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#Makefile for Algorithms Final Project
#On SPLAVL Trees

CXX = g++
CXXFLAGS = -g -Wall

INCLUDES = BST.h \
    pair.h \
    library/arrayQueue.h library/list.h library/circularArrayList.h \
    library/queue.h \
    SplayTree.h SplayTree-inl.h SplayTree-private-inl.h \
    AVLTree.h AVLTree-inl.h AVLTree-private-inl.h \
    SPLAVL.h SPLAVL-inl.h SPLAVL-private-inl.h

PROGRAMS = testSplay testSPLAVL cheatDetector

PROGRAMS = testSplay testSPLAVL cheatDetector randomInput

all: $(PROGRAMS)

testSplay: $(INCLUDES) $(OBJECTS) testSplay.cpp
    $(CXX) $(CXXFLAGS) -o $$@ $$@.cpp $(OBJECTS)

testSPLAVL: $(INCLUDES) $(OBJECTS) testSPLAVL.cpp
    $(CXX) $(CXXFLAGS) -o $$@ $$@.cpp $(OBJECTS)

cheatDetector: $(INCLUDES) $(OBJECTS) cheatDetector.cpp
    $(CXX) $(CXXFLAGS) -o $$@ $$@.cpp $(OBJECTS)

randomInput: $(INCLUDES) $(OBJECTS) randomInput.cpp
    $(CXX) $(CXXFLAGS) -o $$@ $$@.cpp $(OBJECTS)

clean:
    rm -f *.o $(PROGRAMS)

.PHONY: all clean
```