Compiling and linking

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Compiling and linking

We've seen:

- How to compile with gcc, creating an executable a.out
- How to use libraries by adding #include to the source
- How to use libraries by adding -1 to the gcc command
 - E.g. -1m for math library
- The difference between *declaring* and *defining* a variable

These ideas come into sharper focus when we think about all that happens when we run gcc

Compiling and linking

What gcc does can be divided into three phases:

- 1. Preprocessing: bring all the relevant code together
- Compiling: turn the human-readable source code into machine-readable object files
- Linking: bring all relevant object files together into a binary executable