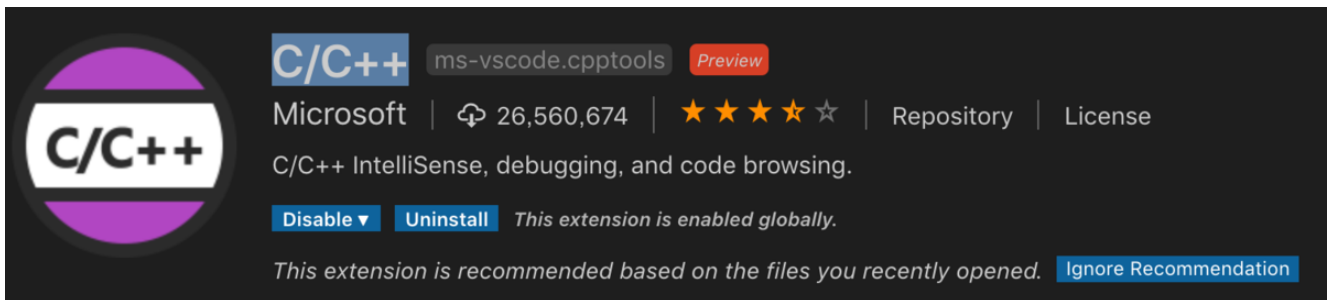


Mac上使用VsCode创建c++项目

2019.09.18 21:47:03

1、准备工作

安装C/C++插件



C/C++插件.png

2、[⌘P]打开命令模式，选择[C/Cpp: Edit Configurations(JSON)]命令，回车后会自动生成一个.vscode目录，目录下有一个c_cpp_properties.json文件，如下所示：

```
{
  "configurations": [
    {
      "name": "Mac",
      "includePath": [
        "${workspaceFolder}/**"
      ],
      "defines": [],
      "macFrameworkPath": [
        "/Applications/Xcode.app/Contents/Developer"
      ],
    }
  ]
}
```

```

        "compilerPath": "/usr/bin/clang",
        "cStandard": "c11",
        "cppStandard": "c++17",
        "intelliSenseMode": "clang-x64"
    },
],
"version": 4
}

```

3、[⌘⇧P]打开命令模式，选择[Tasks: Configure Task]命令，选择的模板为MSBuild，回车后会自动在.vscode目录下生成一个tasks.json文件：

```

{

    "version": "2.0.0",
    "tasks": [
        {
            "label": "build",
            "type": "shell",
            "command": "msbuild",
            "args": [

                "/property:GenerateFullPaths=true",
                "/t:build",

                "/consoleloggerparameters:NoSummary"
            ],
            "group": "build",
            "presentation": {

```

```

        "reveal": "silent"
    },

    "problemMatcher": "$msCompile"
}
]
}

```

4、[🔌P]打开命令模式，选择[Debug: Open launch.json]命令，选择的模板为C/C++，回车后会自动在.vscode目录下生成一个launch.json文件：

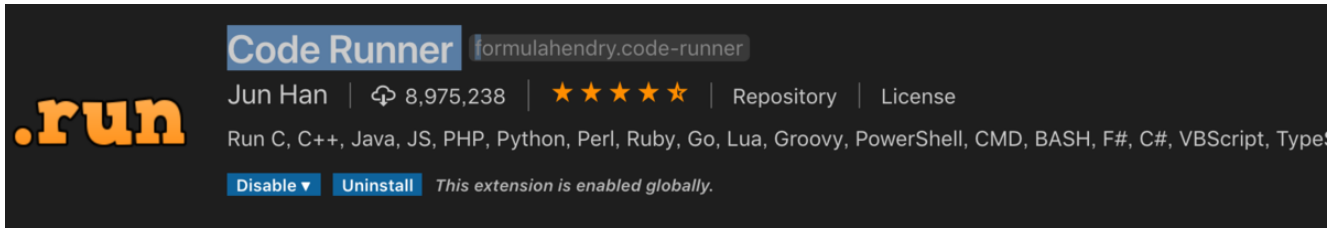
```

{
    "version": "0.2.0",
    "configurations": [
        {
            "name": "(lldb) Launch",
            "type": "cppdbg",
            "request": "launch",
            "program": "enter program name, for example ${w",
            "args": [],
            "stopAtEntry": false,
            "cwd": "${workspaceFolder}",
            "environment": [],
            "externalConsole": false,
            "MIMode": "lldb"
        }
    ]
}

```

完成这三步C++开发环境就配置好了，接下来就可以编译，运行，调试C++程序了

5、安装「Code Runner」插件



Code Runner.png

[$\text{Ctrl} + \text{P}$]打开命令模式选择「run code」运行项目

6. 运行代码

右键->「run code」