### Does your program compile with no errors but still appears to have errors as shown in the UI?

You may be the victim of the eclipse indexer. A module that tracks what is where in your codebase but has the unfortunate habit of flagging its inadequacies as errors in your code :(

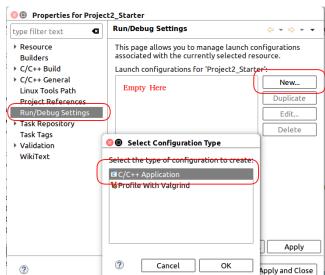
The fix. If the above yellow bit is true then; right click on your project in Project Explorer Choose Index Choose Rebuild

If all the errors go away in it was the indexer falling behind.

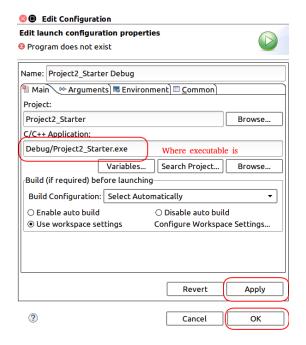
Project seems to build fine but you get a 'binary not found' on running your app. You are probably missing a debug or Release configurations

Right click your project choose 'Properties' in left pane choose 'Run/Debug Settings'

in right pane if there is nothing in the 'Launch configurations for ...' your project choose New



then OK, in the following screen do



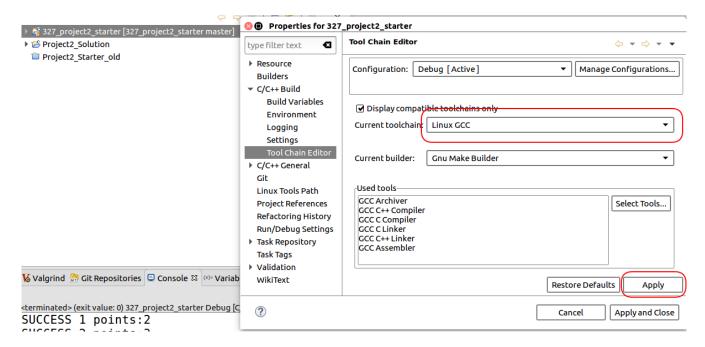
Things should work now.

### Using a toolchain other than GNU?

All course projects are built with this toolchain, in order to select another toolchain;

- right click on the project
- follow below

Before you submit, Be sure to test your solution on the Hunter Creech computers to ensure it is compatible with the GNU toolchain



## What version of C++ do you use? The default is 98, but you can change what standard you code too You can also do the following

- 1.go to project properties (alt enter)
- 2.In the left pane, scroll to "C/C++ Build", expand it, select settings.
- 3.In the right pane, select and expand your compiler under the Tool Settings menu, select"Dialect", choose your language standard from the drop down, or enter -std=c++0x in the "other dialect flags" text input.

#### Alternatively,

- 1.Properties --> "C/C++ Build" --> collapse and and select "Settings"
- 2. Under the Tool settings tab, select your compiler, and highlight the "Miscellaneous" field.
- 3.Add -std=c++0x to the "Other flags" input field.

#### **Additional Include Paths**

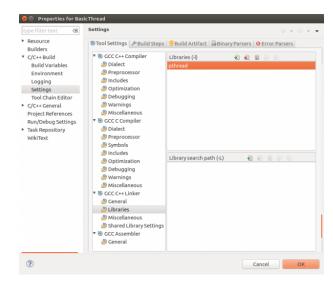
select project in project explorer
alt-enter (properties for project)
under c/C++ general
paths and symbols
includes tab

enter the directory that you want c++ preprocessor to look in for include files

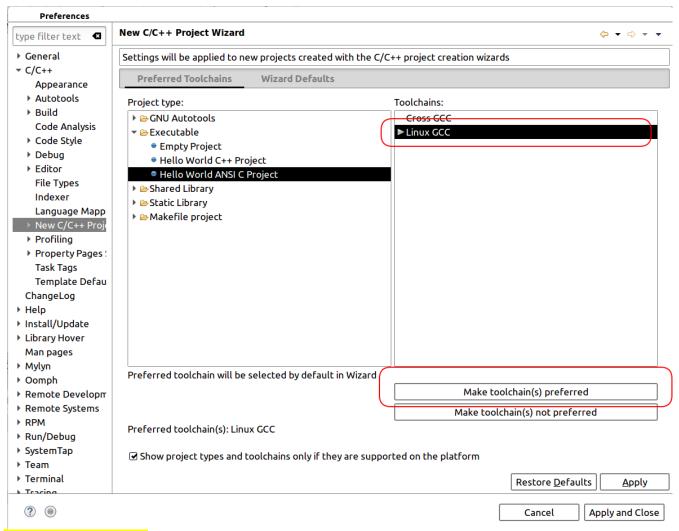
How about when you build a project and the console shows an error like the following:

... undefined reference to 'pthread\_create' ...

Just add the pthread library in the project properties page



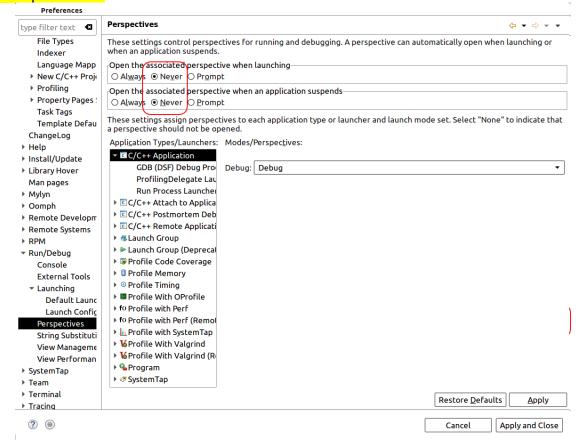
Want to autoselect the correct compiler?



Window → preferences

Sick of switching between c/C++ perspective and Debug Perspective? Then stay in only 1 perspective for both!

#### Window → preferences



# Want to turn off stopping at main when you debug? Windows->Preferences

#### Preferences type filter text General settings for GDB Debugging ▶ General ▼ C/C++ Debug Configurations Defaults Appearance GDB debugger: Browse... Autotools GDB command file: .gdbinit Browse... Autoconf Edit Automake Edi ☐ Stop on startup at: main ▼ Build **Build Targets** ☐ Command timeout (ms): 10000 Advanced... **Build Variable** ☐ Non-stop mode (Note: Requires non-stop GDB) Console General Behavior Environment ▼ Terminate GDB when last process exits Logging ■ Use enhanced debug hover ▼ Makefile Edito ☐ Show only suspended threads in the Debug View Settings ■ Use aggressive breakpoint filtering Settings ☐ Show the GDB traces consoles with character limit: 500000 Code Analysis ▶ Code Style ☑ Display run-time type of variables (Note: requires GDB 7.5 or higher) ▼ Debug Breakpoint Ac Pretty Printing ☑ Enable pretty printers in variable/expression tree (Note: requires python-enabled GDB) Disassembly Floating Point GDB For collections, initially limit child count to 100 Console Reverse De Source Looku Tracepoint Ac Traditional Me **▶** Editor File Types Indexer Language Mapp Restore <u>D</u>efaults **Apply** Now C/C++ Proi ? Cancel Apply and Close