EE3093 Tutorial: C++ week 2 (Part 1 Only)

Instructions specific to Dev-C

This document includes Part 1 only, with instructions relative to the Dev-C compiler. See the complete document for the full set of instruction of this tutorial.

Part 1: Basic - Create an empty CPP project

1. **Create a directory on your H drive** for this tutorial (e.g. H:\EE3096\CppPart\Tutorial2).
   These ensure that the source files are saved on H and you can work on them at any time and from any machine on campus or via VDI.

2. **Copy the header files from previous tutorial to this new directory**:
   "RectangleExample.h", "RightTriangleExample.h" and "Polygon_w_color.h" to the directory created for the new tutorial (so that these can be modified, without affecting the originals made for TUT1);

3. Open **Bloodshed**;

4. Select menu **File** -> **New** -> **Project**;

5. From the basic tab select **Console Application** and tick **C++ Project**;

6. Choose a name (e.g. **TUT2**) and click OK

7. Select the appropriate directory on your H drive (e.g. H:\EE3096\CppPart\Tutorial2)

8. On the left pane: right-click on project name, select "**Add to Project**" to add the header files that are in the current directory (from previous tutorial) to your project.

9. **Applicable when using a University PC**: the execution of the program (resulting from compiling the project) may be blocked if the executable file is in the H drive; to prevent this, you can set the project so that ONLY the **executable file is placed on the local drive** (in the "temp" directory). Do the following:
   (**a**) Open Dev C and open the project (if not open already);
   (**b**) On the left pane, right click on the project and Select Project options (alternatively press **CTR + H**);
   (**c**) Select tab **OUTPUT**;
   (**d**) In "Executable output directory" type: **S:\temp**