

# Software building II

<http://d3s.mff.cuni.cz>



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faculty of mathematics and physics

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# Plan

- SW building
  - Requirements
  - Typical scenarios
  - Dependency problems
  - ....

Previous lecture

- Tools
  - Make
  - Ant
- Make – advanced options
- Autotools {conf, make, scan,...}
- Ivy, Maven, SCons...

Today's lecture

# Makefile: basic example

*OBJ = ../ant/main.o parse.o*

*target* → *all: prog* ← *prerequisite*

*prog: \$(OBJ)* ← *command*

*\$(CC) -o \$@*

*\$(OBJ)*

*parse.o: parse.c parse.h*

*\$(CC) -c*

*parse.c*

Example from Peter Miller's article "Recursive Make Considered Harmful"

# Make: advanced topics and tricks



# (Implicit) pattern rules

target pattern

$\%.o : \%.c$

prerequisite pattern

$\$(CC) -c \$(CFLAGS) \$(CPPFLAGS) \$< -o \$@$

substituted .c source file name

substituted .o target file name

- Applies if
  - There is no other rule with a command for this target
  - If the prerequisite exists

# Static pattern rules

*objects = foo.o bar.o*

*\$(objects): %.o: %.c*

*\$(CC) -c \$(CFLAGS) \$< -o \$@*

list of targets

- Used to construct multiple targets in the same way
- Have precedence over implicit rules, including the built-in ones
- Prerequisites do not have to exist - they can be potentially re-made

# Search path

*VPATH = src:../include*

*vpath %.h ../headers*

*vpath %.c ../sources*

directory to search for those files

target pattern

- Files are always generated in the directory specified in the Makefile
- Files are, if not present on the specified locations, looked up in the locations from *vpath* or *VPATH*
  - Automatic variables  $\$<$  and  $\$^$  are set to true file locations

# Generating parts of make files (i.e. deps)

*sources = foo.c bar.c*

*...*

*include \$(sources:.c=.d)* ←----- update files foo.d and

bar.d, include them into  
this makefile and re-read  
this makefile

*%.d: %.c*

*sed magic to generate .d files  
using cc -M (or gcc -MM)*

command to generate  
the .d files from C sources

Suggested form of  
dependencies (file **main.d**)

main.o main.d: main.h main.c



# (GNU) Makefile - automatic variables

| Variable            | Meaning                      |
|---------------------|------------------------------|
| <code>\$@</code>    | target                       |
| <code>\$&lt;</code> | First prerequisite           |
| <code>\$\$^</code>  | All prerequisites            |
| ...                 |                              |
| <code>\$(@D)</code> | Directory part of the target |
| ...                 |                              |

```
prog: $(OBJ)
    $(CC) -o $@ $$^
parse.o: parse.c parse.h
    $(CC) -c $<
```

- There are many other
  - <http://www.gnu.org/software/make/manual/make.html#Automatic-Variables>

# Portability



# Portability issues in C programs

- Why ?
  - The standard is not always obeyed
  - The standard does not specify everything (something is “implementation defined”)
  - The standard only covers a subset of functionality required in many applications
  - Some systems have bugs
  - The standard definitely does not cover compilation and building (build system, compilation options, etc)

# Portability issues in C programs

- There are surprisingly many compatibility issues in C on different platforms, such as
  - `exit()` - returns void, int
  - `free(NULL)` - does nothing, does not work
  - `isinf`, `isnan` - sometimes macros, sometimes functions, in different headers and libraries
  - `malloc(0)` - returns NULL or valid pointer
  - `setenv` - preferred over `putenv`, but sometimes only `putenv` is available, and it sometimes does not work
  - Many more...

# Portability issues in shell and utilities

- Shell and utilities are used at least for compilation of C programs
  - Awk – many different implementations, not all are compatible
  - Grep – many implementations with different features (-e, -E, -F are not always present)
  - Lex, yacc – multiple implementations
  - Sed – POSIX conformance issues, length limits

# Solutions

- Virtualized environment
  - C# (resembles C), Java
  - C# runtimes are not feature-complete everywhere
    - only on Windows have all libraries typical for today's programming environments
- Explicit support for different platforms
  - Knowing all portability issues
  - Resolving them explicitly
    - C preprocessor macros
    - Lowest common denominator shell scripts and utilities

# Solutions

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GNU Build System

# Autoconfig & related tools overview





# End user's perspective

- Download
- “./configure”
  - Automatically test the target system
    - If some important library is missing, it has to be installed manually, however
  - Automatically generate Makefile
- “make”
- “make install”

# End user's perspective

- Download
- “./configure”
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  - Automatically generate Makefile
- “make”
- “make install”

Very easy to use

# More end user's features

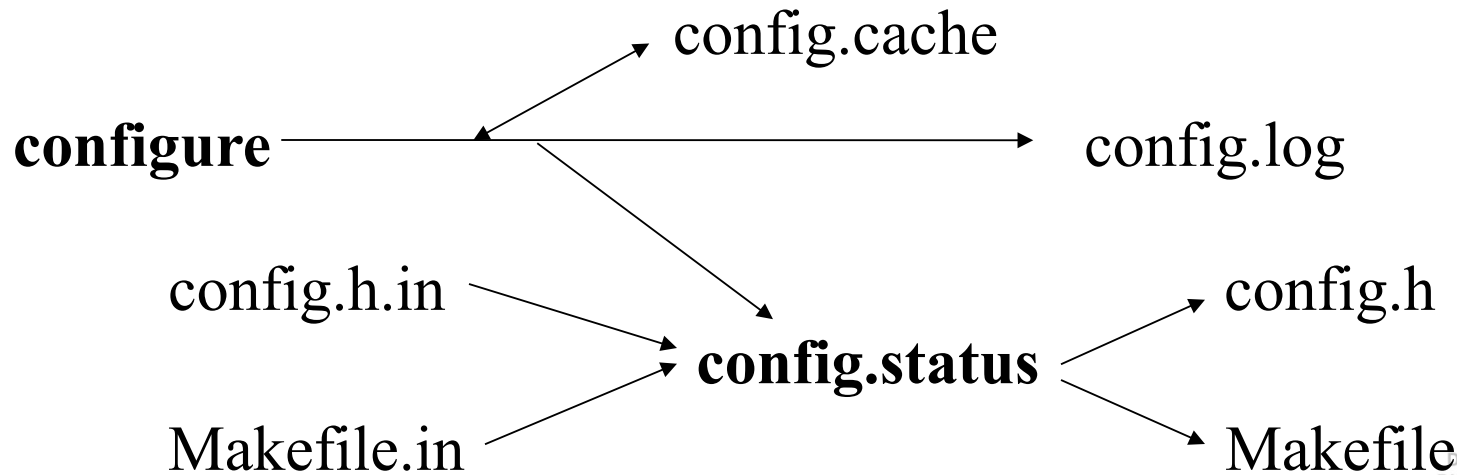
- Installation root directory
  - “configure --prefix”, “configure --exec-prefix”
- Cross-compilation
  - “configure --host”
- Optional features of the software
  - “configure --enable-FEATURE”,  
i.e. “--enable-debug
- Optional packages (libraries) to build with
  - “configure --with-PACKAGE”

# More end user's features

- Help (application specific)
  - "configure --help"
- Separate build trees
  - " cd \$BUILD ; \$SRC/configure ; make "

# What is behind the scenes

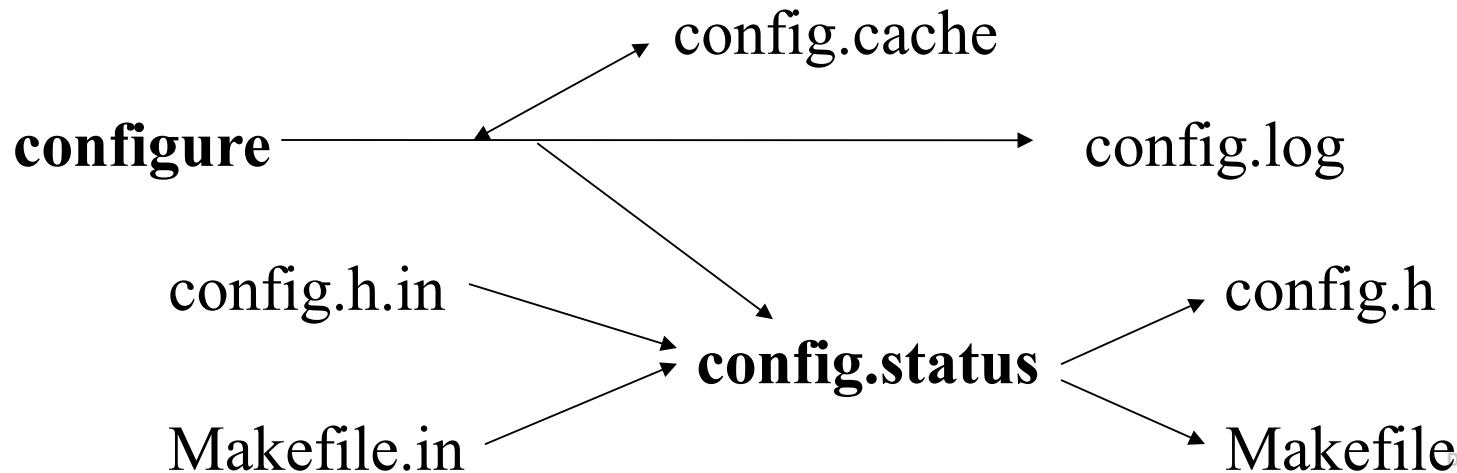
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  - Automatically tests the target system; if some test fails (i.e. important library is missing), it has to be resolved manually
  - Automatically generates Makefiles



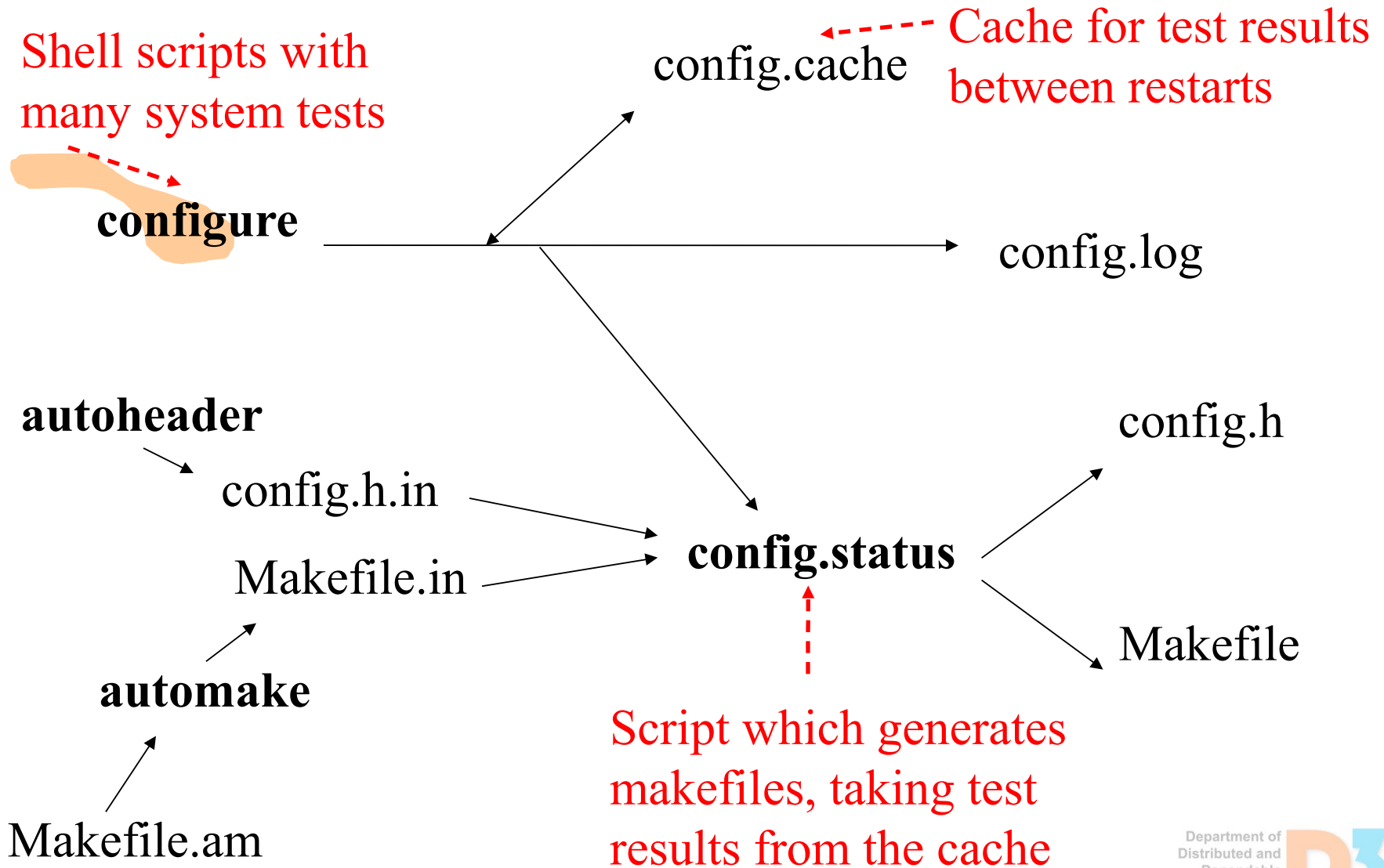
# What is behind the scene

Rather complex to comprehend

- “./configure”
  - Automatically tests the target system; if some test fails (i.e. important library is missing), it has to be resolved manually
  - Automatically generates Makefiles



# What is behind the scenes

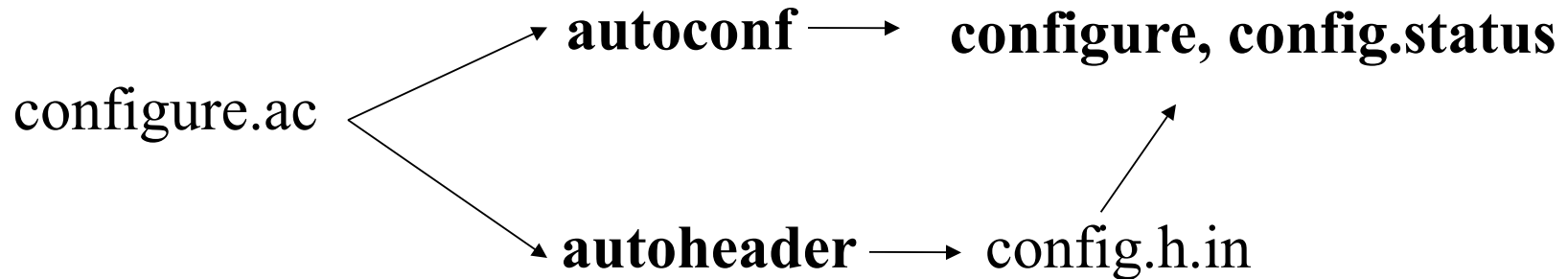


# “configure” script





# “configure” script



- “configure” is a very portable shell script
  - Uses lowest-common-denominator of known shells (no functions, ...)
  - Generated from a template, based on a library of known tests of known issues

# “configure” script template structure

*AC\_INIT(package, version, bug-report-address)*

*information on the package*

*checks for programs*

*checks for libraries*

*checks for header files*

*checks for types*

*checks for structures*

*checks for compiler characteristics*

*checks for library functions*

*checks for system services*

*AC\_CONFIG\_FILES([file...])*

*AC\_OUTPUT*

# Configure.ac example snippet

```
AC_INIT([GNU cflow], [1.2], [bug-cflow@gnu.org])  
AC_CONFIG_HEADER([config.h])
```

```
# Checks for programs.  
AC_PROG_CC  
AC_PROG_LEX
```

```
# Checks for header files.  
AC_HEADER_STDC  
AC_CHECK_HEADERS([stdlib.h string.h unistd.h locale.h])
```

```
AC_OUTPUT
```

# “configure” script language: M4

- History
  - Macro language designed by Kernighan and Ritchie, 1977
  - Re-implemented as GNU project
- Processing scheme
  1. Macro arguments are processed
  2. Macro is expanded
  3. The expansion output is processed

# “configure” script language: M4

- Basic implications for configure.ac
  - There are not types, just text and macros
  - Arguments of macro calls must be quoted (`'[' , ']'`), even recursively
  - Arguments that should be taken as literal strings must be (at least sometimes) double-quoted (`'[[' , ']]'`)

# Configure.ac example snippet

```
AC_INIT([GNU cflow], [1.2], [bug-cflow@gnu.org])  
AC_CONFIG_HEADER([config.h])
```

```
# Checks for programs.
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AC_PROG_CC  
AC_PROG_LEX
```

```
# Checks for header files.
```

```
AC_HEADER_STDC  
AC_CHECK_HEADERS([stdlib.h string.h unistd.h locale.h])
```

```
AC_OUTPUT
```

Multiple  
arguments to a  
macro

Macros

A single argument to a macro

# Achieving “multi-platformness” in C

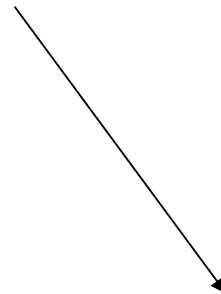


# Platform info in generated config.h

```
/* Define as 1 if you have unistd.h. */  
#undef HAVE_UNISTD_H
```

```
/* Define as 1 if you have stdlib.h. */  
#undef HAVE_STDLIB_H
```

config.h.in



config.h

```
/* Define as 1 if you have unistd.h. */  
#define HAVE_UNISTD_H      0
```

```
/* Define as 1 if you have stdlib.h. */  
#define HAVE_STDLIB_H      1
```



# Using config.h in the C sources

Created by configure  
and config.status

program source file

`#include <config.h>`

`#if HAVE_LOCALE_H`  
`# include <locale.h>`  
`#endif`

`#if !HAVE_SETLOCALE`  
`# define setlocale(category, locale) /* empty */`  
`#endif`

`...`

defined in config.h

# Creating configure.ac

- Autoscan
  - Analyzes C sources for common portability problems
  - Generates a skeleton for corresponding configure.ac file
  - The analysis is very simplistic – just looking for pre-defined symbols
- Ifnames
  - Reports variables used in C preprocessor conditionals (which are often means to solve platform dependency issues)

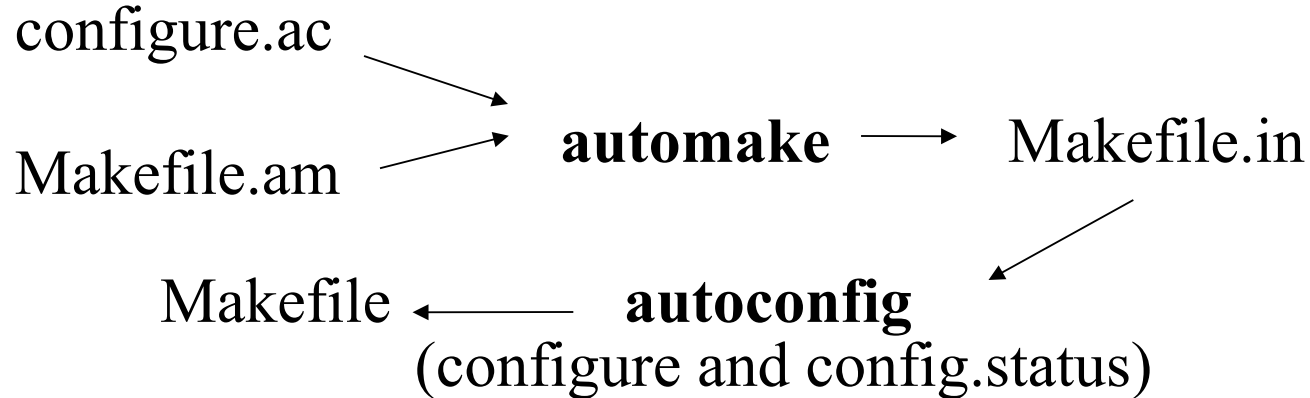
# Creating portable Makefiles easily



# Variable substitutions (“configure”)

- Syntax
  - @variable@ substituted for variable\_value
- Typically used variables
  - Values come from “configure” command line arguments, the tests and GNU conventions
  - Compiler, flags, etc – CC, CFLAGS, CPPFLAGS
  - Directories – srcdir, top\_srcdir, includedir, ...
  - Available tools – awk, sed, echo
  - Availability of libraries and header files
  - Sizes of certain types

# Automake makefile generator



- Backward compatibility
  - Uses only features available in most make implementations, not just GNU Make
  - Warns about potential incompatibilities of constructs that would otherwise get directly into generated makefiles

# Automake Makefile generator

- Support for a wide range of targets
  - install, install-exec, install-data
  - install-strip (no debug symbols)
  - uninstall
  - clean
  - distclean (clean to what is distributed - remove also files generated by configure)
  - check (run test of compiled binaries)
  - installcheck (run test of installed program)
  - dist – create source code distribution package (tarball)

# Automake MF template (Makefile.am)

## Makefile.am

```
SUBDIRS = src  
dist_doc_DATA = README
```

directories to be  
processed before this  
directory

install README  
into docdir and put it  
into distribution

## src/Makefile.am

```
bin_PROGRAMS = hello  
hello_SOURCES = main.c
```

- Syntax
  - Similar to make, but pre-defined meaning of some variables
- Parts with no special meaning are copied to Makefile

# Automake MF template (Makefile.am)

## Makefile.am

```
SUBDIRS = src  
dist_doc_DATA = README
```

“hello” is a program  
and should be  
installed into bindir

## src/Makefile.am

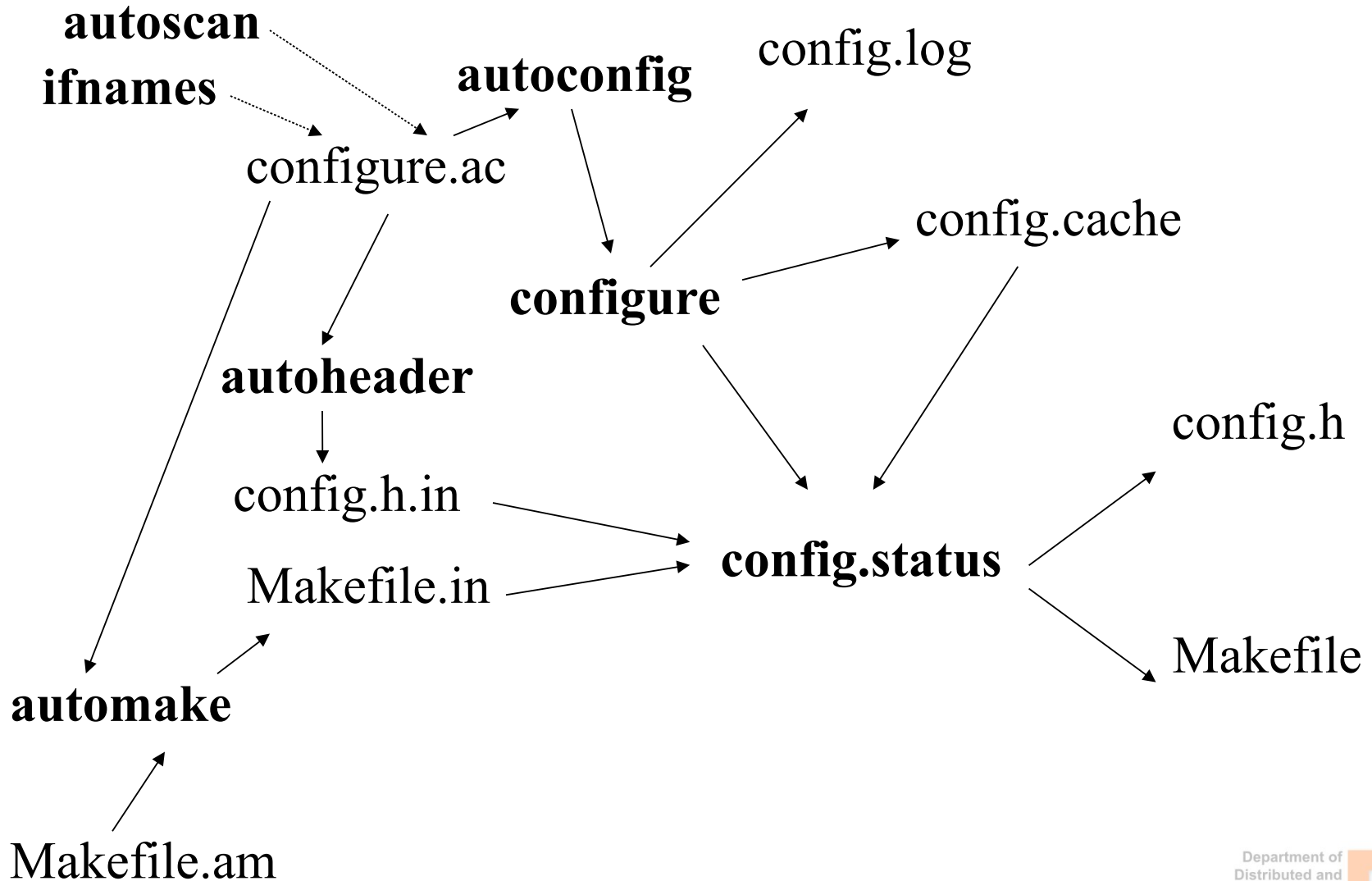
```
bin_PROGRAMS = hello  
hello_SOURCES = main.c
```

program “hello” can  
be built from source  
“main.c”

Since “main.c” is a source, it  
will also be put into distribution  
(make dist)



# GNU Build Tools



# Generating all the files

- Files typically distributed with an application
  - Makefile.in (user then does not need automake)
  - config.h.in
  - configure
  - The sources as well, since this is open-source world (Makefile.am, configure.ac)
- Autoreconf
  - Runs autoconf, autoheader, automake (and other tools not covered here)
  - Can do this recursively (i.e. automake generating makefiles "Makefile.in" in all subdirectories)

# Links

- Make
  - <http://www.gnu.org/software/make/manual/make.pdf>
- Autoconfig, automake
  - <http://www.gnu.org/software/autoconf/manual/autoconf.pdf>
  - <http://www.gnu.org/software/automake/manual/automake.pdf>
  - <http://www-src.lip6.fr/homepages/Alexandre.Duret-Lutz/dl/autotools.pdf>

# Apache Maven

- „Forces“ the „best practices“
- Complex, whole application deployment lifecycle
  - Compile, test, packaging, integration with other tools, resolving external dependencies ...
- Based on *POM* (stored in pom.xml file)
  - *Project Object Model*
  - Contains all necessary information about the project
  - If you follow best practices POM is short and can be generated (i.e. in IDE)
  - Super POM – POMs can have hierarchical structure with inheritance

# Apache Maven

- Uses so called Archetypes
  - Template for projects
  - Java
  - Maven plugin
  - ...
  - Implicitly expects following „best practices“
- Lots of plugins
  - Can be integrated easily with e.g. Eclipse
- Explicit support for external dependencies
  - Public repositories
  - You can create your own {local, company} repository

# Apache Maven - Example

- Creating a simple skeleton for maven controlled project

```
mvn archetype:create \  
-DarchetypeGroupId=org.apache.maven.archetypes \  
-DgroupId=com.mycompany.app \  
-DartifactId=my-app
```

- Right now you can run
  - mvn compile
  - mvn clean
  - mvn test, test-compile  *#(j unit test)*
  - mvn package
  - ....

# Apache Maven - Example

```
<project xmlns="http://maven.apache.org/POM/4.0.0"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-
instance"
  xsi:schemaLocation="http://maven.apache.org/POM/4.0.0
http://maven.apache.org/xsd/maven-4.0.0.xsd">
```

```
<modelVersion>4.0.0</modelVersion>
<groupId>com.mycompany.app</groupId>
<artifactId>my-app</artifactId>
<packaging>jar</packaging>
<version>1.0-SNAPSHOT</version>
<name>Maven Quick Start Archetype</name>
<url>http://maven.apache.org</url>
```

Will be  
packged as jar

```
<dependencies>
  <dependency>
    <groupId>junit</groupId>
    <artifactId>junit</artifactId>
    <version>3.8.1</version>
    <scope>test</scope>
  </dependency>
</dependencies>
```

External dependency

```
</project>
```

pom.xml

```
my-app
|-- pom.xml
`-- src
    |-- main
    |   |-- java
    |   |   |-- com
    |   |   |   |-- mycompany
    |   |   |   |   |-- app
    |   |   |   |   |   App.java
    |-- test
    |   |-- java
    |   |   |-- com
    |   |   |   |-- mycompany
    |   |   |   |   |-- app
    |   |   |   |   |   AppTest.java
```

# Apache Ivy (deps for Apache Ant)

- Designed to resolve external dependencies
  - Using Maven repositories

```
<ivy-module version="2.0">  
  <info organisation="org.apache" module="hello-ivy"/>  
  <dependencies>  
    <dependency org="commons-lang" name="commons-lang" rev="2.0"/>  
    <dependency org="commons-cli" name="commons-cli" rev="1.0"/>  
  </dependencies>  
</ivy-module>
```

Ivy.xml

```
<project xmlns:ivy="antlib:org.apache.ivy.ant" name="hello-ivy"  
default="run">  
  ....  
  <target name="resolve" description="--> retrieve dependencies with ivy">  
    <ivy:retrieve />  
  </target>  
</project>
```

build.xml



# SCons - „better (newer) make“

- *SConstruct* file in python
- File modification detection via MD5/timestamp/...
- Detect implicit dependencies automatically
  - SCons scanner
  - headers, source files...
- Explicit dependencies could be added

```
Program('hello.c')  
Object('hello.c')  
Java('classes', 'src')  
Program('hello.c', CPPPATH = '.')
```

```
goodbye = Program('goodbye.c')  
Depends(hello, goodbye)
```

*Sconstruct examples  
(fragments)*

Where to look for  
header dependencies

# Links

- Maven

- <http://maven.apache.org/guides/getting-started/index.html>
- Contains links to guide to POM, Archetypes, Maven configuration...

- Ivy

- <http://ant.apache.org/ivy/history/latest-milestone/tutorial/start.html>

- Scons

- <http://www.scons.org/doc/production/HTML/scons-user/index.html>