



Introduction to Build Systems and CMake

# DAY 1: Introduction to Embedded Build Systems

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# The Problem

# The Problem

There are several problems that teams are facing:

- Managing multiple build configurations
- Slow builds
- Software quality issues
- Inability to use modern techniques like DevOps, Simulation, TDD, etc, effectively
- Productivity issues (time to market, product quality)

## The Solution

A carefully designed CMake build system will:

- Simplify build configurations with better dependency management
- Allow for faster, cross-platform builds
- Enable consistency across different development environments
- Unlock modern development processes and tools like DevOps, Simulation, and TDD
- Increase productivity



## THE SPEAKER



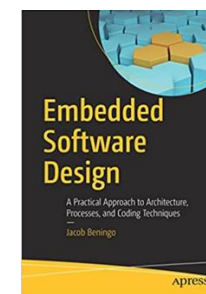
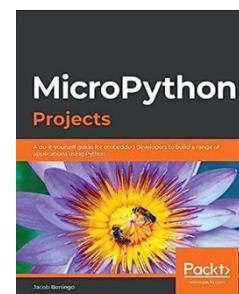
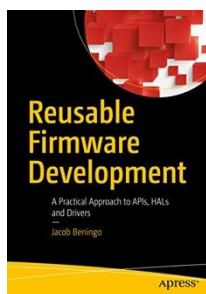
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## Beningo Embedded Group – CEO / Founder

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# The Plan

**Transform Your Build Process: Streamline, Modernize, and Boost Productivity with CMake**

Step 1  
Learn the Technology

Step 2  
Design the Solution

Step 3  
Adopt Modern Practices

## Audience POLL Question

What problem are you struggling with the most?

- a) Managing multiple build configurations
- b) Slow builds
- c) Software quality issues
- d) Inability to use modern techniques like DevOps, Simulation, TDD, etc, effectively
- e) Productivity issues (time to market, product quality)





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# Embedded Build Systems

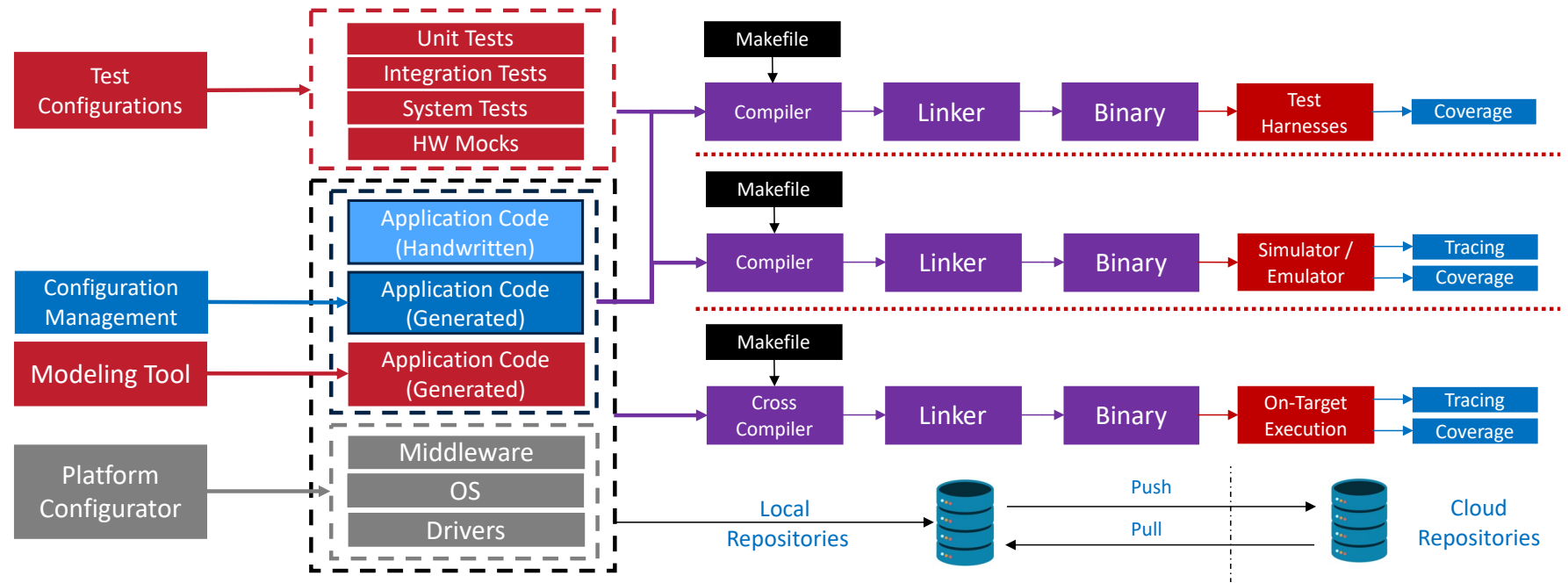
## What is a build system?

A **build system** is a set of tools and processes used to automate converting source code into executable programs. It includes:

- Cross-Compilation
- Configuration Management
- Automation
- Integration with Development Tools
- Resource Handling

# Builds Every Embedded Team Needs

- 1) Debug
- 2) Release
- 3) Test
- 4) Simulate
- 5) Analyze



## Build Tools

- **GNU Make**
  - The most widely used build automation tools in embedded software development.
  - It uses Makefile scripts to define rules for building different targets, including compiling source code, linking object files, and creating executables.
- **Ninja**
  - Is a small build system with a focus on speed. It is often used as a backend to other build systems like CMake and Meson.
- **Commercial Solutions**
  - IAR, Keil, etc

## Audience POLL Question

Which build tools do you currently use?

- a) Make
- b) CMake
- c) Meson
- d) Other



# CMake

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## What is CMake?



**CMake** is a cross-platform, open-source build system generator. It simplifies the process of managing build processes in a compiler-independent manner, making it ideal for projects that need to operate across different systems.

- Cross-Platform
- Configurable
- Modular
- Extensive language support
- Toolchain integration

## Why use CMake?

- **Platform and Compiler Independence:** Generates build files for a variety of platforms and compilers, allowing developers to compile their projects on any system without modification.
- **Simplifies Complex Builds:** Manages complex project structures easily with powerful scripting capabilities, supporting conditional logic and looping constructs that are not typically available in traditional build files.
- **Facilitates Code Reuse:** Through its ability to organize and manage multiple library dependencies, CMake simplifies the integration and reuse of external libraries and modules.
- **Streamlines Testing and Packaging:** Integrates with testing frameworks and provides CPack for easy packaging of applications, which is essential for distribution and deployment.
- **Supports Modern Practices:** Ideal for continuous integration/continuous deployment (CI/CD) environments due to its capability to generate and configure builds automatically across different platforms and configurations.
- **Community and Documentation:** Benefits from a strong user and developer community that provides extensive documentation, tutorials, and third-party extensions, ensuring support and continuous improvement.

# Installing CMake

Binary distributions:

Platform	Files
Windows x64 Installer:	<a href="#">cmake-3.30.2-windows-x86_64.msi</a>
Windows x64 ZIP	<a href="#">cmake-3.30.2-windows-x86_64.zip</a>
Windows i386 Installer:	<a href="#">cmake-3.30.2-windows-i386.msi</a>
Windows i386 ZIP	<a href="#">cmake-3.30.2-windows-i386.zip</a>
Windows ARM64 Installer:	<a href="#">cmake-3.30.2-windows-arm64.msi</a>
Windows ARM64 ZIP	<a href="#">cmake-3.30.2-windows-arm64.zip</a>
macOS 10.13 or later	<a href="#">cmake-3.30.2-macos-universal.dmg</a> <a href="#">cmake-3.30.2-macos-universal.tar.gz</a>
macOS 10.10 or later	<a href="#">cmake-3.30.2-macos10.10-universal.dmg</a> <a href="#">cmake-3.30.2-macos10.10-universal.tar.gz</a>
Linux x86_64	<a href="#">cmake-3.30.2-linux-x86_64.sh</a> <a href="#">cmake-3.30.2-linux-x86_64.tar.gz</a>
Linux aarch64	<a href="#">cmake-3.30.2-linux-aarch64.sh</a> <a href="#">cmake-3.30.2-linux-aarch64.tar.gz</a>



## Audience POLL Question

What is your experience with CMake?

- a) No experience - I have never used CMake.
- b) Beginner - I have basic understanding or have used CMake in simple projects.
- c) Intermediate - I regularly use CMake and am comfortable with its core features.
- d) Advanced - I have deep knowledge of CMake, including custom modules and complex build configurations.
- e) Expert - I contribute to CMake's development or am recognized as an authority on using and teaching CMake effectively.

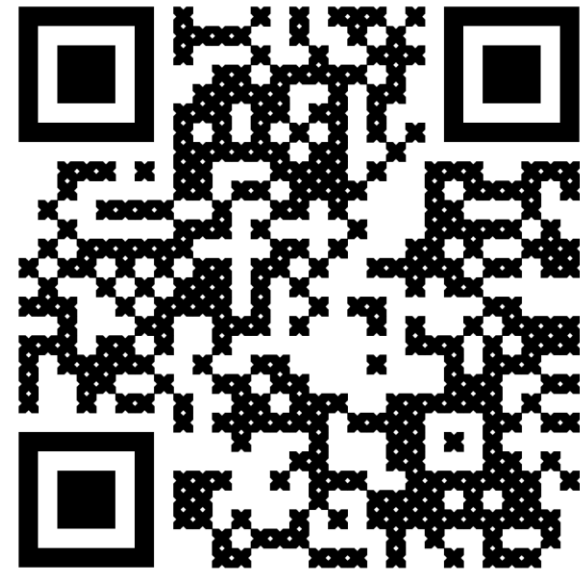
●● Next Steps

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## Embedded Build System

Transform your build system with the free Beningo Embedded Build System example:

- Docker container build system
- Makefile-based
- CMake with Ninja Example
- Compilation scripts
- Integrated tools like cpputest



<https://mailchi.mp/beningo/beningo-devops>



# Additional Resources

Please consider the resources below:

- [Jacob's Blogs](#)
- [Jacob's CEC courses](#)
- [Embedded Software Academy](#)
  
- Embedded Bytes Newsletter
  - <http://bit.ly/1BAHYXm>



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## Next Steps

 Introduction to Embedded Build Systems

CMake Fundamentals

CMake for Embedded Systems

Designing your Build System

Adopting Modern Practices



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