

Code :: Blocks

Code::Blocks is a cross-platform IDE that supports compiling and running multiple programming languages.

It is available for download from:

<http://www.codeblocks.org/>

Code::Blocks can work with a variety of compilers.

Installation

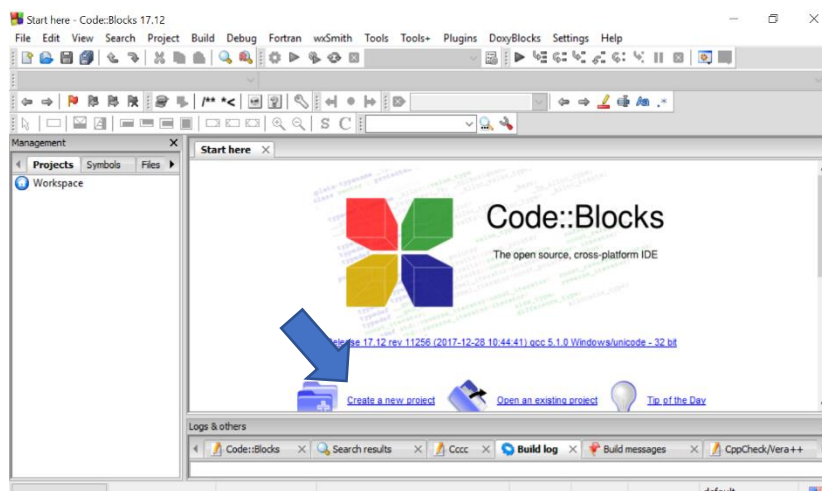
On Windows, run the downloaded executable file, and follow its instructions. The default options are fine.

Creating a Console Project

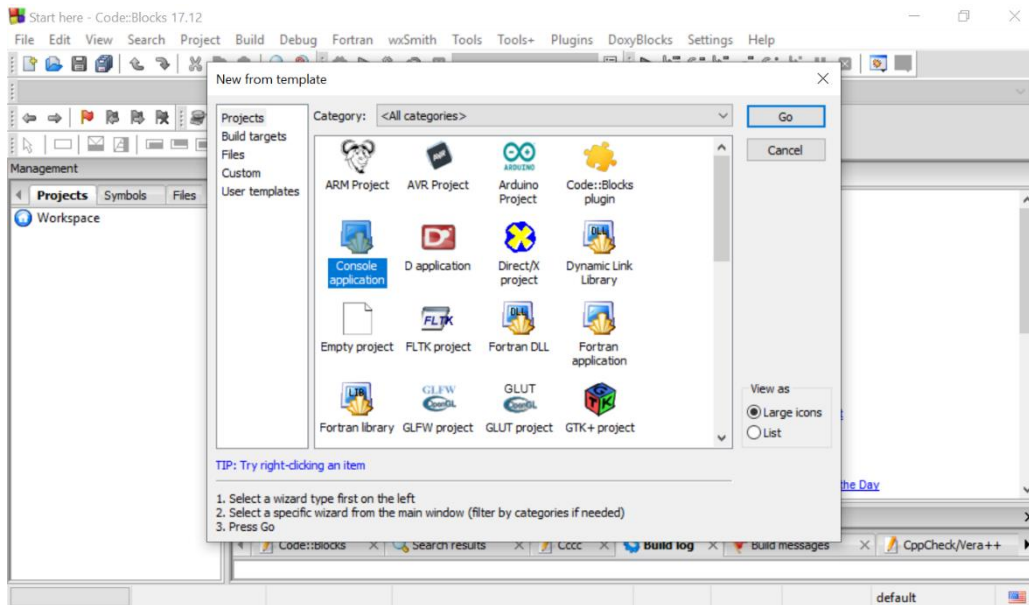
A console project is a program that does all input and output through a console window, such as Window's Command Console or MacOS X's Terminal window. These are the simplest programs to write, but still useful, especially in the Unix world.

To create new project you should do :

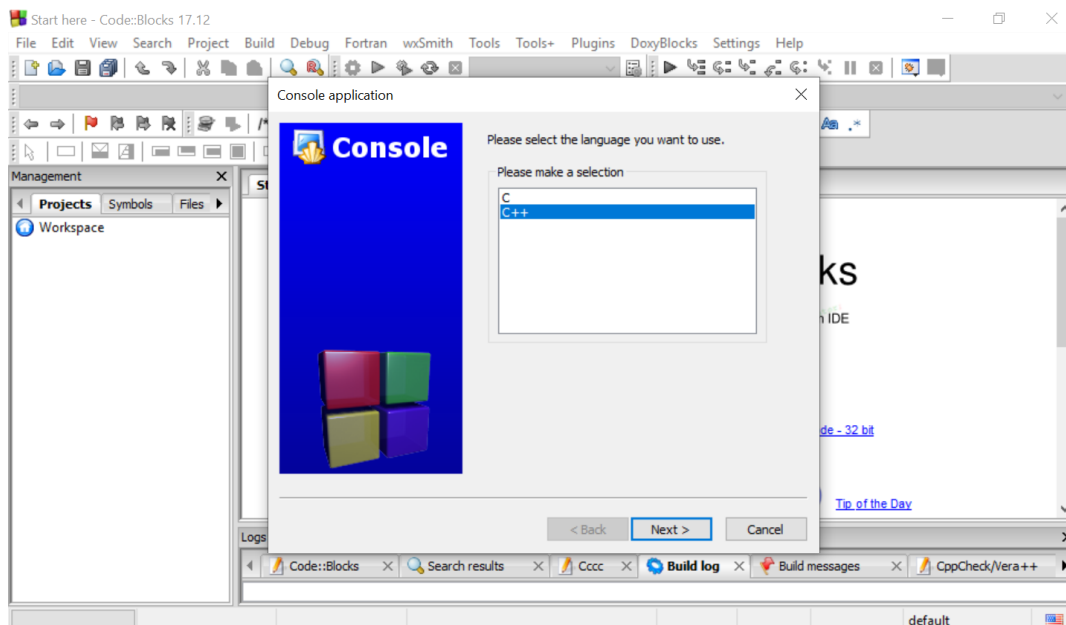
1. Code::Blocks will open its front page. On that page, click **Create a new project.**



2. A dialog box will appear with options for many different kinds of projects. Click on **console application** and click **Go** .



3. The wizard will ask which programming language you want to use. Pick C++ and click Next .

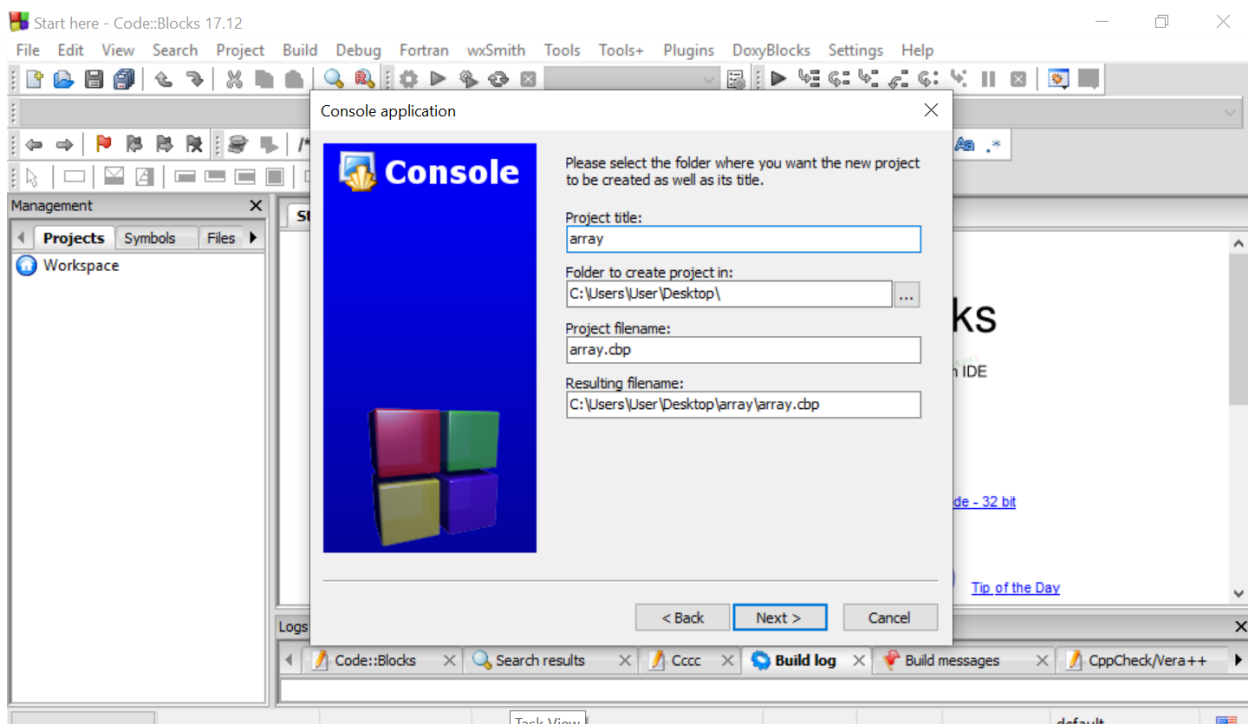


4. The wizard will ask what you want to call your project and where you want to put it.

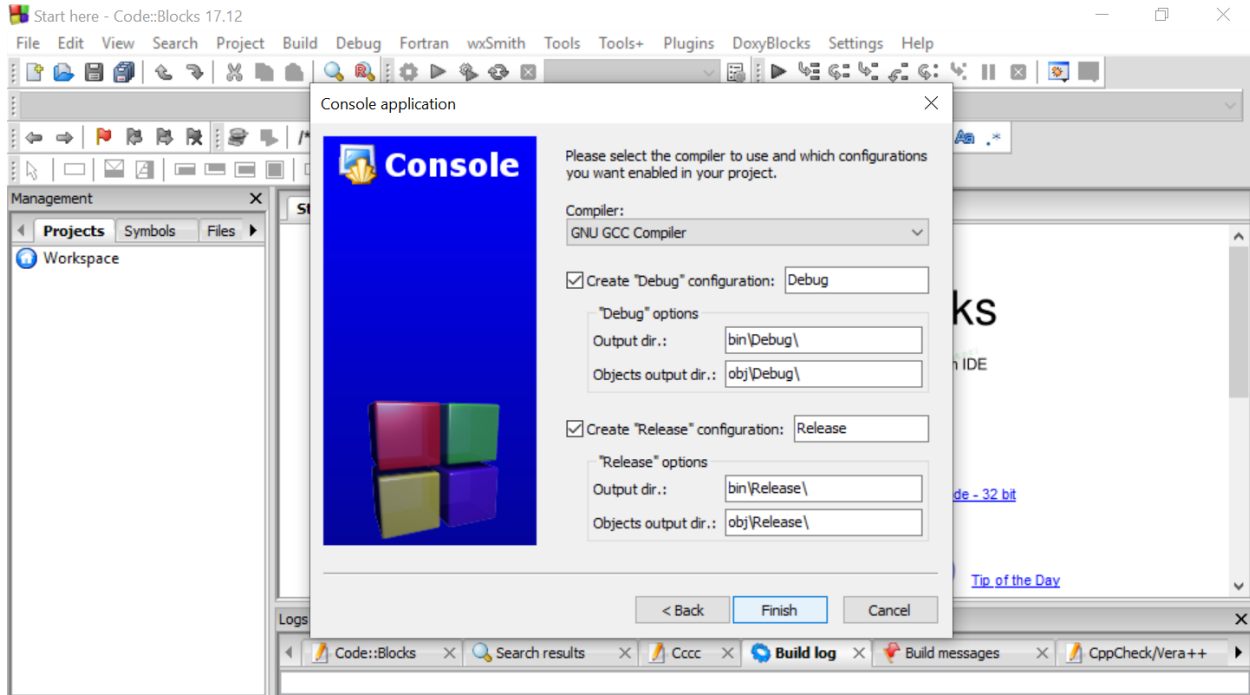
Click ... and use the file dialog box that appears to find and select your course projects directory.

Then enter the project name.

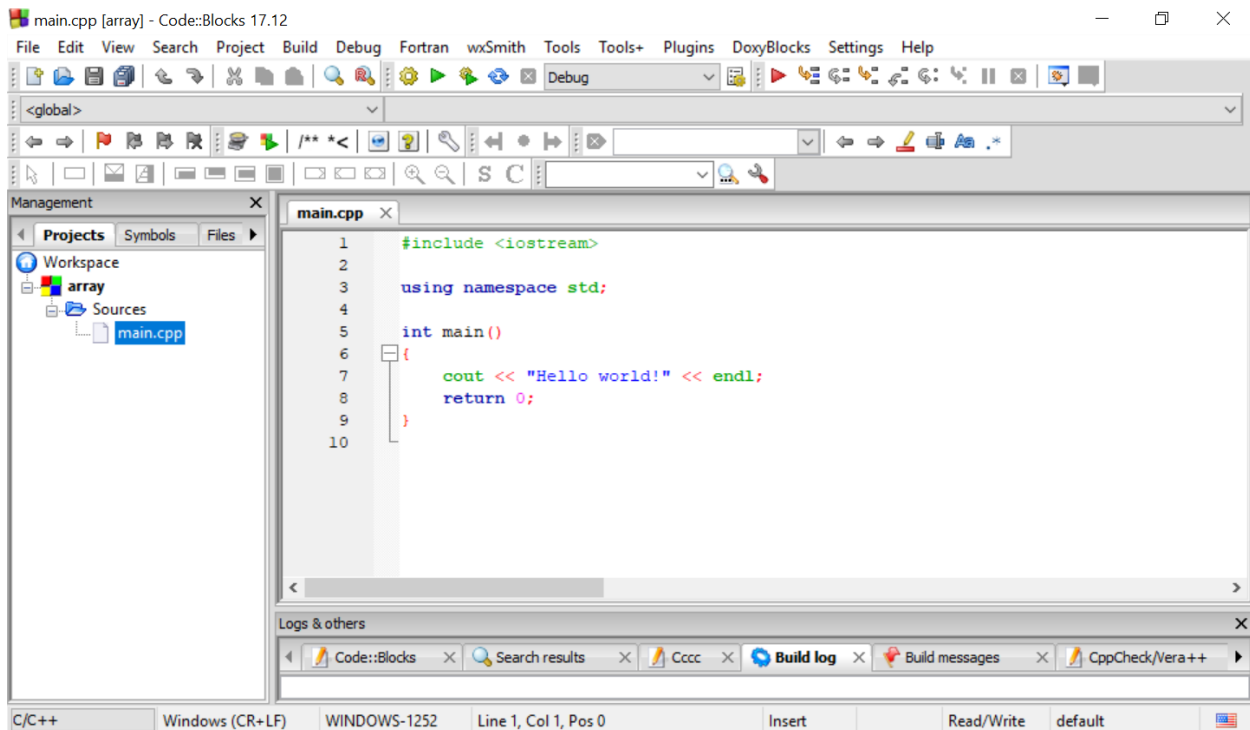
Click Next > when done.



5. Click Finish when done.



6. Now tell Code::Blocks which files are part of your project.



7. Now test your project.

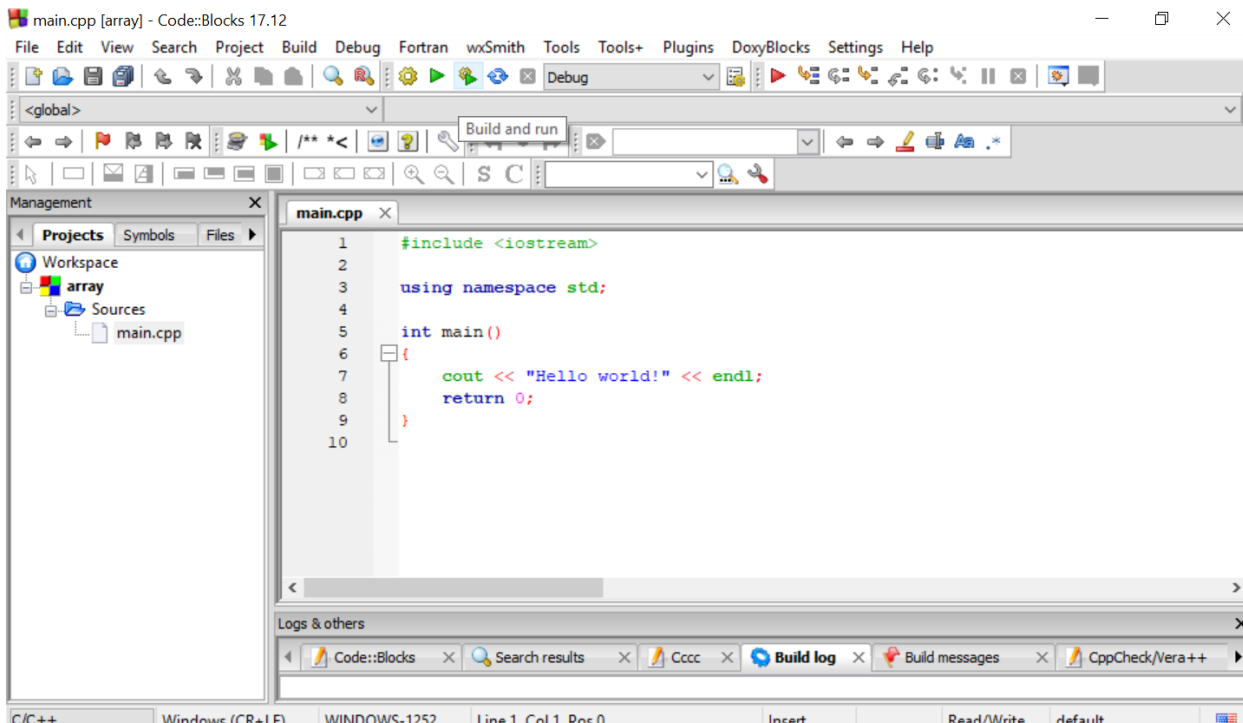
Select Build and Run from the Build menu.

If all is set up correctly, the project should compile your project, creating the application example.exe. It then runs the application in a console window.

The console output should look like the output you saw when you ran the executable directly in a console window.

To close the console window and return to your project, press any key while the console window is active

Exit Code::Blocks to save your work.



8. This the output screen

