# Adding Include paths and symbols

For CDT projects, you can define include paths and preprocessor symbols for the parser. This lets the parser understand the contents of the C/C++ source code so that you can more effectively use the search and code completion features.

If Autodiscovery is enabled, after a build finishes, any discovered paths and symbols will be displayed in the **Discoverd Paths** section. You can also define the properties on a per project basis in the C/C++ Projects or Navigator views.

To add include paths and symbols:

1. To set properties for your project, right-click your CDT project and select **Properties**. Alternatively, to set properties for a specific source file in your project, right-click a source file within your make project and select **Properties**.
2. Expand **C/C++ General** and select **Paths and Symbols**.  
     
   Click here to see an illustration (displayed in a separate window).
3. Click **Add** to define new element (Include Path, Symbol, Library path etc).
4. Click **Edit** to change selected element (Include Path, Symbol, Library path etc).
5. Click **Delete** to remove selected element (Include Path, Symbol, Library path etc).
6. Click **Export** to make selected element (Include Path, Symbol, Library path etc) exported.
7. Click **Unexport** to remove selected element (Include Path, Symbol, Library path etc) from export list.
8. Click **Move up** and **Move down** to set elements (Include Paths, Library paths etc) order.



[CDT Projects](http://docs.google.com/concepts/cdt_c_projects.htm)

[Project file views](http://docs.google.com/concepts/cdt_c_proj_file_views.htm)



[Working with C/C++ project files](http://docs.google.com/cdt_o_proj_files.htm)

