# cpp\_novice\_template

中文 (额外地,有全网最全的 VSCode 配置教程)

This is a template for novices learning C++. It requires no C++ or cmake experience.

## **Software Requirements**

- Git
- a C++ IDE that supports CMake (latest Visual Studio, Qt Creator, CLion, etc.)

## **Download and unzip**

- 1. Click the green code button near the top of this page.
- 2. Click the Download ZIP button. This will download the latest repository as a zip file.
- 3. Unzip the downloaded zip file somewhere you are going to store your code.

### **Usage**

- 1. Open your IDE (latest Visual Studio, Qt Creator, CLion, etc.) or *configured* Editors (VSCode with CMake Tools, etc.).
- 2. In your IDE, open this unzipped folder as a folder or as a cmake project.

## How to add a new program?

#### **Basics**

The best thing about studying C++ with cmake is that a single project can manage multiple programs: you're not required to setup a new project in order to do the next exercise.

In this template, you can simply add a program by:

- 1. open CMakeLists.txt in the root folder.
- 2. add add\_program(program\_name> <source\_file1> [source\_file2...]) (for example, add\_program(example\_single src/example\_single/main.cpp)).
- 3. Reconfigure the project by using some button or reopening the IDE.

It's highly recommended to put your code inside src folder.

#### **Headers**

As for header files (.h, .hpp, etc.), you can simply put them together with source files. Then source files will be able to correctly #include "<header\_file>". For example, in src/example\_multiple folder, hello.cpp can #include "hello.hpp" directly.

If you want to make a header file includable globally, you can put it inside include folder. For example, in src/example\_single folder, main.cpp can #include "add.hpp" which is put inside include folder.

# **Install third-party libraries**

See <u>README\_install\_thirdparty\_libraries</u>.

### References

I learnt cmake mostly from Modern CMake for C++.

What's more, this repository highly depends on <u>aminya/project\_options</u>, which improves the CMake experience a lot.

For conan 2.0, the <u>official documentation</u> is helpful.

Details about this repository can be found in <u>对配置文件的解释</u>.