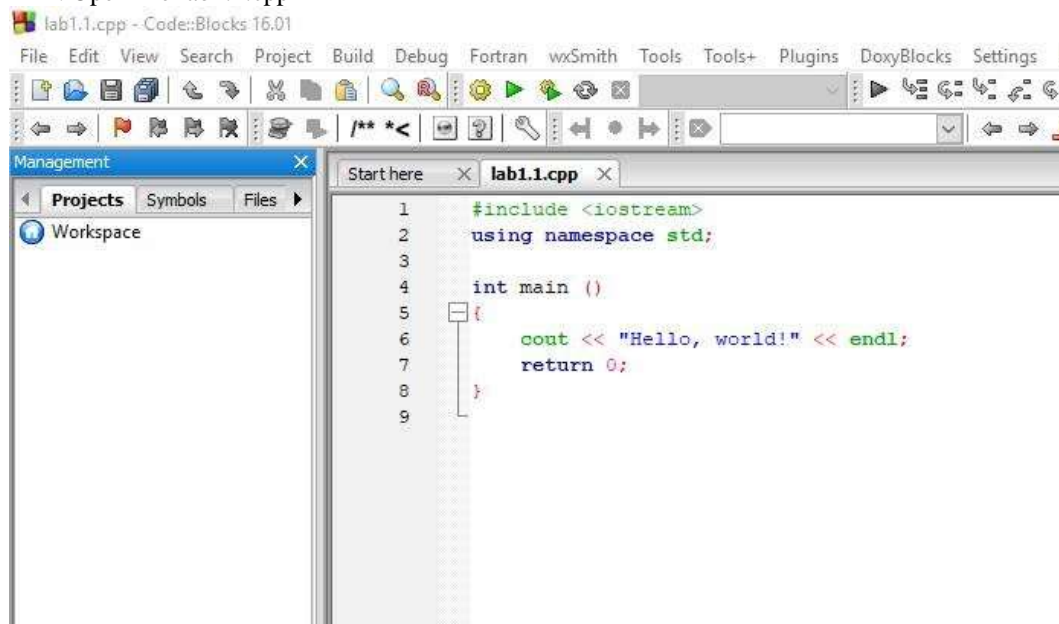



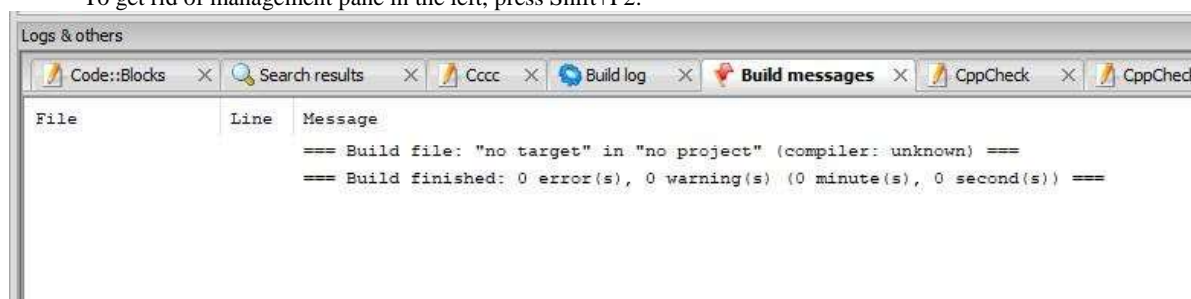
## Lab 1. Working with IDE Code::Blocks


Software is typically been developed using a specific development environment. We use Code::Blocks.

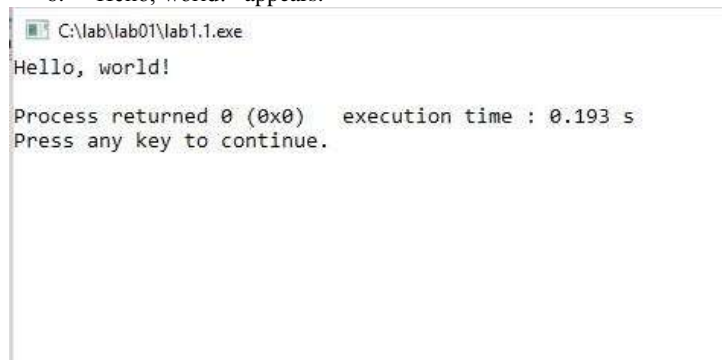
1. Launch Code::Blocks
2. Open file lab1.1.cpp



3. Choose <Build>/<Build> or press button <Build> , or Ctrl+F9
4. Wait for successful compilation status in “Build log” (in bottom part of the screen).  
If no section “Logs & others” observed, press F2 to switch it on (press F2 again to switch it off).  
To get rid of management pane in the left, press Shift+F2.



5. Choose <Build>/<Run> or press button <Run> , or Ctrl+F10
6. “Hello, world!” appears.



Up to now we simply took a single C++ file and compiled and ran it. In general, a C++ program can consist of several (many) files, and a common way to organize this all, a notion ‘project’ (or something similar) is used in most of IDEs (integrated development environments). Here we will create a project of one file just to illustrate the mechanism.

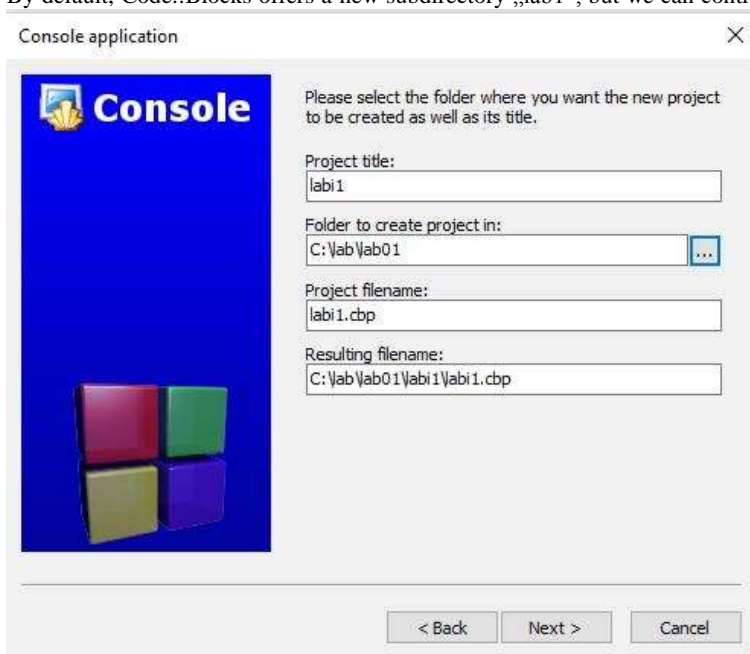
7. Open “lab1.1.cpp”
8. Choose <File>/<New>/<Project>
9. In window “New from template” choose the project type “Console Application”; then „Go”; then “Next”.



10. Project language will be “C” or “C++”; then, Next



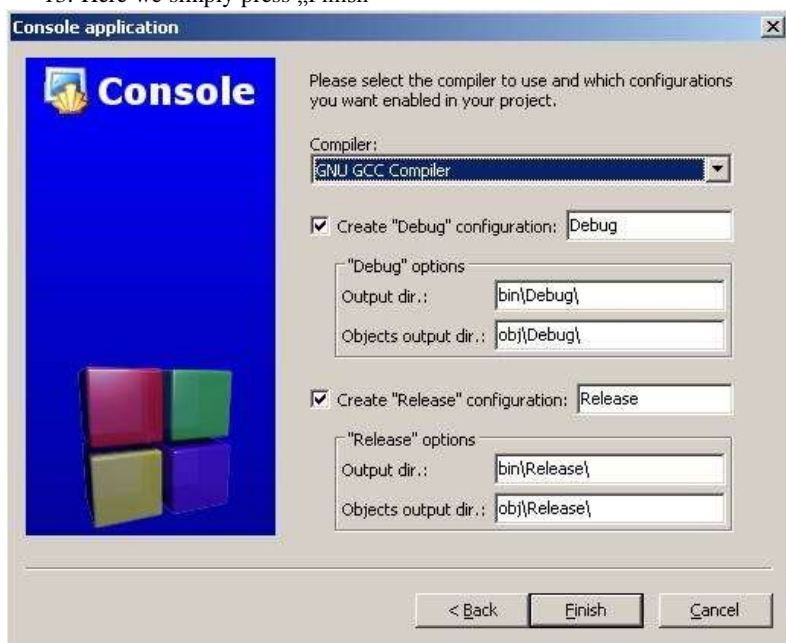
11. Enter name of the project (say, “lab1”) and choose the directory of the project; then “Next”  
By default, Code::Blocks offers a new subdirectory „lab1”, but we can control this in field “Resulting filename”:



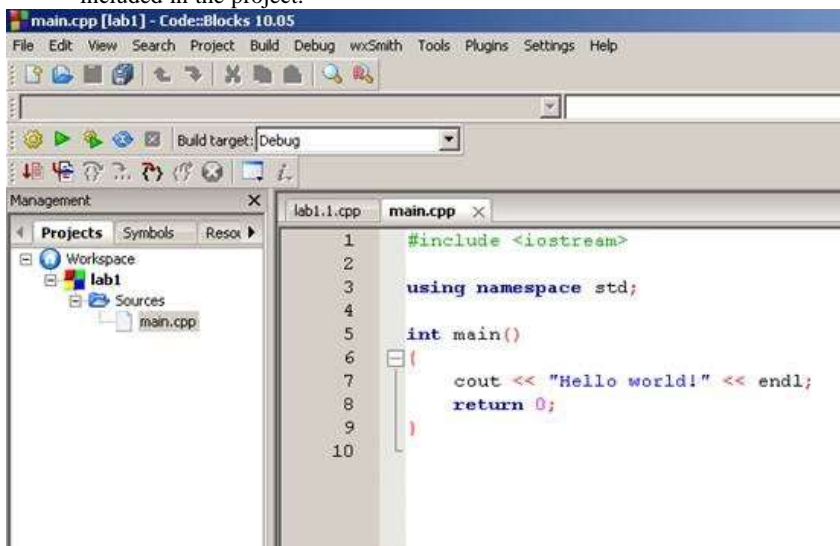
12. This can be skipped if seen, „Next”



13. Here we simply press „Finish”

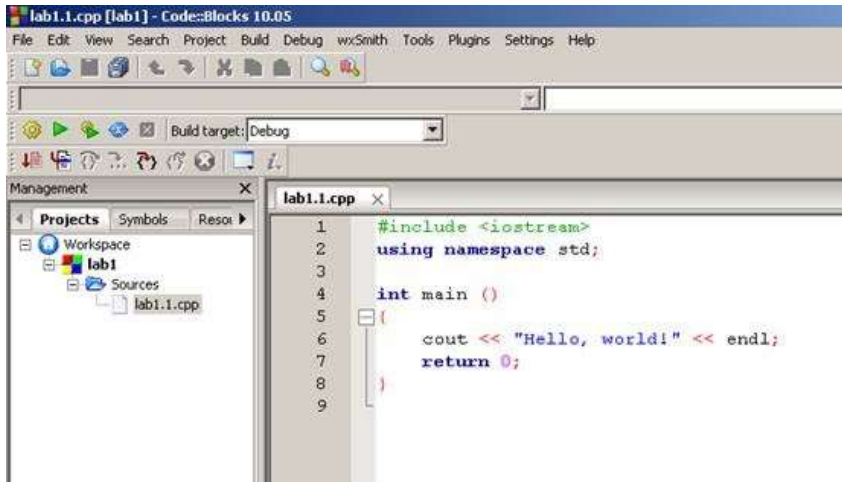


14. Code::Blocks automatically creates file *main.cpp* and adds it to the project; but what we want is to get *lab1.1.cpp* included in the project.

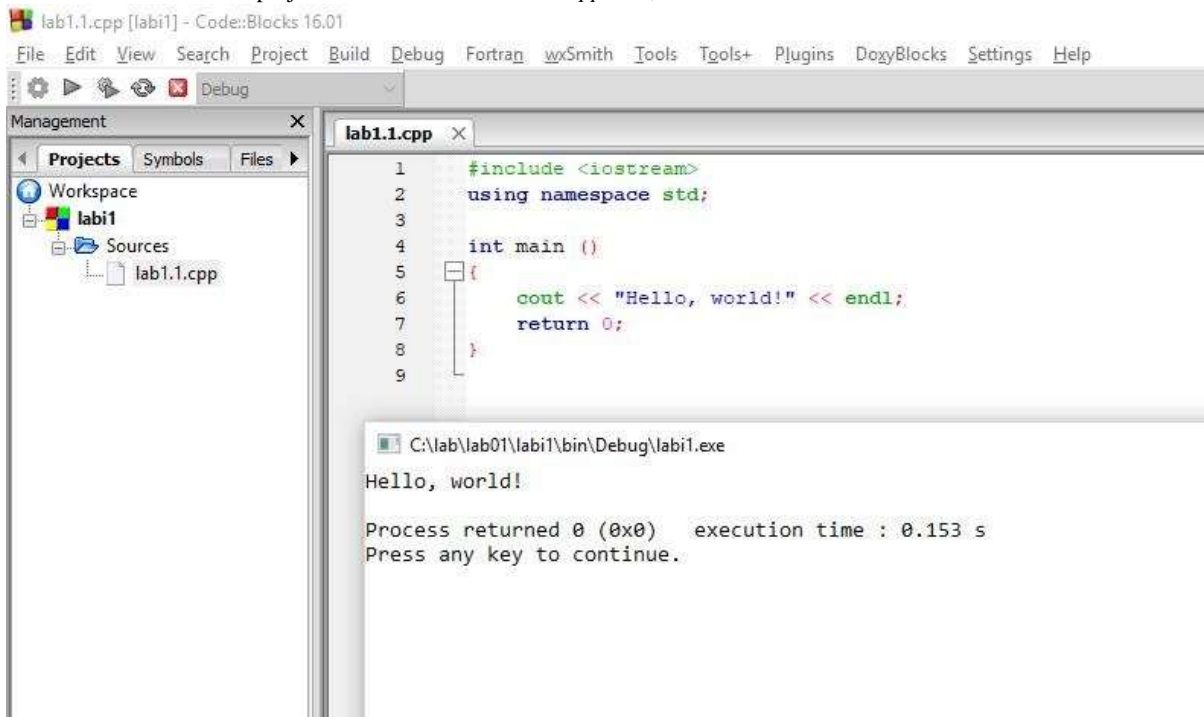


15. In the “Projects” pane choose *main.cpp* and right click “Remove from project”.

16. Then left click „Add files” and choose *lab1.1.cpp*:

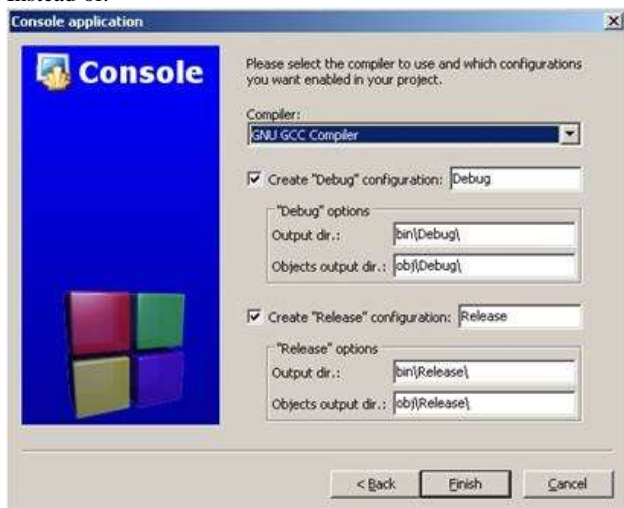


17. Now we have the project *lab1* with the file *lab1.1.cpp* in it; and we run it:

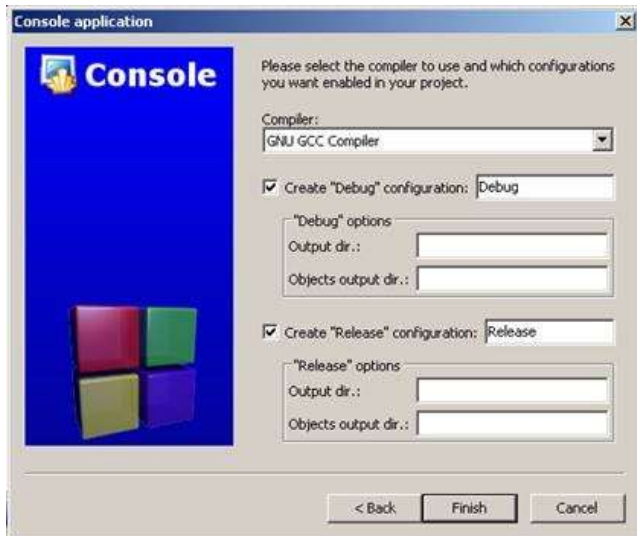


18. Look at the working directory for additional directories automatically created with the project. We could also get without these additional directories by having specified it:

Instead of:



we could have (working (sub)directories specified empty).



For a project which is already created, this can be modified via "Project/Properties/Build targets".

