

Build system is an important part of software projects and almost all processes involved in software development are more or less connected to a build system. A complexity of a build system increases accordingly to a complexity of a software project. The goal of this thesis is to introduce a proposal for a build system suitable for use in highly multiplatform projects and adapted to a specific needs of software developed in enterprise environment. This thesis first defines context and provides an overview on the topic and then analyzes theoretical aspects of key problems. Brief analysis of build tools is included in this thesis. Based on a comparison of available technologies and analysis of key problems a build system proposal is introduced for the specific class of software projects. SCons tool is used as a core of proposed build system. Thesis shall provide a developer with an apparatus strong enough so that developer is able to implement a build system that satisfies all key attributes which determine good build system.