

```
.SUFFIXES: .o .h .c .cpp

UNAME = $(shell uname)
PLATFORM = $(shell uname -p)

# Preamble: sets up source and object extensions, compiler, include flags
#
AR      = ar
CFLAGS  = -g
LDFLAGS = -L.
ifeq ($(UNAME),SunOS)
CC      = g++
endif
ifeq ($(UNAME),Linux)
ifeq ($(shell uname -m),x86_64)
CFLAGS += -m32
LDFLAGS += -m32
endif
CC      = g++
endif
ifeq ($(UNAME),Darwin)
ifeq ($(PLATFORM),powerpc)
CC      = g++-3.3
CFLAGS += -DGCC3_3
else
CC      = g++
endif
CFLAGS += -DANM_OSX
endif

INCLUDE = -I.

LDLIBS  = -lm

HEADERS = \
timer.h

SRCS    = \
timer.cpp

OBJS    = \
timer.o

# Main target
#
all: remit

# Conversion rule: source_extension -> object extension
#
.cpp.o:
    $(CC) -c $(CFLAGS) $(INCLUDE) -o $@ $<

timer.o: timer.cpp timer.h
    $(CC) -c $(CFLAGS) $(INCLUDE) -o $@ ${<F}

# Targets
#
remit: $(HEADERS) $(SRCS) $(OBJS) remit.cpp remit.o
    $(CC) -o $@ $@.o $(OBJS) $(LDFLAGS) $(LDLIBS)

clean:
    rm -f $(OBJS) core remit.o remit
```