

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

1. Start up Code::Blocks

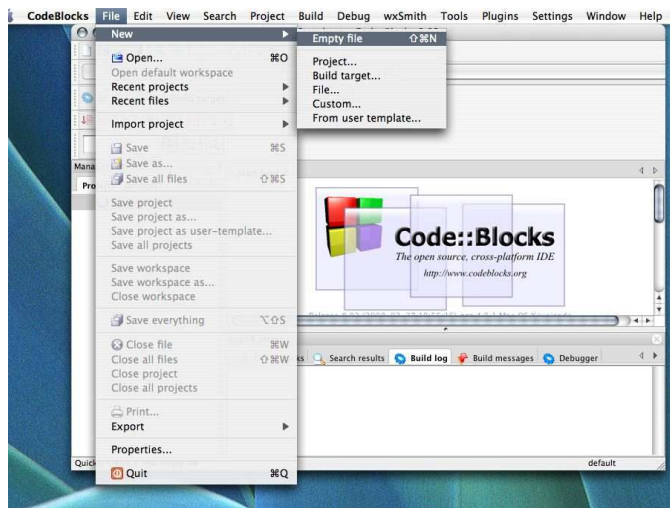
On the Desktop or in the Dock, find the CodeBlocks icon that looks like this:



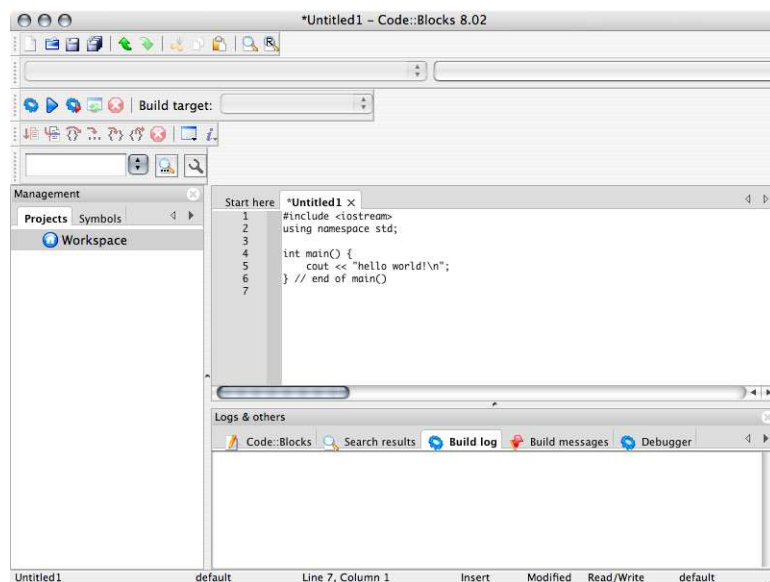
then double-click on it and CodeBlocks will start up.

2. Edit the program

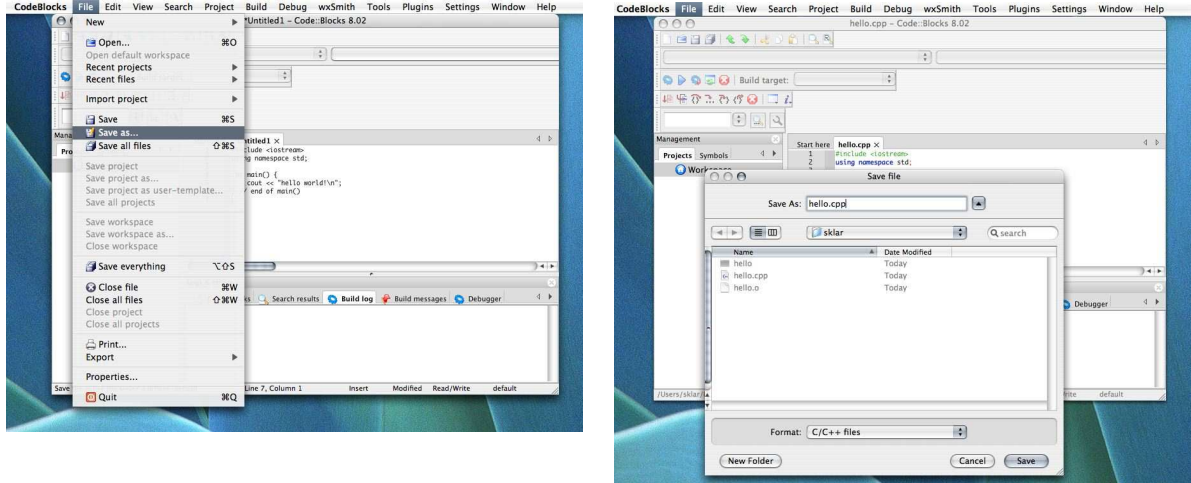
Click on **File – Empty file** to create a new file.



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



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

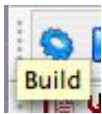


You'll notice that once you have saved your file as a C++ file, the text editor will use “*syntax highlighting*” to color-code your source code so that C++ keywords are dark blue, punctuation is red, quoted text is bright blue and comments are grey. The green bits are called “pre-processor directives”.



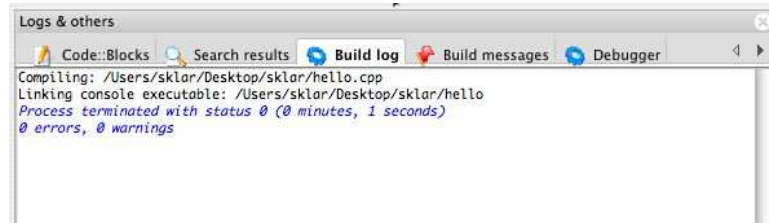
3. Compile your program

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:



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.

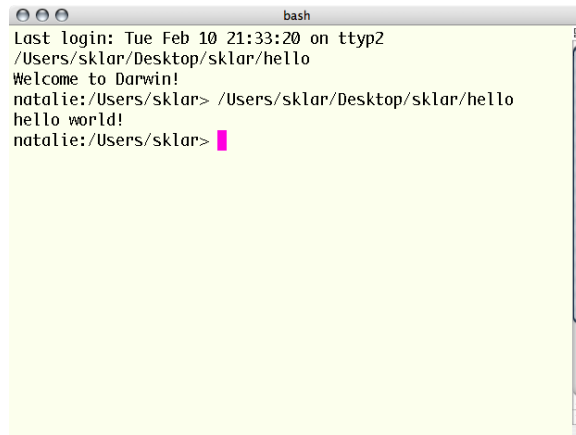
4. Run the program

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:



```
bash
Last login: Tue Feb 10 21:33:20 on ttty2
/Users/sklar/Desktop/sklar/hello
Welcome to Darwin!
natalie:/Users/sklar> /Users/sklar/Desktop/sklar/hello
hello world!
natalie:/Users/sklar> 
```

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**.