

# Modern C++ Programming

## 15. C++ ECOSYSTEM

### CMAKE AND OTHER TOOLS

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# CMake

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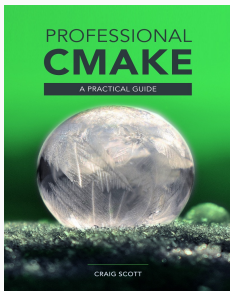


CMake is an *open-source*, cross-platform family of tools designed to build, test and package software

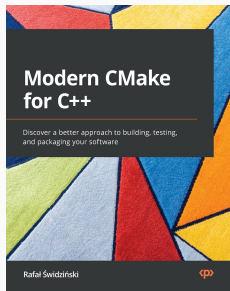
CMake is used to control the software compilation process using simple platform and compiler independent configuration files, and *generate* native Makefile/Ninja and workspaces that can be used in the compiler environment of your choice

CMake features:

- Turing complete language (if/else, loops, functions, etc.)
- Multi-platform (Windows, Linux, etc.)
- Open-Source
- Generate: makefile, ninja, etc.
- Supported by many IDEs: Visual Studio, Clion, Eclipse, etc.



**Professional CMake: A Practical Guide**  
(14th)  
*C. Scott*, 2023



**Modern CMake for C++**  
*R. Świdziński*, 2022

- 19 reasons why CMake is actually awesome
- An Introduction to Modern CMake
- Effective Modern CMake
- Awesome CMake
- Useful Variables

# Install CMake

## Using PPA repository

```
$ wget -O - https://apt.kitware.com/keys/kitware-archive-latest.asc 2>/dev/null |  
  gpg --dearmor - | sudo tee /etc/apt/trusted.gpg.d/kitware.gpg >/dev/null  
$ sudo apt-add-repository 'deb https://apt.kitware.com/ubuntu/ focal main' # bionic, xenial  
$ sudo apt update  
$ sudo apt install cmake cmake-curses-gui
```

## Using the installer or the pre-compiled binaries: [cmake.org/download/](https://cmake.org/download/)

```
# download the last cmake package, e.g. cmake-x.y.z-linux-x86_64.sh  
$ sudo sh cmake-x.y.z-linux-x86_64.sh
```



## A Minimal Example

CMakeLists.txt:

```
project(my_project)           # project name

add_executable(program program.cpp) # compile command
```

```
# we are in the project root dir
$ mkdir build # 'build' dir is needed for isolating temporary files
$ cd build
$ cmake ..    # search for CMakeLists.txt directory
$ make       # makefile automatically generated
```

```
Scanning dependencies of target program
[100%] Building CXX object CMakeFiles/out_program.dir/program.cpp.o
Linking CXX executable program
[100%] Built target program
```

# Parameters and Message

CMakeLists.txt:

```
project(my_project)
add_executable(program program.cpp)

if (VAR)
    message("VAR is set, NUM is ${NUM}")
else()
    message(FATAL_ERROR "VAR is not set")
endif()
```

```
$ cmake ..
VAR is not set
$ cmake -DVAR=ON -DNUM=4 ..
VAR is set, NUM is 4
...
[100%] Built target program
```

# Language Properties

```
project(my_project
        DESCRIPTION "Hello World"
        HOMEPAGE_URL "github.com/"
        LANGUAGES    CXX)

cmake_minimum_required(VERSION 3.15)

set(CMAKE_CXX_STANDARD          14) # force C++14
set(CMAKE_CXX_STANDARD_REQUIRED ON)
set(CMAKE_CXX_EXTENSIONS       OFF) # no compiler extensions

add_executable(program ${PROJECT_SOURCE_DIR}/program.cpp) # $
# PROJECT_SOURCE_DIR is the root directory of the project
```

# Target Commands

```
add_executable(program) # also add_library(program)

target_include_directories(program
    PUBLIC include/
    PRIVATE src/)
# target_include_directories(program SYSTEM ...) for system headers

target_sources(program # best way for specifying
    PRIVATE src/program1.cpp # program sources and headers
    PRIVATE src/program2.cpp
    PUBLIC include/header.hpp)

target_compile_definitions(program PRIVATE MY_MACRO=ABCEF)

target_compile_options(program PRIVATE -g)

target_link_libraries(program PRIVATE boost_lib)

target_link_options(program PRIVATE -s)
```

# Build Types

```
project(my_project)           # project name
cmake_minimum_required(VERSION 3.15)  # minimum version

add_executable(program program.cpp)

if (CMAKE_BUILD_TYPE STREQUAL "Debug")  # "Debug" mode
                                         # cmake already adds "-g -O0"

    message("DEBUG mode")
    if (CMAKE_COMPILER_IS_GNUCXX)       # if compiler is gcc
        target_compile_options(program "-g3")
    endif()
elseif (CMAKE_BUILD_TYPE STREQUAL "Release") # "Release" mode
    message("RELEASE mode")             # cmake already adds "-O3 -DNDEBUG"
endif()
```

```
$ cmake -DCMAKE_BUILD_TYPE=Debug ..
```

# Custom Targets and File Managing

```
project(my_project)
add_executable(program)

add_custom_target(echo_target           # makefile target name
                  COMMAND echo "Hello"  # real command
                  COMMENT "Echo target")

# find all .cpp file in src/ directory
file(GLOB_RECURSE SRCS ${PROJECT_SOURCE_DIR}/src/*.cpp)
# compile all *.cpp file
target_sources(program PRIVATE ${SRCS}) # prefer the explicit file list instead
```

```
$ cmake ..
$ make echo_target
```

## Local and Cached Variables

*Cached variables* can be reused across multiple runs, while *local variables* are only visible in a single run. Cached `FORCE` variables can be modified only after the initialization

```
project(my_project)

set(VAR1 "var1") # local variable
set(VAR2 "var2" CACHE STRING "Description1") # cached variable
set(VAR3 "var3" CACHE STRING "Description2" FORCE) # cached variable
option(OPT "This is an option" ON) # boolean cached variable
# same of var2

message(STATUS "${VAR1}, ${VAR2}, ${VAR3}, ${OPT}")
```

```
$ cmake .. # var1, var2, var3, ON
$ cmake -DVAR1=a -DVAR2=b -DVAR3=c -DOPT=d .. # var1, b, var3, d
```

# Manage Cached Variables

```
$ cmake . # or 'cmake-gui'
```

```
Page 1 of 1
CMAKE_BUILD_TYPE          Release
CMAKE_INSTALL_PREFIX      /usr/local
OPT                        ON
VAR2                      var2
VAR3                      var3

CMAKE_BUILD_TYPE: Choose the type of build, options are: None(CMAK
Press [enter] to edit option Press [d] to delete an entry
Press [c] to configure
Press [h] for help          Press [q] to quit without generating
Press [t] to toggle advanced mode (Currently Off)
```



# Find Packages

```
project(my_project)           # project name
cmake_minimum_required(VERSION 3.15) # minimum version

add_executable(program program.cpp)
find_package(Boost 1.36.0 REQUIRED) # compile only if Boost library
                                     # is found

if (Boost_FOUND)
    target_include_directories("${PROJECT_SOURCE_DIR}/include" PUBLIC ${Boost_INCLUDE_DIRS})
else()
    message(FATAL_ERROR "Boost Lib not found")
endif()
```

## Compile Commands

Generate JSON compilation database (`compile_commands.json`)

It contains the exact compiler calls for each file that are used by other tools

```
project(my_project)
cmake_minimum_required(VERSION 3.15)

set(CMAKE_EXPORT_COMPILE_COMMANDS ON) # <--

add_executable(program program.cpp)
```

Change the C/C++ compiler:

```
CC=clang CXX=clang++ cmake ..
```

CTest is a testing tool (integrated in CMake) that can be used to automate updating, configuring, building, testing, performing memory checking, performing coverage

```
project(my_project)
cmake_minimum_required(VERSION 3.5)
add_executable(program program.cpp)

enable_testing()

add_test(NAME Test1          # check if "program" returns 0
         WORKING_DIRECTORY ${PROJECT_SOURCE_DIR}/build
         COMMAND ./program <args>) # command can be anything

add_test(NAME Test2          # check if "program" print "Correct"
         WORKING_DIRECTORY ${PROJECT_SOURCE_DIR}/build
         COMMAND ./program <args>)

set_tests_properties(Test2
                     PROPERTIES PASS_REGULAR_EXPRESSION "Correct")
```

Basic usage (call ctest):

```
$ make test      # run all tests
```

ctest usage:

```
$ ctest -R Python      # run all tests that contains 'Python' string  
$ ctest -E Iron        # run all tests that not contain 'Iron' string  
$ ctest -I 3,5         # run tests from 3 to 5
```

Each ctest command can be combined with other tools (e.g. valgrind)

## ctest with Different Compile Options

It is possible to combine a custom target with ctest to compile the same code with different compile options

```
add_custom_target(program-compile
    COMMAND mkdir -p test-release test-ubsan test-asan # create dirs
    COMMAND cmake .. -B test-release # -B change working dir
    COMMAND cmake .. -B test-ubsan -DUBSAN=ON
    COMMAND cmake .. -B test-asan -DASAN=ON
    COMMAND make -C test-release -j20 program # -C run make in a
    COMMAND make -C test-ubsan -j20 program # different dir
    COMMAND make -C test-asan -j20 program)

enable_testing()

add_test(NAME Program-Compile
    COMMAND make program-compile)
```



xmake is a cross-platform build utility based on Lua.

Compared with `makefile/CMakeLists.txt`, the configuration syntax is more concise and intuitive. It is very friendly to novices and can quickly get started in a short time. Let users focus more on actual project development

Comparison: `xmake` vs `cmake`

**Code**

**Documentation**

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Doxygen is the de facto standard tool for generating documentation from annotated C++ sources

## Doxygen usage

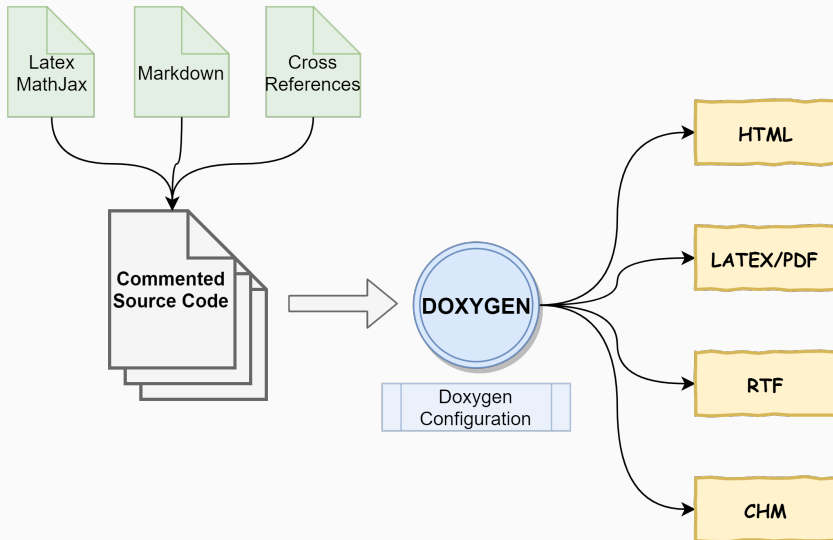
- comment the code with `///` or `/** comment */`
- generate doxygen base configuration file

```
$ doxygen -g
```

- modify the configuration file `Doxyfile`
- generate the documentation

```
$ doxygen <config_file>
```





Doxygen requires the following tags for generating the documentation:

- `@file` Document a file
- `@brief` Brief description for an entity
- `@param` Run-time parameter description
- `@tparam` Template parameter description
- `@return` Return value description

- *Automatic cross references* between functions, variables, etc.
- *Specific highlight*. Code `<code>`, input/output parameters `@param[in] <param>`
- *Latex/MathJax* `$<code>$`
- *Markdown* ([Markdown Cheatsheet link](#)), Italic text `*<code>*`, bold text `**<code>**`, table, list, etc.
- Call/Hierarchy graph can be useful in large projects (requires graphviz)  
`HAVE_DOT = YES`  
`GRAPHICAL_HIERARCHY = YES`  
`CALL_GRAPH = YES`  
`CALLER_GRAPH = YES`

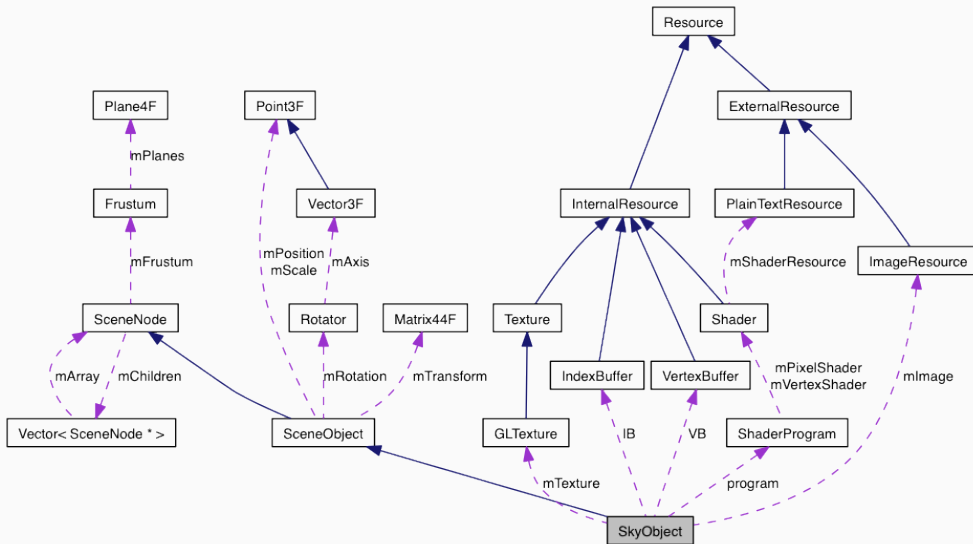
```
/**
 * @file
 * @copyright MyProject
 * license BSD3, Apache, MIT, etc.
 * @author MySelf
 * @version v3.14159265359
 * @date March, 2018
 */

/// @brief Namespace brief description
namespace my_namespace {

/// @brief "Class brief description"
/// @tparam R "Class template for"
template<typename R>
class A {
```

```
/**
 * @brief "What the function does?"
 * @details "Some additional details",
 *          Latex/MathJax:  $\sqrt{a}$ 
 * @tparam T Type of input and output
 * @param[in] input Input array
 * @param[out] output Output array
 * @return `true` if correct,
 *         `false` otherwise
 * @remark it is useful if ...
 * @warning the behavior is undefined if
 *          @p input is `nullptr`
 * @see related_function
 */
template<typename T>
bool my_function(const T* input, T* output);

/// @brief
void related_function();
```



# Doxygen Alternatives

`M.CSS` Doxygen C++ theme

`Doxypress` Doxygen fork

`clang-doc` LLVM tool

`Sphinx` Clear, Functional C++ Documentation with Sphinx + Breathe  
+ Doxygen + CMake

`standardese` The nextgen Doxygen for C++ (experimental)

`HDoc` The modern documentation tool for C++ (alpha)

`Adobe Hyde` Utility to facilitate documenting C++

# Code Statistics

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# Count Lines of Code - cloc

cloc counts blank lines, comment lines, and physical lines of source code in many programming languages

```
$cloc my_project/
```

```
4076 text files.
```

```
3883 unique files.
```

```
1521 files ignored.
```

```
http://cloc.sourceforge.net v 1.50 T=12.0 s (209.2 files/s, 70472.1 lines/s)
```

```
-----  
Language                files          blank          comment          code  
-----  
C                        135           18718          22862          140483  
C/C++ Header            147           7650           12093          44042  
Bourne Shell             116           3402           5789           36882
```

**Features:** filter by-file/language, SQL database, archive support, line count diff, etc.

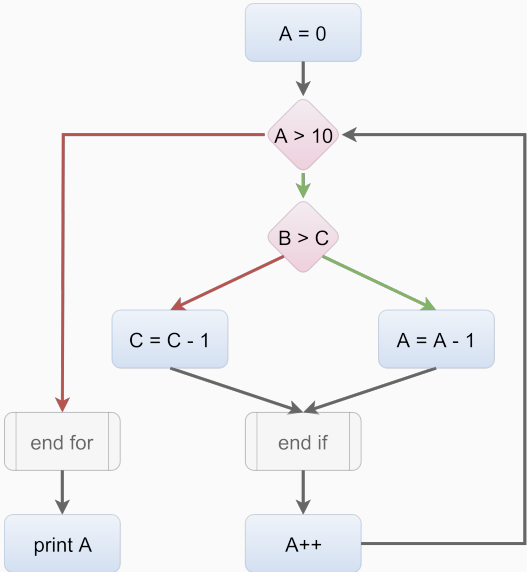


Lizzard is an extensible Cyclomatic Complexity Analyzer for many programming languages including C/C++

**Cyclomatic Complexity:** is a software metric used to indicate the complexity of a program. It is a quantitative measure of the number of linearly independent paths through a program source code

```
$lizzard my_project/
=====
NLOC   CCN  token  param   function@line@file
-----
10     2    29     2    start_new_player@26@./html_game.c
6      1     3     0    set_shutdown_flag@449@./httpd.c
24     3    61     1    server_main@454@./httpd.c
-----
```

- CCN: cyclomatic complexity (should not exceed a threshold)
- NLOC: lines of code without comments
- token: Number of conditional statements



CCN = 3

---

CC	Risk Evaluation
1-10	a simple program, <i>without much risk</i>
11-20	more complex, <i>moderate risk</i>
21-50	complex, <i>high risk</i>
> 50	untestable program, <i>very high risk</i>

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CC	Guidelines
1-5	The routine is probably fine
6-10	Start to think about ways to simplify the routine
> 10	Break part of the routine

---

Risk: Lizard: 15, OCLint: 10

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- [www.microsoftpressstore.com/store/code-complete-9780735619678](http://www.microsoftpressstore.com/store/code-complete-9780735619678)
  - [blog.feabhas.com/2018/07/code-quality-cyclomatic-complexity](http://blog.feabhas.com/2018/07/code-quality-cyclomatic-complexity)

# Other Tools

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## Code Formatting - clang-format

clang-format is a tool to automatically format C/C++ code (and other languages)

```
$ clang-format <file/directory>
```

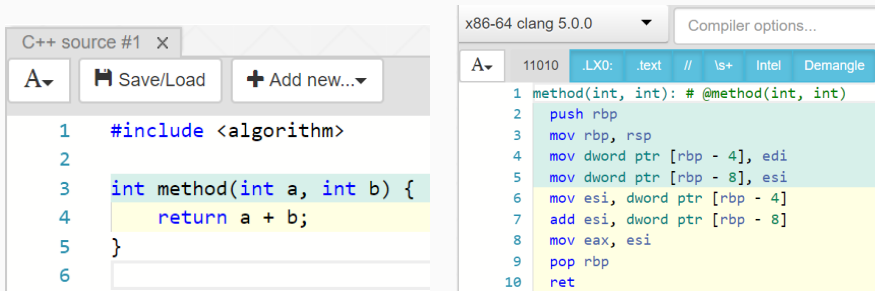
clang-format searches the configuration file .clang-format file located in the closest parent directory of the input file

clang-format example:

```
IndentWidth: 4  
UseTab: Never  
BreakBeforeBraces: Linux  
ColumnLimit: 80  
SortIncludes: true
```

# Compiler Explorer (assembly and execution)

Compiler Explorer is an interactive tool that lets you type source code and see assembly output, control flow graph, optimization hint, etc.



The screenshot displays the Compiler Explorer interface. On the left, a window titled 'C++ source #1' contains the following C++ code:

```
1 #include <algorithm>
2
3 int method(int a, int b) {
4     return a + b;
5 }
6
```

On the right, the assembly output for 'x86-64 clang 5.0.0' is shown. The assembly code is as follows:

```
11010 .LX0: .text // \s+ Intel Demangle
1 method(int, int): # @method(int, int)
2 push rbp
3 mov rbp, rsp
4 mov dword ptr [rbp - 4], edi
5 mov dword ptr [rbp - 8], esi
6 mov esi, dword ptr [rbp - 4]
7 add esi, dword ptr [rbp - 8]
8 mov eax, esi
9 pop rbp
10 ret
```

**Key features:** support multiple architectures and compilers

## CppInsights See what your compiler does behind the scenes

[About](#)

Source:

```
1 #include <cstdio>
2 #include <vector>
3
4 int main()
5 {
6     const char arr[10]{2,4,6,8};
7
8     for(const char& c : arr)
9     {
10         printf("c=%c\n", c);
11     }
12 }
```

Insight:

```
1 #include <cstdio>
2 #include <vector>
3
4 int main()
5 {
6     const char arr[10]{2,4,6,8};
7
8     {
9         auto&& __range1 = arr;
10        const char * __begin1 = __range1;
11        const char * __end1 = __range1 + 10L;
12
13        for( ; __begin1 != __end1; ++__begin1 )
14        {
15            const char & c = *__begin1;
16            printf("c=%c\n", static_cast<int>(c));
17        }
18    }
19 }
```

# Code Autocompletion - GitHub CoPilot

CoPilot is an AI pair programmer that helps you write code faster and with less work. It draws context from comments and code to suggest individual lines and whole functions instantly





# Code Autocompletion - TabNine

TabNine uses deep learning to provide code completion

Features:

- Support all languages
- C++ semantic completion is available through clangd
- Project indexing
- Recognize common language patterns
- Use even the documentation to infer this function name, return type, and arguments

Available for Visual Studio Code, IntelliJ, Sublime, Atom, and Vim

```
1 import os
2 import sys
3
4 # Count lines of code in the given directory, separated by file extension
5 def main(directory):
6     line_count = {}
7     for filename in os.listdir(directory):
8         _, ext = os.path.splitext(filename)
9         if ext not in line_count:
10            line_count[ext] = 0
11            for line in open(os.path.join(directory, filename)):
12                line_count[ext] += 1
13            line_count[ext] += 1          13%
14            line_count[ext]           Tab 20%
15            line_count[ext] +=         3 14%
16            line_count[ext].append(    4 3%
17            line                        5 23%
```

# Code Autocompletion - Kite

Kite adds AI powered code completions to your code editor

Support 13 languages

Available for Visual Studio Code, IntelliJ, Sublime, Atom, Vim, + others

```
1 import os
2 import sys
3
4 def count_py_files_in_repos(dirname):
5     if os.path.exists(os.path.join(dirname, '.git')):
6         count = 0
7         for root, dirs, files in os.walk(dirname):
8             count += len([f for f in files if f.endswith('.py')])
9     print('{} has {} Python files'.format(dirname, count))
```

# Local Code Search - ripgrep, hypergrep

Ripgrep and Hypergrep are code-searching-oriented tools for regex pattern

## Features:

- Default recursively searches
- Skip .gitignore patterns, binary and hidden files/directories
- Windows, Linux, Mac OS support
- Up to 100x faster than GNU grep

```
[andrew@Cheetah rust] rg -i rustacean
src/doc/book/nightly-rust.md
92:[Mibbit][mibbit]. Click that link, and you'll be chatting with other Rustaceans

src/doc/book/glossary.md
3:Not every Rustacean has a background in systems programming, nor in computer

src/doc/book/getting-started.md
176:Rustaceans (a silly nickname we call ourselves) who can help us out. Other great
376:Cargo is Rust's build system and package manager, and Rustaceans use Cargo to

src/doc/book/guessing-game.md
444:it really easy to re-use libraries, and so Rustaceans tend to write smaller

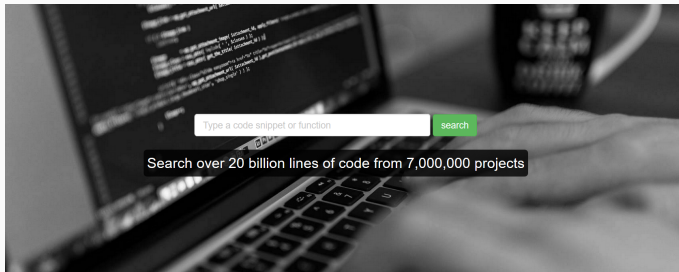
CONTRIBUTING.md
322:* [rustaceans.org][ro] is helpful, but mostly dedicated to IRC
333:[ro]: http://www.rustaceans.org/
[andrew@Cheetah rust] □
```

# Code Search Engine - searchcode

Searchcode is a free source code search engine

## Features:

- Search over 20 billion lines of code from 7,000,000 projects
- Search sources: github, bitbucket, gitlab, google code, sourceforge, etc.



grep.app searches across a half million GitHub repos

## // grep.app

Search across a half million git repos

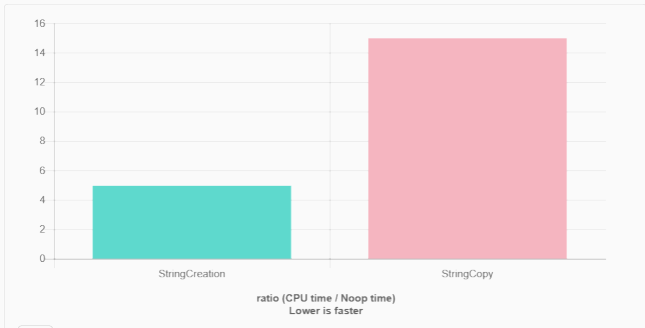
Case sensitive     Regular expression     Whole words

# Code Benchmarking - Quick-Bench

Quick-benchmark is a micro benchmarking tool intended to quickly and simply compare the performances of two or more code snippets. The benchmark runs on a pool of AWS machines

compiler = clang-3.8 ▾    std = c++17 ▾    optim = O3 ▾    STL = libstdc++(GNU) ▾

[Run Benchmark](#)     Record disassembly     Clear cached results



# Font for Coding

Many editors allow adding optimized fonts for programming which improve legibility and provide extra symbols (ligatures)

Scope	<code>→ ⇒ :: __</code>	<code>-&gt; =&gt; :: __</code>
Equality	<code>= ≡ ≠ ≠≠ == === ≠≠≠</code>	<code>== === != !=/ = = = != != =</code>
Comparisons	<code>≤ ≥ ≤ ≥ ↔</code>	<code>&lt;= &gt;= &lt;= &gt;= &lt;=&gt;</code>

Some examples:

- JetBrains Mono
- Fira Code
- Microsoft Cascadia
- Consolas Ligaturized