My description of the program *make* is that it takes a set of rules describing dependencies and describing creation of new files in order to satisfy the requirements for the “creation” of some target.
Another description from Chapter 1 of the Gnu Make manual:

The make utility automatically determines which pieces of a large program need to be recompiled, and issues commands to recompile them.
**Invoking make**

There are several options that are generally useful with `make`:

- `-f MAKEFILE`  # specify an alternative makefile to the defaults of
  # 'GNUmakefile', 'Makefile', or 'makefile'
- `-k`          # continue for other targets even after an error
- `-i`          # completely ignore errors
- `-d`          # print debugging information
- `-j [N]`      # fork off children to handle tasks. If N is
  # specified, create no more than N children
-C DIR  # change directory to DIR before starting the make process
-s     # silent mode, don’t echo commands
Makefiles

Makefiles use rules to determine their actions. The rules look like:

```
target: [ prerequisites ]
  -TAB- action
  -TAB- action
  -TAB- ...
```
Targets

Targets usually either specify a file that is to be made via this rule or just identify the rules for execution (often called a “phony” target.)

Targets may also be implicit.
Prerequisites

These generally define the files that the target depends on, and the general idea is that if any of those have a modified (or creation) time later than the target, then actions for the rule will be executed to create a new version of the target (which you should try to make sure has a new modified or created time.)
Actions

These generally define the actions that are needed to create the target from the prerequisites. These actions are largely executions of discrete programs such as gcc, make (yes, recursion is quite common), ld, bison, flex, and so on. Rules must consist of consecutive lines that start with a TAB character. Since these are usually interpreted as shell commands, you can do things such as multi-lines (but use the backslash to make sure that the “single-linedness” of your construction is clear):
for name in dir1 dir2 dir3 \ 
do ; \ 
    ${MAKE} $name ; \ 
done
There are also actual `make` conditionals which are interpreted by `make` and not by the shell; these look like
ifeq (ARG1,ARG2)
...
endif

ifdef (ARG1)
...
...
endif
Setting ordinary variables

You can use “=” and “?=” to set ordinary variables:

CFLAGS ?= -g -O3
# conditionally set ${CFLAGS} to
# ‘‘-g -O3’’ iff it is not
# already defined

CC = /usr/bin/gcc ${CFLAGS}
# unconditionally set ${CC} to
# ‘‘/usr/bin/cc’’
Pattern rules

One of the nice things that you can do with make is create “pattern rules”.

These are rules that let you abstract a pattern from a set of similar rules, and use that pattern in lieu of explicitly naming all of those rules.

For instance,
%.o : %.c

cc -c $< -o $@

# $@ refers to the target, $< refers to the *first* (and only)
# prerequisite
Automatic variables

$@$ the target of the rule

$<$ the first prerequisite

$^$ all of the prerequisites

$?$ all of the prerequisites that are newer than the target file

$*$ the ‘‘stem’’ only; essentially, this is the complement of the static portion of the target definition... see Makefile-auto
Example Makefiles

targets: 01-introduction-out.pdf 02-processes-out.pdf \
03-shells1-out.pdf 03-shells2-out.pdf 04-shells3-out.pdf \
05-shells4-out.pdf 06-environment-out.pdf 07-perl01-out.pdf \
08-perl02-out.pdf 09-perl03-out.pdf 10-perl04-out.pdf \
11-perl05-out.pdf 12-perl06-out.pdf 13-perl07-out.pdf \
14-programdevel-out.pdf 15-programdevel02-out.pdf \
16-programdevel03-out.pdf 17-programdevel04-out.pdf \
18-programdevel05-out.pdf 19-programdevel06-out.pdf \
20-programdevel07-out.pdf structure-out.pdf

%-out.pdf: %.tex
    pdflatex $<
Example Makefiles

%.c:
    echo $*