### cisc1110 fall 2010 How to get started with **Code::Blocks**

### 1. Start up Code::Blocks

On the Desktop or in the Dock, find the CodeBlocks icon that looks like this:



CODEBIOCKS

then double-click on it and CodeBlocks will start up.

# 2. Edit the program

Click on File - Empty file to create a new file.

0	New	•	Empty file 쇼쑮N	
	Open default workspace Recent projects Recent files	₩O ▲ ▶	Project Build target File Custom	
14	Import project	•	From user template	
Mana	G Cours all Glass	₩S ଫ#S		
	Save project Save project as Save project as user-terr Save all projects	plate	Code::Blocks	
	Save workspace Save workspace as Close workspace		The open source, cross-platform IDE http://www.codeblocks.org	
	🗿 Save everything	<b><i><b>NOS</b></i></b>		)4
	Close file Close all files Close project Close all projects	₩ \$£W	ts 🔍 Search results 💊 Build log 🔗 Build messages 💊 Debugger	
	🖨 Print Export	Þ		
	Properties			
Quick	0 Quit	жQ	default	

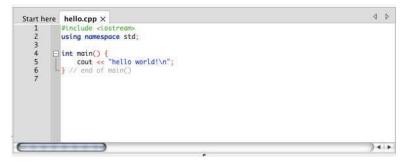
The text editor region will automatically open a new tab and label it Untitled1. Type your code there.

000		*Untitled1 – Code::Blocks 8.02	
🗋 🖻 🗃 🎒   🔦 🃎	2021	R	
		;]	
S S S S S S Build	d target:	* *	
₩₩87.7×6%			
	2		
Management	Start her	re *Untitled1 ×	4 ⊅
Projects Symbols	4 <b>)</b> 1 2	<pre>#include <iostream> using namespace std;</iostream></pre>	
😡 Workspace	3	int main() {	
	5	<pre>cout &lt;&lt; "hello world!\n";</pre>	
	6	} // end of main()	
	~		
	<u> </u>		) 4   + (
	Logs & oth	rers é	
	A Cod	e::Blocks 🔍 Search results 😋 Build log 🥜 Build messages 🥱 Debu	nner d 🕨
	1 00	ebioeks Search results 😽 bund nos ages 😽 bebu	ggei
Untitled1	default	Line 7, Column 1 Insert Modified Read/Write	default //

New	*Untitled1 – Code::Blocks 8.02	hello.cpp – Code::Blocks 8.02
Ca Open	жо	
Open default workspace		()
Recent projects Recent files	*	S D S S Build target:
Import project		
Save Save as	¥5	
Save all files	O96S tilled1 ×	Management Start here hello.cpp ×
Save project	ng namespace std;	Projects Symbols 4 + 1 #include clostream- using namespace std;
Save project as	<pre>main() {   cout &lt;&lt; "mello world!\n";</pre>	Work O O O Save file
Save project as user-tem	plate (end of main()	
Save all projects		Save As: hello.cpp
Save workspace Save workspace as		( ) Sklar ( Qsearch
Close workspace		
Save everything	X05	Name A Date Modified
		e hello.cpp Today
Close file Close all files	₩ ☆agw ks 🔍 Search results 🥿 Build log 🦂 Build messages 🕤 Debugger	1 hello.o Today
Close project	D 2011 D 2 March Charles & Banaria & Banaria & Branalia	Deb
Close all projects		
🖨 Print		
Export	•	
Properties		
O Quit	Line 7, Column 1 Insert Modified Read/Write default 36Q	/Users/sklar/la
		Format: C/C++ files

When you are done editing, click on **File** - **Save as...** and save your file as a C++ file.

You'll notice that once you have saved your file as a C++ file, the text editor will use "syntax highlighting" to color-code your source code so that C++ keywords are dark blue, punctuation is red, quoted text is bright blue and comments are grey. The green bits are called "pre-processor directives".



#### 3. Compile your program

Find the **Build** icon located in the upper left side of the CodeBlocks window:



and click on it to compile your code.

The **Build log** at the bottom of the editor window will display any status messages:

Logs & others					
Code::Blocks	C Search results	S Build log	🔗 Build messages	S Debugger	4
Linking console ex	sklar/Desktop/skla ecutable: /Users/s / with status 0 (0 ngs	klar/Desktop/sl			

If there are errors compiling, then the lines where the errors occur will be listed in red in the "Build messages" window, along with corresponding error messages. Correct the errors and click on "Build" again.

If the build is successful, then go on to the next step.

#### 4. Run the program

Find the **Run** icon located in the editor window, next to the "Build" icon:



and click on it to execute your code.

- On a Windows machine, the program will execute in a Console window that is opened automatically from within CodeBlocks and should pop up in front of your CodeBlocks window.
- On a Mac, the program will execute in a Terminal window. You will need to click out of CodeBlocks to the Terminal application, select the newest window and then you can see the program output:



## 5. Iterate

You will probably have to go back to the Edit step, above, to make changes to your code—either corrections or enhancements. This repeated Edit – Compile – Run cycle is the cornerstone of programming.

Some tips:

- Always start with something small that you know will work (e.g., the "hello world" example).
- Always make SMALL changes; compile, run and test those changes. Many small steps done correctly will accomplish a larger task faster, more efficiently and more pleasantly.
- SAVE OFTEN! Always save your code before you compile and run it. You never know what will crash your machine...

## 6. Finish

When you are done, make sure that you have saved your work (by selecting **File...Save**, as above). To quit Code::Blocks, select **File...Quit**.