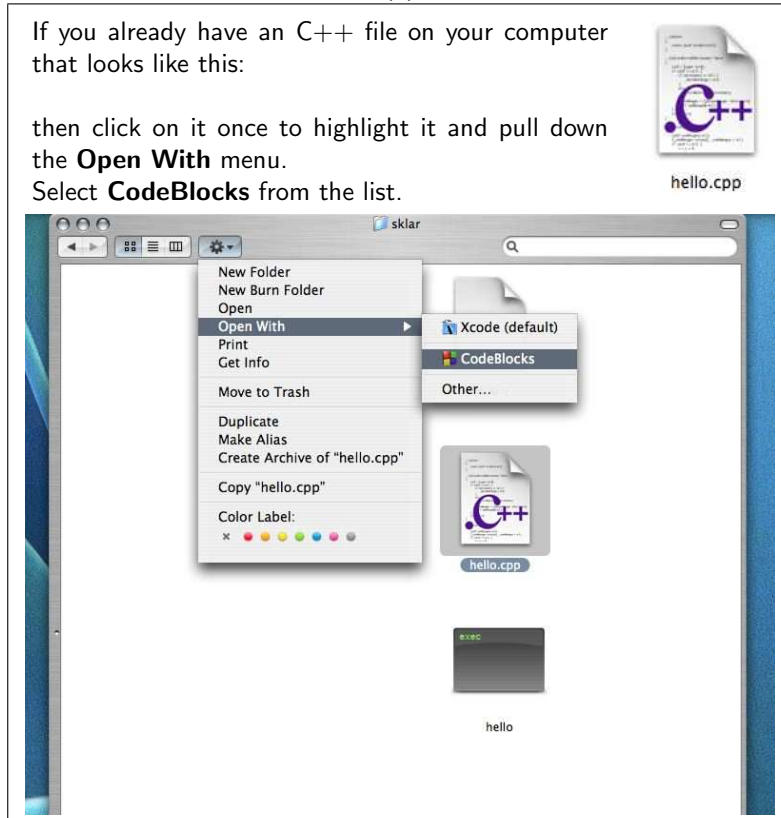


1. Start up CodeBlocks

There are two ways to start up the **CodeBlocks** application:

(a)



(b)

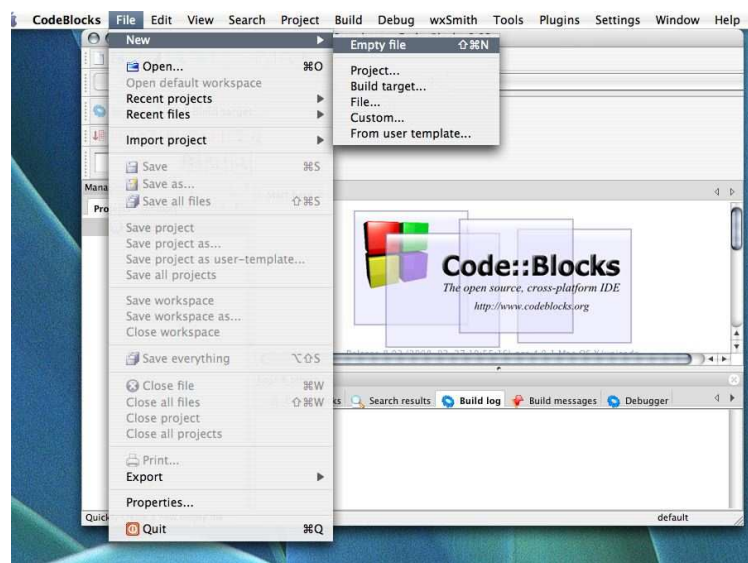
On the Desktop or in the Dock, find the CodeBlocks icon that looks like this:



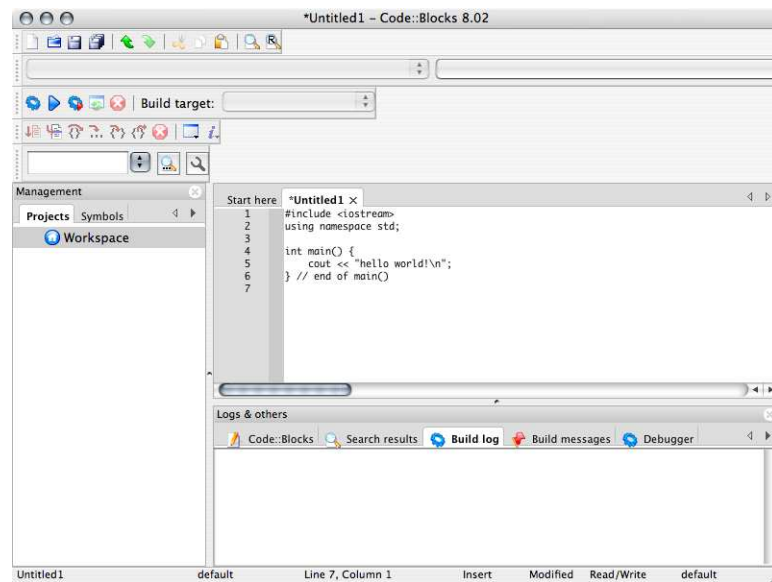
then double-click on it and CodeBlocks will start up.

2. Edit the program

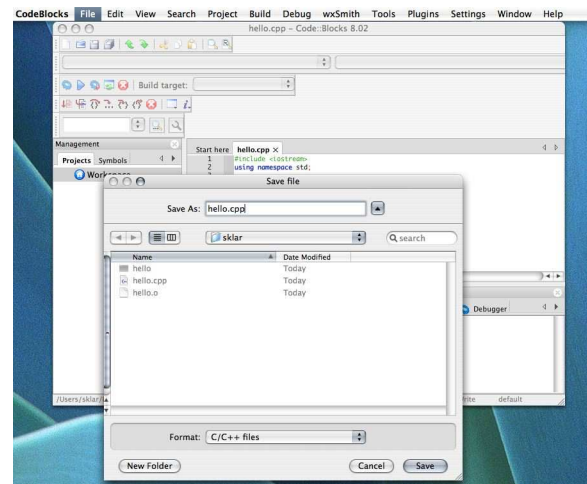
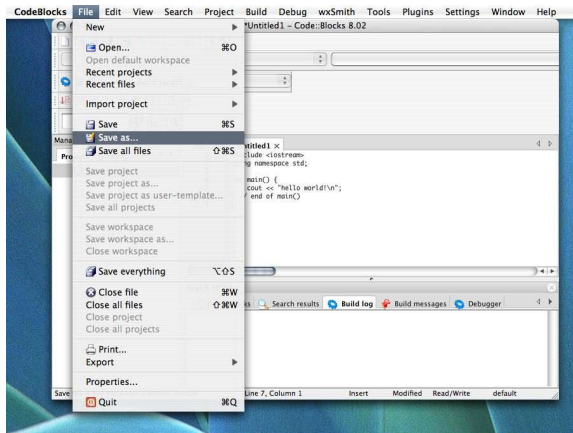
Click on **File – Empty file** to create a new file.



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



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

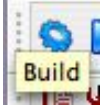


You'll notice that once you have saved your file as a C++ file, the text editor will use *"syntax highlighting"* to color-code your source code so that C++ keywords are dark blue, punctuation is red, quoted text is bright blue and comments are grey. The green bits are called *"pre-processor directives"*.



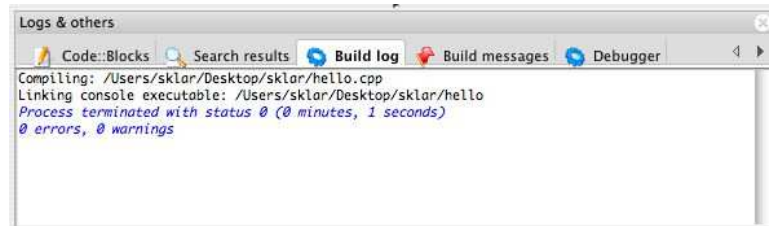
3. Compile your program

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:

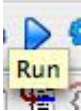


If there are errors compiling, then the lines where the errors occur will be listed in red in the “Build messages” window, along with corresponding error messages. Correct the errors and click on “Build” again.

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

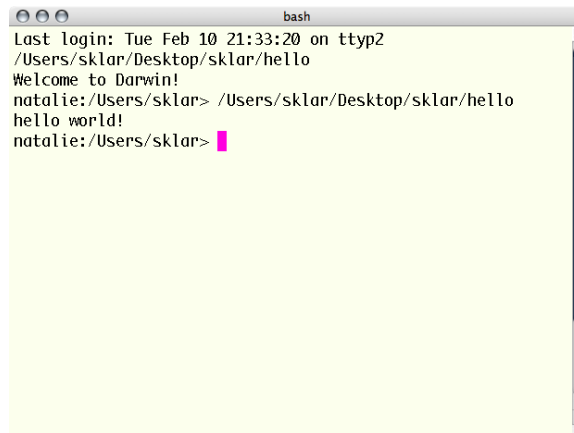
4. Run the program

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



and click on it to execute your code.

On a 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:



In an 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.