

```
CC      = g++

INCLUDE = -I.

CFLAGS  = -g -m32 -fopenmp

LDFLAGS = \
  -L. \
  -L/usr/lib

LDLIBS  = \
  -lc -lm

.cpp.o:
    $(CC) -c $(INCLUDE) $(CFLAGS) $<

OBJS = \
timer.o

all: main

main: main.cpp main.o $(OBJS)
    $(CC) $(CFLAGS) $(INCLUDE) -o $@ $@.o $(OBJS) $(LDFLAGS) $(LDLIBS)

clean:
    rm -f *.o core
    rm -f *.a
    rm -f main
    rm -f *.ps *.pdf

ENSCRIPTFLAGS = \
  --fancy-header=mya2ps \
  --columns=1 \
  --ul-font=Times-Roman100 \
  --underlay="timer_t" \
  --portrait

PS2PDFFLAGS = \
  -dCompatibilityLevel=1.3 \
  -dMaxSubsetPct=100 \
  -dSubsetFonts=true \
  -dEmbedAllFonts=true \
  -dAutoFilterColorImages=false \
  -dAutoFilterGrayImages=false \
  -dColorImageFilter=/FlateEncode \
  -dGrayImageFilter=/FlateEncode \
  -dMonoImageFilter=/FlateEncode

ps:
    enscript $(ENSCRIPTFLAGS) --pretty-print=makefile Makefile -p makefile.ps
    enscript $(ENSCRIPTFLAGS) --pretty-print=cpp *.h -p interface.ps
    enscript $(ENSCRIPTFLAGS) --pretty-print=cpp *.c* -p implementation.ps

pdf: ps
    ps2pdf $(PS2PDFFLAGS) makefile.ps
    ps2pdf $(PS2PDFFLAGS) interface.ps
    ps2pdf $(PS2PDFFLAGS) implementation.ps
```