VScode Setup

If you dont have GCC installed, download it from here:

https://jmeubank.github.io/tdm-gcc/download/

Download the second option:

```
tdm64-gcc-10.3.0-2.exe
```

- 1. Open the project inside VScode
- 2. Install the following extensions:
- C/C++
- C/C++ Extension Pack
- 3. Open your c code file

- 4. Press Ctrl + Shift + P to open the command palette
- 5. Type Run C/C++ file and select Run C/C++ file

```
    >Run

    C/C++: Run C/C++ File
```

6. Choose the gcc compiler

```
Select a debug configuration

C/C++: gcc.exe build and debug active file preLaunchTask: C/C++: gcc.exe build active file

Detected Task (compiler: c:\TDM-GCC-64\bin\gcc.exe)
```

- 7. A new folder named .vscode will be created in your project directory with the file tasks.json
- 8. Open the file tasks.json

```
tasks": [
       "type": "cppbuild",
       "label": "C/C++: gcc.exe build active file",
       "command": "c:\\TDM-GCC-64\\bin\\gcc.exe",
       "args": [
           "-fdiagnostics-color=always",
           "-g",
           "${file}",
           "${fileDirname}\\${fileBasenameNoExtension}.exe"
       ],
       "options": {
           "cwd": "c:\\TDM-GCC-64\\bin"
       },
       "problemMatcher": [
           "$gcc"
       group: {
           "kind": "build",
           "isDefault": true
```

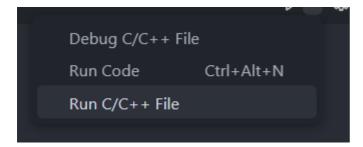
9. Add the following strings to the args array

```
"args": [
                "-fdiagnostics-color=always",
                "-Wall",
                "-Werror",
                "--pedantic",
                "-std=c90",
                "-g",
                "${file}",
                "-o",
                "${fileDirname}\\${fileBasenameNoExtension}.exe"
            ],
            "options": {
                "cwd": "c:\\TDM-GCC-64\\bin"
            "problemMatcher": [
                "$gcc"
            ],
            "group": {
                "kind": "build",
                "isDefault": true
            "detail": "Task generated by Debugger."
        }
    ],
    "version": "2.0.0"
}
```

```
C example.c
                {} tasks.json ×
.vscode > {} tasks.json > [ ] tasks > {} 0
                    "type": "cppbuild",
                    "label": "C/C++: gcc.exe build active file",
                    "command": "c:\\TDM-GCC-64\\bin\\gcc.exe",
                    "args": [
                         "-fdiagnostics-color=always",
                        "-Wall",
                        "-Werror",
                        "--pedantic",
                        "-std=c90",
                        "-g",
                        "${file}",
                        "${fileDirname}\\${fileBasenameNoExtension}.exe"
                    "options": {
                        "cwd": "c:\\TDM-GCC-64\\bin"
 20
                    "problemMatcher": [
                         "$gcc"
```

Dont forget to check, whether the command points to the correct GCC compiler

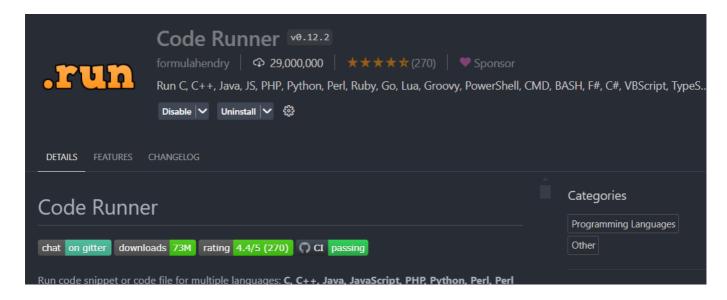
- 10. Press Ctrl + S to save the file
- 11. Run the code again by clicking on:



Alternative method:

Download the following extension:

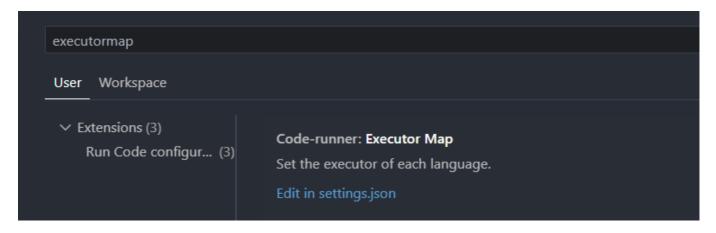
• Code Runner



Click on File -> Preferences -> Settings

Type in the search bar:

executormap



Open the file and add:

-Wall -Werror --pedantic -std=c90

```
"window.commandCenter": 1,
    "c_Cpp.default.compilerPath": "c:\\TDM-GCC-64\\bin\\gcc.exe",
    "workbench.colorTheme": "One Dark Pro",
    "files.autoSave": "onFocusChange",
    "code-runner.runInTerminal": true,
    "code-runner.executorMap": {

    "javascript": "node",
    "java": "cd $dir && java $fileName && java $fileNameWithoutExt",
    "c": "cd $dir && javac $fileName -Wall -Werror --pedantic -std=c90 -o $fileNameWithoutExt && $dir$fileNameWithoutExt",
    "zig": "zig run",
    "cpp": "cd $dir && g++ $fileName -o $fileNameWithoutExt && $dir$fileNameWithoutExt",
    "objective-c": "cd $dir && gcc -framework Cocoa $fileName -o $fileNameWithoutExt && $dir$fileNameWithoutExt",
    "php": "php",
    "python": "python -u",
    "perl6": "perl6",
    "ruby": "ruby",
    "go": "go run",
```

Save the file and go to your c code file

Click on Run code:



How to enable writing inside terminal for scanf etc.

Type in code runner inside the settings search bar and mark the following options:

