensable tool you'll find The GNU Make Book to be an indispensable guide

[The GNU Make Book](#) John Graham-Cumming, 2015 Covers GNU Make basics through advanced topics including user defined functions macros and path handling creating makefile assertions and debugging makefiles parallelization automatic dependency generation rebuilding targets and non recursive Make and using the GNU Make Standard Library

GNU Make: An In-Depth Manual for Efficient Build Automation Adam Jones, 2024-11-27 Unlock the full potential of GNU Make with this comprehensive manual designed to elevate your software build processes to new heights GNU Make An In Depth Manual for Efficient Build Automation is an essential resource for software developers build engineers and anyone involved in the software development lifecycle who seeks to master the art of build automation From the fundamentals of crafting your first Makefile to the complexities of optimizing large projects integrating external tools and ensuring cross platform compatibility this book covers it all Delve into the intricacies of GNU Make by exploring variables patterns rules and targets in depth Learn to manage complex dependencies streamline your build process with advanced functions and debug Makefiles with precision Each chapter distills years of expert knowledge into practical examples and actionable advice ensuring you can implement the concepts effectively in your projects Whether you're new to GNU Make or looking to refine your expertise this manual provides a wealth of information on best practices and common pitfalls saving you time and enhancing the reliability of your builds Transform your build process with GNU Make An In Depth Manual for Efficient Build Automation and take the first step towards more efficient error free builds today

Managing Projects with GNU Make Robert Mecklenburg, 2004-11-19 The utility simply known as make is one of the most enduring features of both Unix and other operating systems First invented in the 1970s make still turns up to this day as the central engine in most programming projects it even builds the Linux kernel In the third edition of the classic Managing Projects with GNU make

readers will learn why this utility continues to hold its top position in project build software despite many younger competitors The premise behind make is simple after you change source files and want to rebuild your program or other output files make checks timestamps to see what has changed and rebuilds just what you need without wasting time rebuilding other files But on top of this simple principle make layers a rich collection of options that lets you manipulate multiple directories build different versions of programs for different platforms and customize your builds in other ways This edition focuses on the GNU version of make which has deservedly become the industry standard GNU make contains powerful extensions that are explored in this book It is also popular because it is free software and provides a version for almost every platform including a version for Microsoft Windows as part of the free Cygwin project Managing Projects with GNU make 3rd Edition provides guidelines on meeting the needs of large modern projects Also added are a number of interesting advanced topics such as portability parallelism and use with Java Robert Mecklenburg author of the third edition has used make for decades with a variety of platforms and languages In this book he zealously lays forth how to get your builds to be as efficient as possible reduce maintenance avoid errors and thoroughly understand what make is doing Chapters on C and Java provide makefile entries optimized for projects in those languages The author even includes a discussion of the makefile used to build the book **GNU Make** Richard Stallman,Roland McGrath,Paul D. Smith,2004

C++ Cookbook D. Ryan Stephens,2006 Solutions and examples for C programmers Cover **Managing Projects with GNU Make** Robert Mecklenburg,2004-11-19 The utility simply known as make is one of the most enduring features of both Unix and other operating systems First invented in the 1970s make still turns up to this day as the central engine in most programming projects it even builds the Linux kernel In the third edition of the classic Managing Projects with GNU make readers will learn why this utility continues to hold its top position in project build software despite many younger competitors The premise behind make is simple after you change source files and want to rebuild your program or other output files make checks timestamps to see what has changed and rebuilds just what you need without wasting time rebuilding other files But on top of this simple principle make layers a rich collection of options that lets you manipulate multiple directories build different versions of programs for different platforms and customize your builds in other ways This edition focuses on the GNU version of make which has deservedly become the industry standard GNU make contains powerful extensions that are explored in this book It is also popular because it is free software and provides a version for almost every platform including a version for Microsoft Windows as part of the free Cygwin project Managing Projects with GNU make 3rd Edition provides guidelines on meeting the needs of large modern projects Also added are a number of interesting advanced topics such as portability parallelism and use with Java Robert Mecklenburg author of the third edition has used make for decades with a variety of platforms and languages In this book he zealously lays forth how to get your builds to be as efficient as possible reduce maintenance avoid errors and thoroughly understand what make is doing

Chapters on C and Java provide makefile entries optimized for projects in those languages The author even includes a discussion of the makefile used to build the book

Red Hat Fedora Linux 2 All-in-One Desk Reference For Dummies
Naba Barkakati, 2004-07-15 This essential reference organizes material into a set of nine stand alone task oriented minibooks that enable readers to understand all aspects of the Fedora OS the latest release of the most popular Linux distribution Each minibook covers a different aspect of Fedora such as getting users started with Fedora the various workstations and applications OpenOffice org networking system administration security running Internet servers on a Fedora system and programming More experienced readers can use this desktop reference to look up how to perform specific tasks such as hooking up to the Internet using a cable modem or reading e mail Includes the full Fedora Core distribution with source code on DVD and all of the CD content that comes with Fedora saving readers hours of download time

UNIX in a Nutshell
Arnold Robbins, 2005 As an open operating system Unix can be improved on by anyone and everyone individuals companies universities and more As a result the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions Today Unix encompasses everything from Sun s Solaris to Apple s Mac OS X and more varieties of Linux than you can easily name The latest edition of this bestselling reference brings Unix into the 21st century It s been reworked to keep current with the broader state of Unix in today s world and highlight the strengths of t

Pro Android C++ with the NDK
Onur Cinar, 2013-02-02 Android is one of the major players in the mobile phone market Android is a mobile platform that is built on the top of Linux operating system The native code support on Android offers endless opportunities to application developers not limited the functionality that is provided by Android framework Pro Android C with the NDK is an advanced tutorial and professional reference for today s more sophisticated app developers now porting developing or employing C and other native code to integrate into the Android platform to run sophisticated native apps and better performing apps in general Using a game app case study this book explores tools for troubleshooting debugging analyzing memory issues unit testing unit test code coverage performance measurement on native applications as well as integrating the Android NDK toolchain into existing Autoconf Makefile CMake or JAM based build systems Pro Android C with the NDK also covers the following The Android platform and getting up to speed with the Android NDK and exploring the APIs that are provided in native space An overview of Java Native Interface JNI and auto generating JNI code through Simplified Wrapper and Interface Generator SWIG An introduction to Bionic API native networking native multithreading and the C Standard Template Library STL support Native graphics and sound using JNI Graphics OpenGL ES and OpenSL ES Debugging and troubleshooting native applications using Logging GNU Debugger GDB Eclipse Debugger Valgrind strace and other tools Profiling native code using GProf to identify performance bottlenecks and NEON SIMD optimization from an advanced perspective with tips and recommendations

System on Chip Design Languages
Anne Mignotte, Eugenio Villar, Lynn Horobin, 2013-04-17 This book is the third in a series of books collecting the best papers from the three main

regional conferences on electronic system design languages HDLCon in the United States APCHDL in Asia Pacific and FDL in Europe Being APCHDL bi annual this book presents a selection of papers from HDLCon 01 and FDL 01 HDLCon is the premier HDL event in the United States It originated in 1999 from the merging of the International Verilog Conference and the Spring VHDL User s Forum The scope of the conference expanded from specialized languages such as VHDL and Verilog to general purpose languages such as C and Java In 2001 it was held in February in Santa Clara CA Presentations from design engineers are technical in nature reflecting real life experiences in using HDLs EDA vendors presentations show what is available and what is planned for design tools that utilize HDLs such as simulation and synthesis tools The Forum on Design Languages FDL is the European forum to exchange experiences and learn of new trends in the application of languages and the associated design methods and tools to design complex electronic systems FDL 01 was held in Lyon France around seven interrelated workshops Hardware Description Languages Analog and Mixed signal Specification C C HW SW Specification and Design Design Environments Languages Real Time specification for embedded Systems Architecture Modeling and Reuse and System Specification Design Languages

Linux All-in-One For Dummies Emmett Dulaney, 2018-07-11 8 mini books chock full of Linux Inside over 800 pages of Linux topics are organized into eight task oriented mini books that help you understand all aspects of the latest OS distributions of the most popular open source operating system in use today Topics include getting up and running with basics desktops networking internet services administration security scripting Linux certification and more This new edition of Linux All in One For Dummies has a unique focus on Ubuntu while still including coverage of Debian Red Hat SuSE and others The market is looking for administrators and part of the qualifications needed for job openings is the authentication of skills by vendor neutral third parties CompTIA Linux Professional Institute and that s something other books out there don t address Install and configure peripherals software packages and keep everything current Connect to the internet set up a local area network including a primer on TCP IP and managing a local area network using configuration tools and files Browse the web securely and anonymously Get everything you need to pass your entry level Linux certification exams This book is for anyone getting familiar with the Linux OS and those looking for test prep content as they study for the level 1 Linux certification

Borland C++ Builder 6 Developer's Guide Jarrod Hollingworth, Bob Swart, 2003 0672324806 1d The definitive guide to the latest version of Borlands powerful C Builder Provides complete coverage of C Builder Web Services development now a key component of C Builder Borland C Builder remains best in class IDE over the past 5 years for C solutions Written by a team of top C Builder experts with expertise in a variety of technical areas related to C application development C Builder 6 Developers Guide is revised for the latest version of C Builder the biggest update to C Builder in years C Builder is an ANSI C IDE The version 6 adds BizShape a tool to build Web Services using XML SOAP NET and BizTalk from Microsoft and SunONE from Sun Microsystems Other new components include WebSnap for Web application development DataSnap for database

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Real-Time Systems Development with RTEMS and Multicore Processors Gedare Bloom, Joel Sherrill, Tingting Hu, Ivan Cibrario Bertolotti, 2020-11-22 The proliferation of multicore processors in the embedded market for Internet of Things IoT and Cyber Physical Systems CPS makes developing real time embedded applications increasingly difficult What is the underlying theory that makes multicore real time possible How does theory influence application design When is a real time operating system RTOS useful What RTOS features do applications need How does a mature RTOS help manage the complexity of multicore hardware Real Time Systems Development with RTEMS and Multicore Processors answers these questions and more with exemplar Real Time Executive for Multiprocessor Systems RTEMS RTOS to provide concrete advice and examples for constructing useful feature rich applications RTEMS is free open source software that supports multi processor systems for over a dozen CPU architectures and over 150 specific system boards in applications spanning the range of IoT and CPS domains such as satellites particle accelerators robots racing motorcycles building controls medical devices and more The focus of this book is on enabling real time embedded software engineering while providing sufficient theoretical foundations and hardware background to understand the rationale for key decisions in RTOS and application design and implementation The topics covered in this book include Cross compilation for embedded systems development Concurrent programming models used in real time embedded software Real time scheduling theory and algorithms used in wide practice Usage and comparison of two application programmer interfaces APIs in real time embedded software POSIX and the RTEMS Classic APIs Design and implementation in RTEMS of commonly found RTOS features for schedulers task management time keeping inter task synchronization inter task communication and networking The challenges introduced by multicore hardware advances in multicore real time theory and software engineering multicore real time systems with RTEMS All the authors of this book are experts in the academic field of real time embedded systems Two of the authors are

primary open source maintainers of the RTEMS software project The Open Access version of this book available at <http://www.taylorfrancis.com> has been made available under a Creative Commons Attribution ShareAlike 4.0 CC BY SA International license

Ant Jesse Tilly, Eric M. Burke, 2002 In 1998 one programmer changed the world of Java Frustrated by his efforts to create a cross platform build of Tomcat using the build tools of the day GNU Make batch files and shell scripts James Duncan Davidson threw together his own build utility on an airplane flight from Europe to the U.S. Named Ant because it was a little thing that could build big things James's quick and dirty solution to his own problem of creating a cross platform build has evolved into what is perhaps the most widely used build management tool in Java environments

Professional Linux Programming Jon Masters, Richard Blum, 2007-02-26 This book is broken into four primary sections addressing key topics that Linux programmers need to master Linux nuts and bolts the Linux kernel the Linux desktop and Linux for the Web Effective examples help get readers up to speed with building software on a Linux based system while using the tools and utilities that contribute to streamlining the software development process Discusses using emulation and virtualization technologies for kernel development and application testing Includes useful insights aimed at helping readers understand how their applications code fits in with the rest of the software stack Examines cross compilation dynamic device insertion and removal key Linux projects such as Project Utopia and the internationalization capabilities present in the GNOME desktop

The Linux Development Platform Rafeeq Ur Rehman, Christopher Paul, 2003 Two leading Linux developers show how to choose the best tools for your specific needs and integrate them into a complete development environment that maximizes your effectiveness in any project no matter how large or complex Includes research requirements coding debugging deployment maintenance and beyond choosing and implementing editors compilers assemblers debuggers version control systems utilities using Linux Standard Base to deliver applications that run reliably on a wide range of Linux systems comparing Java development options for Linux platforms using Linux in cross platform and embedded development environments

Software Build Systems Peter Smith PhD, 2011-03-11 This book represents a thorough and extensive treatment of the software build process including the choices benefits and challenges of a well designed build process I recommend it not only to all software build engineers but to all software developers since a well designed build process is key to an effective software development process Kevin Bodie Director Software Development Pitney Bowes Inc An excellent and detailed explanation of build systems an important but often overlooked part of software development projects The discussion of productivity as related to build systems is alone well worth the time spent reading this book John M. Pantone Objectech Corporation VP IT Educator and Course Developer Peter Smith provides an interesting and accessible look into the world of software build systems distilling years of experience and covering virtually every type of tool in the build engineer's toolbox Well organized well written and very thorough I would recommend this book to anyone with a build system under their responsibility Jeff Overbey Project Co Lead Photran Software Build Systems teaches how to think about building

software It surveys the tools and techniques for building software products and the ways things go wrong This book will appeal to those new to build systems as well as experienced build system engineers Monte Davidoff Software Development Consultant Alluvial Software Inc Inadequate build systems can dramatically impact developer productivity Bad dependencies false compile errors failed software images slow compilation and time wasting manual processes are just some of the byproducts of a subpar build system In Software Build Systems software productivity expert Peter Smith shows you how to implement build systems that overcome all these problems so you can deliver reliable software more rapidly at lower cost Smith explains the core principles underlying highly efficient build systems surveying both system features and usage scenarios Next he encapsulates years of experience in creating and maintaining diverse build systems helping you make well informed choices about tools and practices and avoid common traps and pitfalls Throughout he shares a wide range of practical examples and lessons from multiple environments including Java C C and C Coverage includes Mastering build system concepts including source trees build tools and compilation tools Comparing five leading build tools GNU Make Ant SCons CMake and the Eclipse IDE s integrated build features Ensuring accurate dependency checking and efficient incremental compilation Using metadata to assist debugging profiling and source code documentation Packaging software for installation on your target machine Best practices for managing complex version control systems build machines and compilation tools If you re a developer this book will illuminate the issues involved in building and maintaining the build system that s best for your team If you re a manager you ll discover how to evaluate your team s build system and improve its effectiveness And if you re a build guru you ll learn how to optimize the performance and scalability of your build system no matter how demanding your requirements are [Linux All-in-One Desk Reference For Dummies](#) Naba Barkakati,2006-05-08 Provides information on using the Linux operating system covering such topics as the desktop networking Internet servers administration security and programming *PostgreSQL Developer's Handbook* Ewald Geschwinde,Hans-Jürgen Schöning,2002 PostgreSQL Developer s Handbook provides a complete overview of the PostgreSQL database server and extensive coverage of its core features including object orientation PL SQL and the most important programming interfaces The authors introduce the reader to the language and syntax of PostgreSQL and then move quickly into sophisticated programming topics

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