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# SCM: A look at SCons and GNU Arch

Ben Leslie

`benjl@cse.unsw.edu.au`

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- Build rules – how to change .c into .o
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- Determine dependencies – robustness.
- Easily extensible – flexibility.
- Easily to use – convenience.

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### My fave

SCons



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# SCons

## Features

- Written in python
- Build scripts essentially python EDSL
- Cross-platform
- Gets dependencies correct
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- id software uses it for Doom3 ;)

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## SCons - HELLO WORLD

Example SConstruct file:

```
Program('hello.c')
```

Example usage:

```
% scons
```

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## SCons - DEPENDENCY CALCULATION

**Implicit:** Scons parses source files with a *Scanner* to determine dependencies.

- Scanner knows about generated files.
- Easy to write your own Scanner
- Command line arguments are also implicit dependencies. (E.g: Change cflags)

**Explicit:** Scons allows you to specify explicit dependencies.

```
Depends('foo.o', 'bar')
```

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## SCONS - CHANGE DETECTION

**MD5Sum:** Calculate a files MD5Sum to determine if it has changed.

**Timestamp:** Optional to revert to timestamp method.

**Built files:** Default is to always rebuild. Optionally treat as other files. So if a .o is unchanged by rebuild nothing else is done.

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## SCons - ENVIRONMENTS

**Environments** encapsulate a set of build logic. E.g: which compiler, flags etc. All programs built in an environment inherit the environment's defaults.

**Multiple environments** can be specified enabling large project to be easily built.

```
opt = Environment(CCFLAGS = '-O2')
```

```
dbg = Environment(CCFLAGS = '-g')
```

```
opt.Program('foo', 'foo.c')
```

```
dbg.Program('bar', 'bar.c')
```

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## SCons - Misc

**Clean** is handled automatically by SCons. Just `scons -c`.

**PATH** is not preserved! Need to manually propagate.

**Debugging** is nice. It is just python so you can easily use `print`.

**Command line args** are nicely exposed so you can provide options to your build. (E.g: `-debug`). **Hierarchical** builds are supported. (Think `make`'s include support, not `make`'s recursive build support).

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**RANT: CHANGE DETECTION IN LINUX SUCKS!**