

cpp_novice_template

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[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)` adds an executable named `example_single`, with its associated code file located at `src/example_single/main.cpp`. This code file contains an `int main()` function, which serves as the entry point for the program. After adding this line of `add_program`, we can use CMake to generate the program from the corresponding code and then execute the program.

- `add_program(example_multiple src/example_multiple/main.cpp src/example_multiple/hello.cpp)` adds an executable named `example_multiple`, with its associated code files located at `src/example_multiple/main.cpp` and `src/example_multiple/hello.cpp`. Among these code files, there is only one `int main()` function, which serves as the entry point for the program. After adding this line of `add_program`, we can use CMake to generate the program from the corresponding code and then execute the program.

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 [README_install_thirdparty_libraries](#).

References

I learnt cmake mostly from [Modern CMake for C++](#); my C++ learning map is listed in [学习大纲](#) (although the table of contents is in Chinese, almost all resources in it are in English).

What's more, this repository highly depends on [aminya/project_options](#), which improves the CMake experience a lot.

For conan 2.0, the [official documentation](#) is helpful.

Details about this repository can be found in [对配置文件的解释](#).