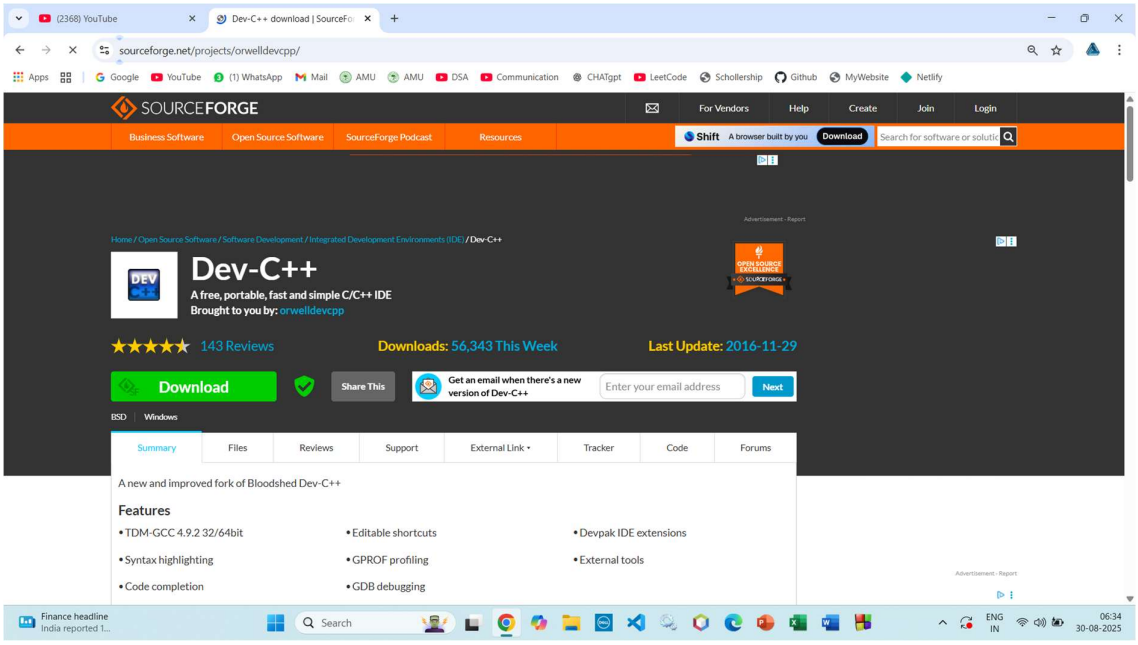
WEEK #3


sourceforge.net/projects/orwelldevcpp/
SOURCEFORGE
Dev-C++
A free, portable, fast and simple C/C++ IDE
Brought to you by: orwelldevcpp
143 Reviews
Downloads: 56,343 This Week
Last Update: 2016-11-29
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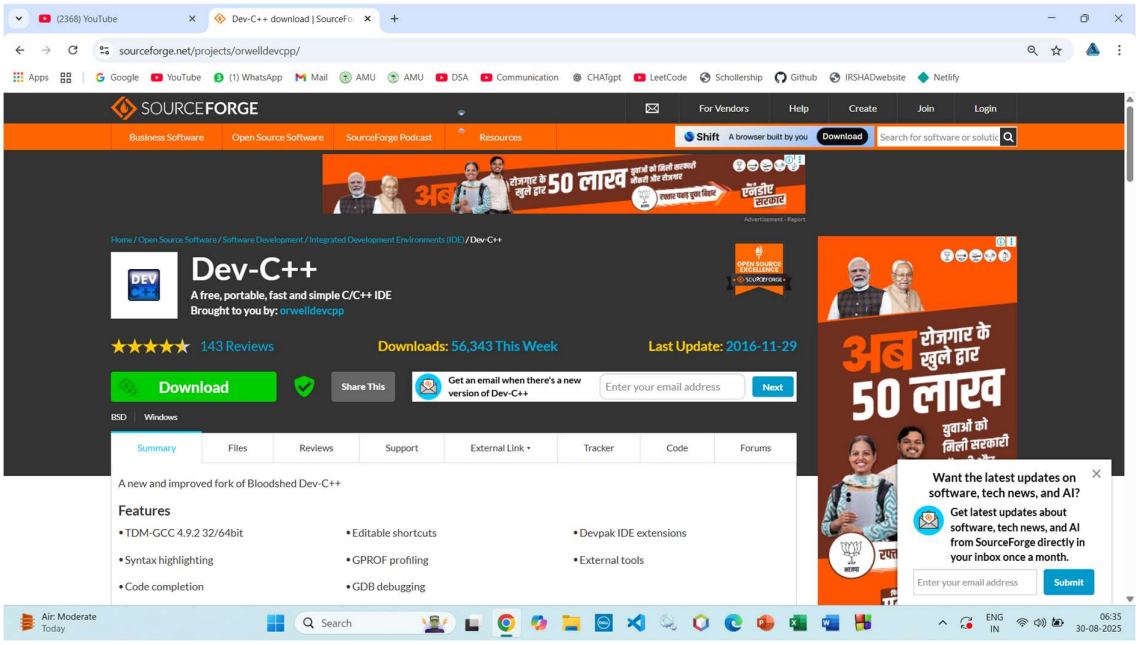
A new and improved fork of Bloodshed Dev-C++
Features
• TDM-GCC 4.9.2 32/64bit
• Editable shortcuts
• Devpak IDE extensions
• Syntax highlighting
• GPROF profiling
• External tools
• Code completion
• GDB debugging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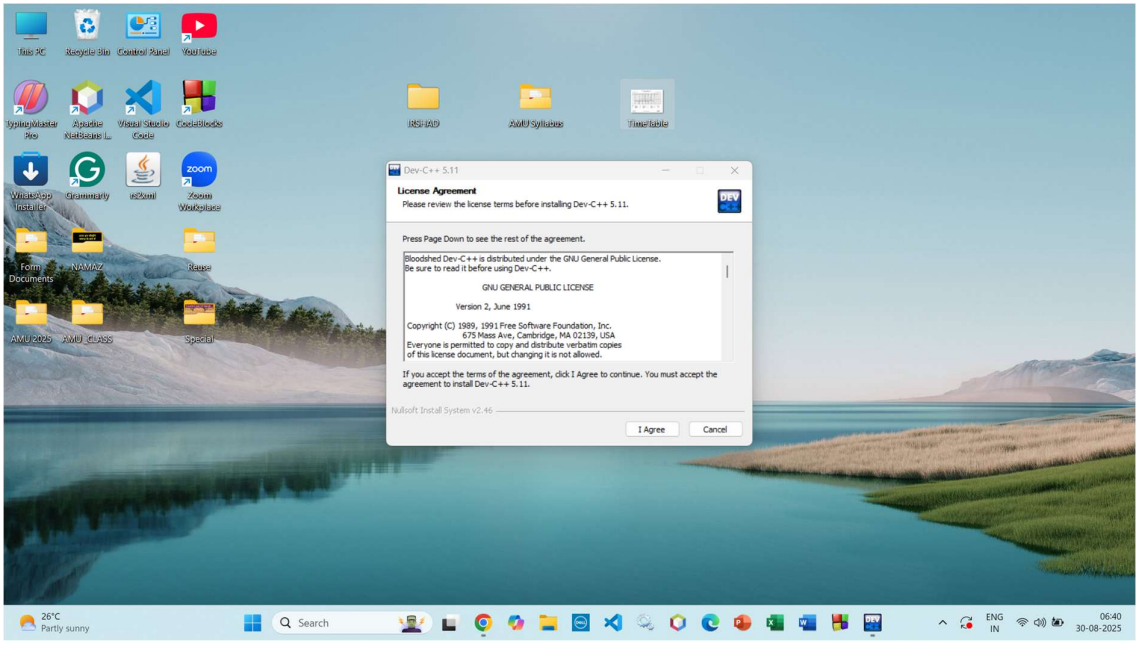
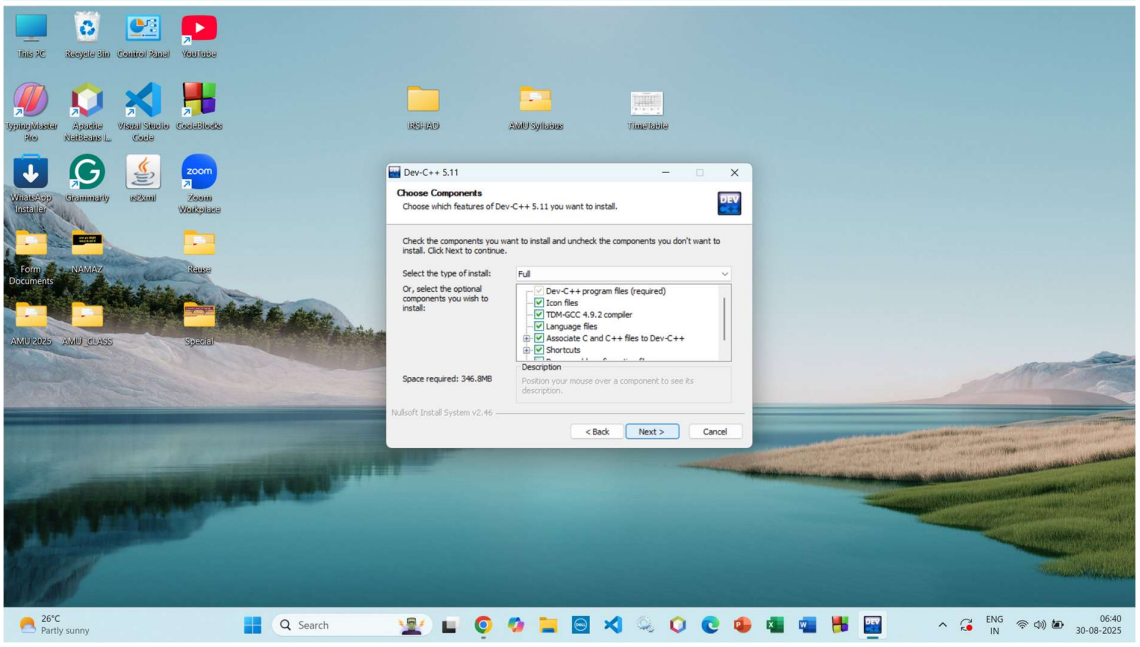
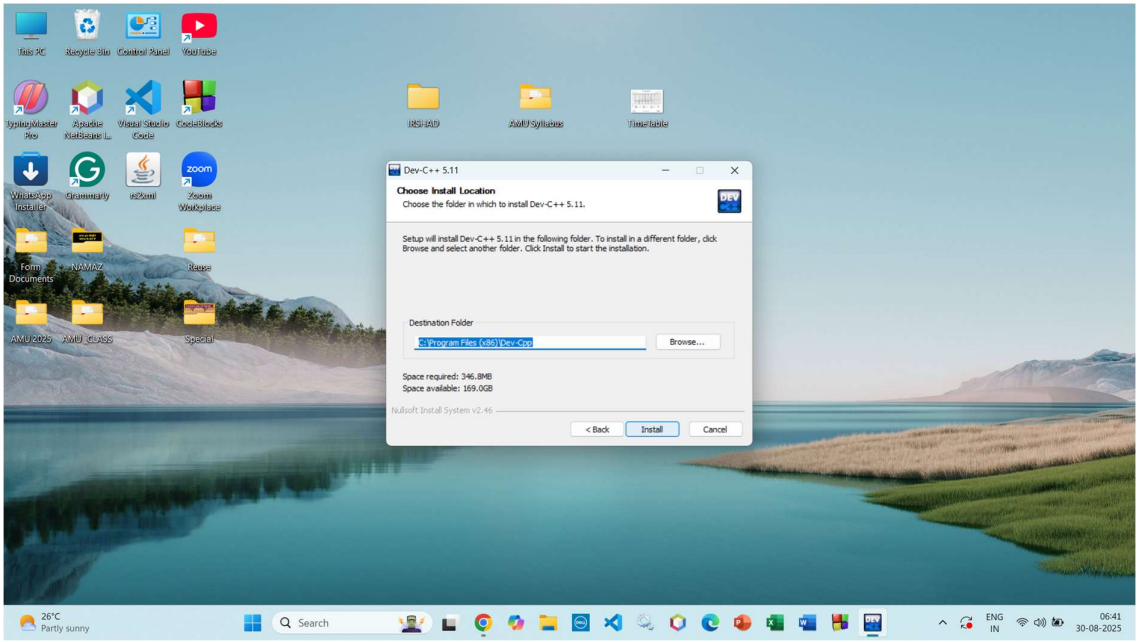
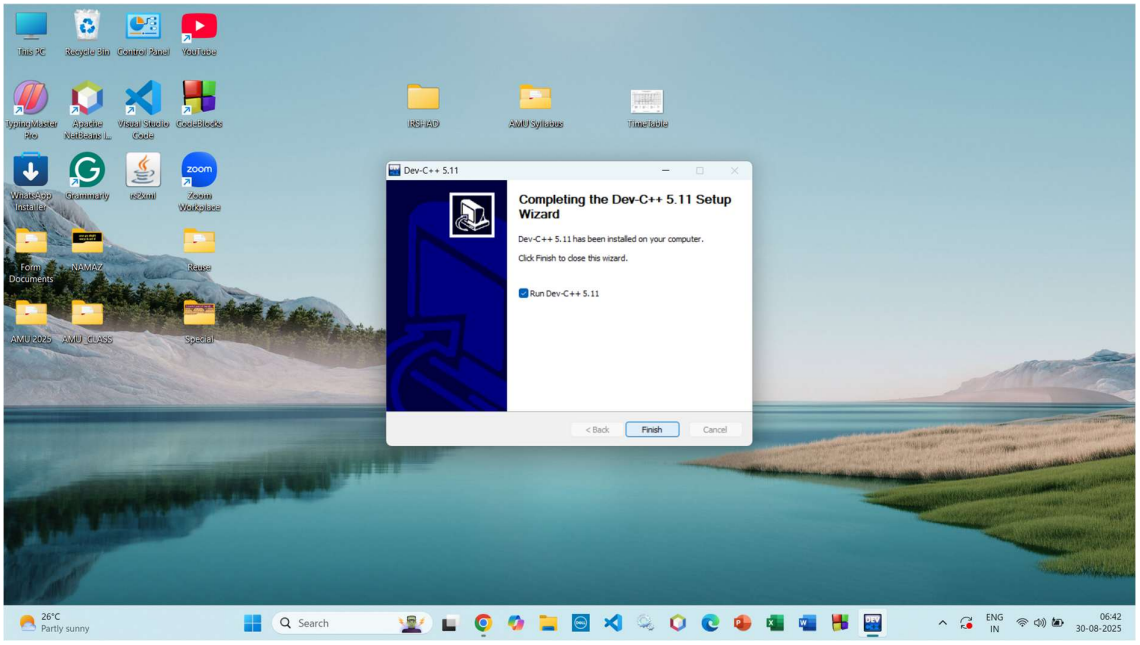
WEEK #3


Dev-C++ 5.11
License Agreement
Please review the license terms before installing Dev-C++ 5.11.
Press Page Down to see the rest of the agreement.
Bloodshed Dev-C++ is distributed under the GNU General Public License.
Be sure to read it before using Dev-C++.
GNU GENERAL PUBLIC LICENSE
Version 2, June 1991
Copyright (C) 1989, 1991 Free Software Foundation, Inc.
675 Mass Ave, Cambridge, MA 02139, USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.
If you accept the terms of the agreement, click I Agree to continue. You must accept the agreement to install Dev-C++ 5.11.
Nullsoft Install System v2.46
I Agree
Cancel

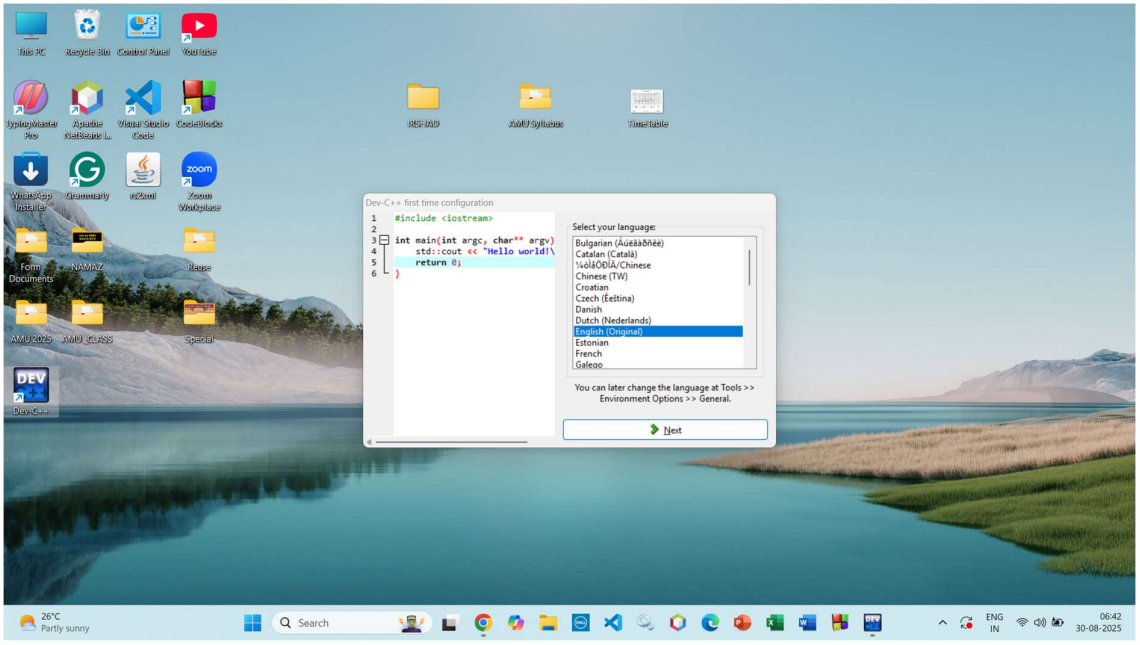

Dev-C++ 5.11
Choose Components
Choose which features of Dev-C++ 5.11 you want to install.
Check the components you want to install and uncheck the components you don't want to install. Click Next to continue.
Select the type of install:
Full
Or, select the optional components you wish to install:
Dev-C++ program files (required)
Icon files
TDM-GCC 4.9.2 compiler
Language files
Associate C and C++ files to Dev-C++
Shortcuts
Description
Position your mouse over a component to see its description.
Space required: 346.8MB
Nullsoft Install System v2.46
< Back
Next >
Cancel

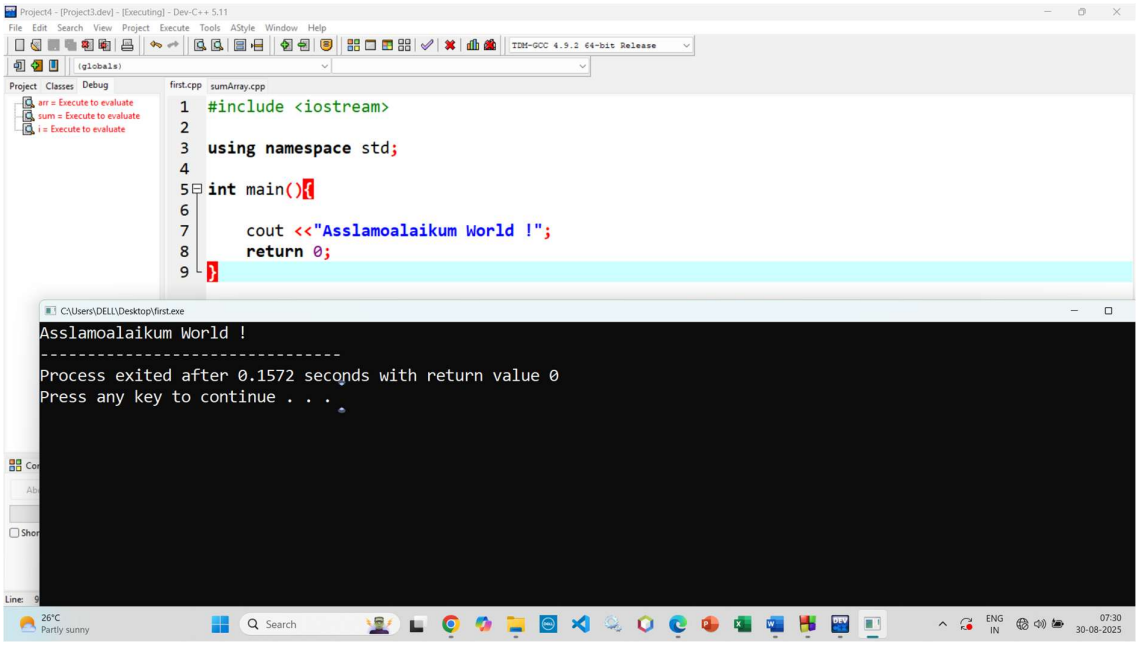
WEEK #3


Dev-C++ 5.11
Choose Install Location
Choose the folder in which to install Dev-C++ 5.11.
Setup will install Dev-C++ 5.11 in the following folder. To install in a different folder, click Browse and select another folder. Click Install to start the installation.
Destination Folder
C:\Program Files (x86)\Dev-Cpp
Browse...
Space required: 346.8MB
Space available: 169.0GB
Nullsoft Install System v2.46
< Back
Install
Cancel

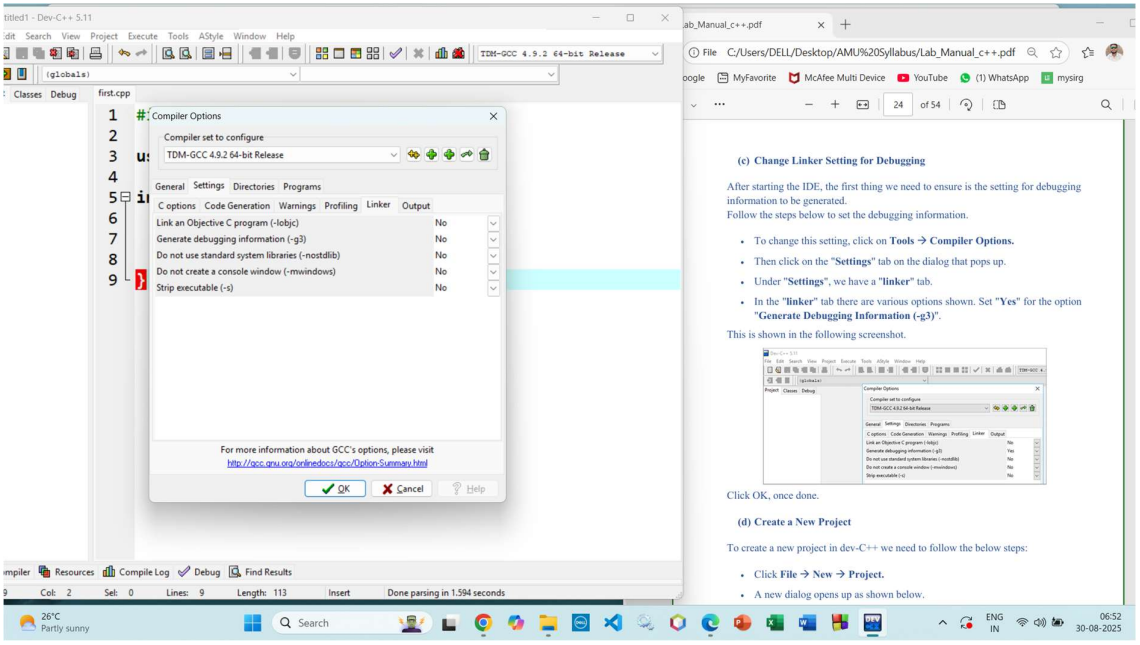

Dev-C++ 5.11
Completing the Dev-C++ 5.11 Setup Wizard
Dev-C++ 5.11 has been installed on your computer.
Click Finish to close this wizard.
Run Dev-C++ 5.11
< Back
Finish
Cancel

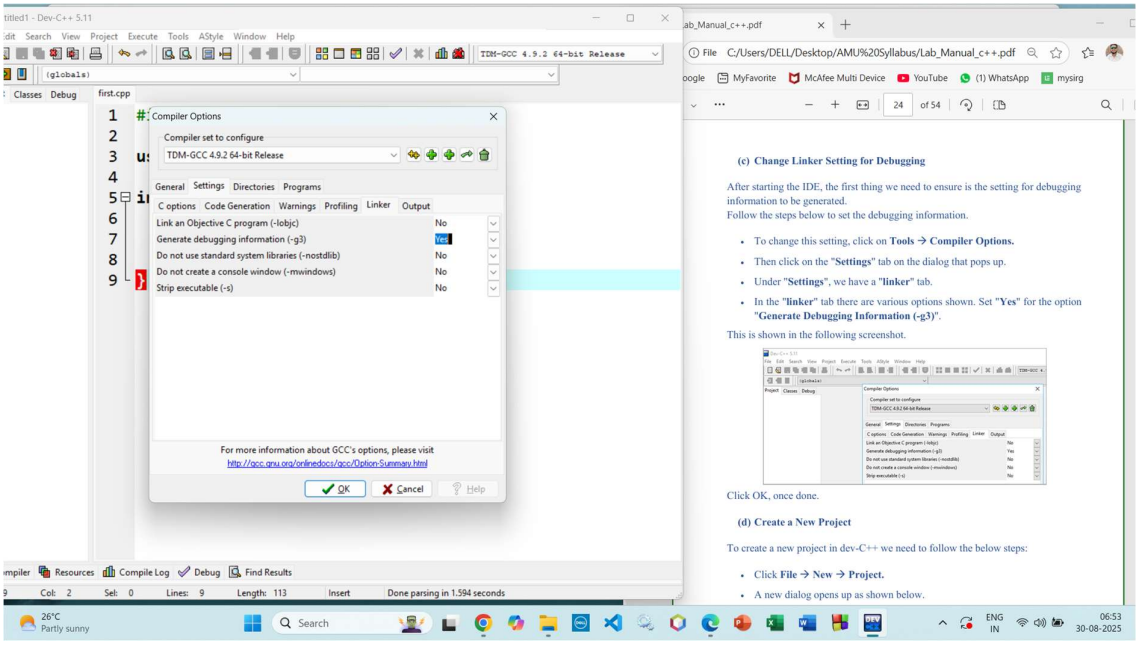
WEEK #3


Dev-C++ first time configuration
#include <iostream>
int main(int argc, char** argv)
std::cout << "Hello world!\
return 0;
Select your language:
Bulgarian (Áúëãàðñêè)
Catalan (Català)
Chinese
Chinese (TW)
Croatian
Czech (Eeština)
Danish
Dutch (Nederlands)
English (Original)
Estonian
French
Galego
You can later change the language at Tools >> Environment Options >> General.
Next


Project4 - [Project3.dev] - [Executing] - Dev-C++ 5.11
#include <iostream>
using namespace std;
int main(){
cout <<"Asslamoalaikum World !";
return 0;
}
C:\Users\DELL\Desktop\first.exe
Asslamoalaikum World !
Process exited after 0.1572 seconds with return value 0
Press any key to continue . . .

WEEK #3


titled1 - Dev-C++ 5.11
Compiler Options
Compiler set to configure
TDM-GCC 4.9.2 64-bit Release
General Settings Directories Programs
C options Code Generation Warnings Profiling Linker Output
Link an Objective C program (-lobjc) No
Generate debugging information (-g3) No
Do not use standard system libraries (-nostdlib) No
Do not create a console window (-mwindows) No
Strip executable (-s) No
For more information about GCC's options, please visit
http://gcc.gnu.org/onlinedocs/gcc/Option-Summary.html
OK
Cancel
Help
Resources
Compile Log
Debug
Find Results
Done parsing in 1.594 seconds
C:/Users/DELL/Desktop/AMU%20Syllabus/Lab_Manual_c++.pdf
(c) Change Linker Setting for Debugging
After starting the IDE, the first thing we need to ensure is the setting for debugging information to be generated.
Follow the steps below to set the debugging information.
To change this setting, click on Tools → Compiler Options.
Then click on the "Settings" tab on the dialog that pops up.
Under "Settings", we have a "linker" tab.
In the "linker" tab there are various options shown. Set "Yes" for the option "Generate Debugging Information (-g3)".
This is shown in the following screenshot.
Click OK, once done.
(d) Create a New Project
To create a new project in dev-C++ we need to follow the below steps:
Click File → New → Project.
A new dialog opens up as shown below.


titled1 - Dev-C++ 5.11
Compiler Options
Compiler set to configure
TDM-GCC 4.9.2 64-bit Release
General Settings Directories Programs
C options Code Generation Warnings Profiling Linker Output
Link an Objective C program (-lobjc) No
Generate debugging information (-g3) Yes
Do not use standard system libraries (-nostdlib) No
Do not create a console window (-mwindows) No
Strip executable (-s) No
For more information about GCC's options, please visit
http://gcc.gnu.org/onlinedocs/gcc/Option-Summary.html
OK
Cancel
Help
Resources
Compile Log
Debug
Find Results
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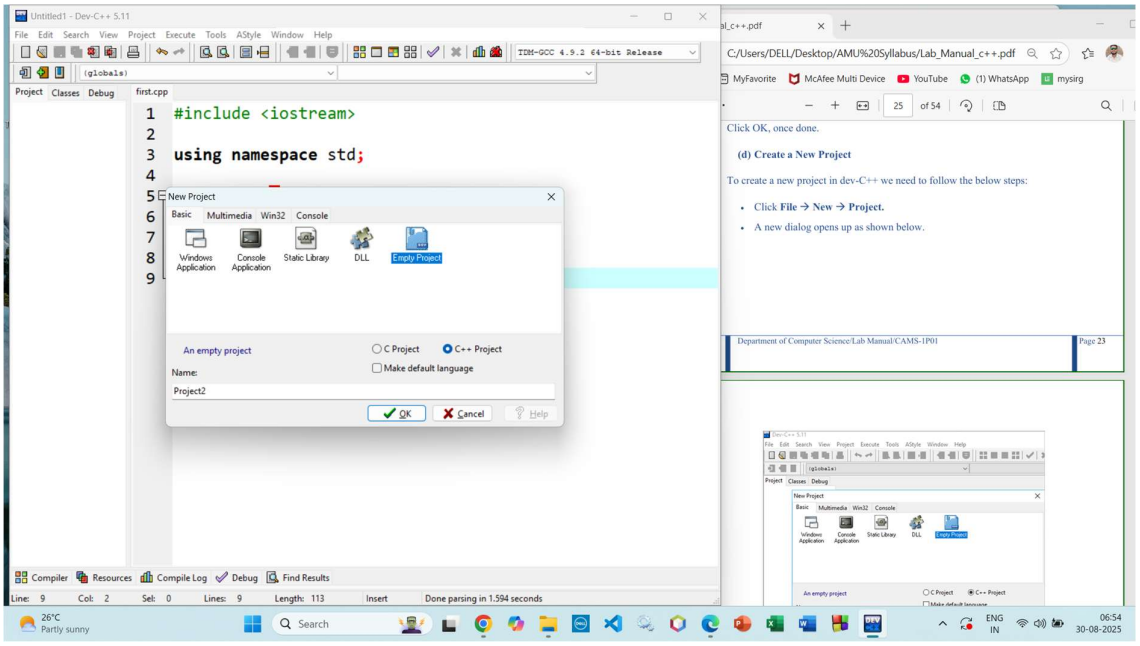
WEEK #3


Untitled1 - Dev-C++ 5.11
#include <iostream>
using namespace std;
New Project
Empty Project
An empty project
C++ Project
Make default language
Project2
OK
Cancel
Click OK, once done.
(d) Create a New Project
To create a new project in dev-C++ we need to follow the below steps:
Click File → New → Project.
A new dialog opens up as shown below.
Department of Computer Science/Lab Manual/CAMS-1P01
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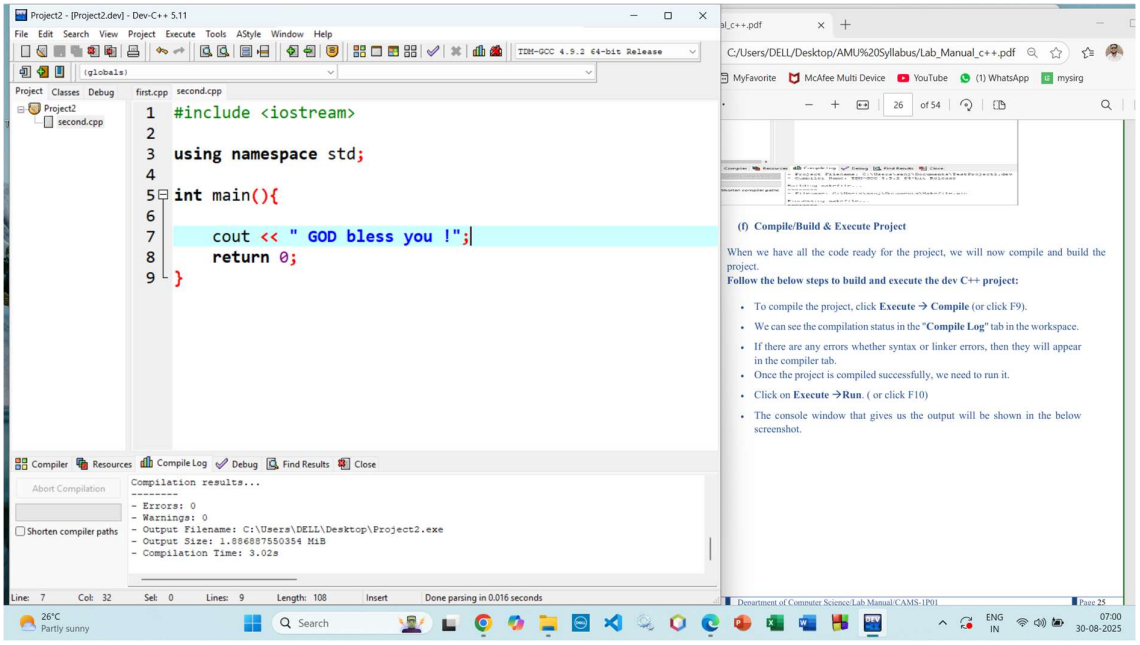
Project2 - [Project2.dev] - Dev-C++ 5.11
#include <iostream>
using namespace std;
int main(){
cout << " GOD bless you !";
return 0;
}
Compilation results...
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\DELL\Desktop\Project2.exe
- Output Size: 1.886887550354 MiB
- Compilation Time: 3.02s
(f) Compile/Build & Execute Project
When we have all the code ready for the project, we will now compile and build the project.
Follow the below steps to build and execute the dev C++ project:
To compile the project, click Execute → Compile (or click F9).
We can see the compilation status in the "Compile Log" tab in the workspace.
If there are any errors whether syntax or linker errors, then they will appear in the compiler tab.
Once the project is compiled successfully, we need to run it.
Click on Execute →Run. (or click F10)
The console window that gives us the output will be shown in the below screenshot.
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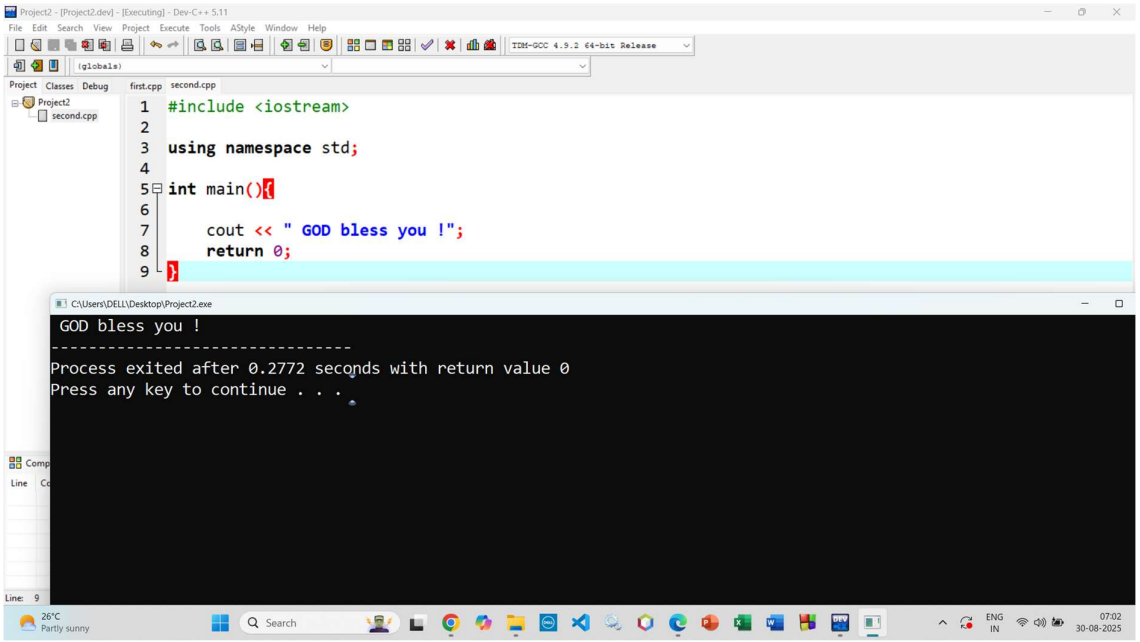
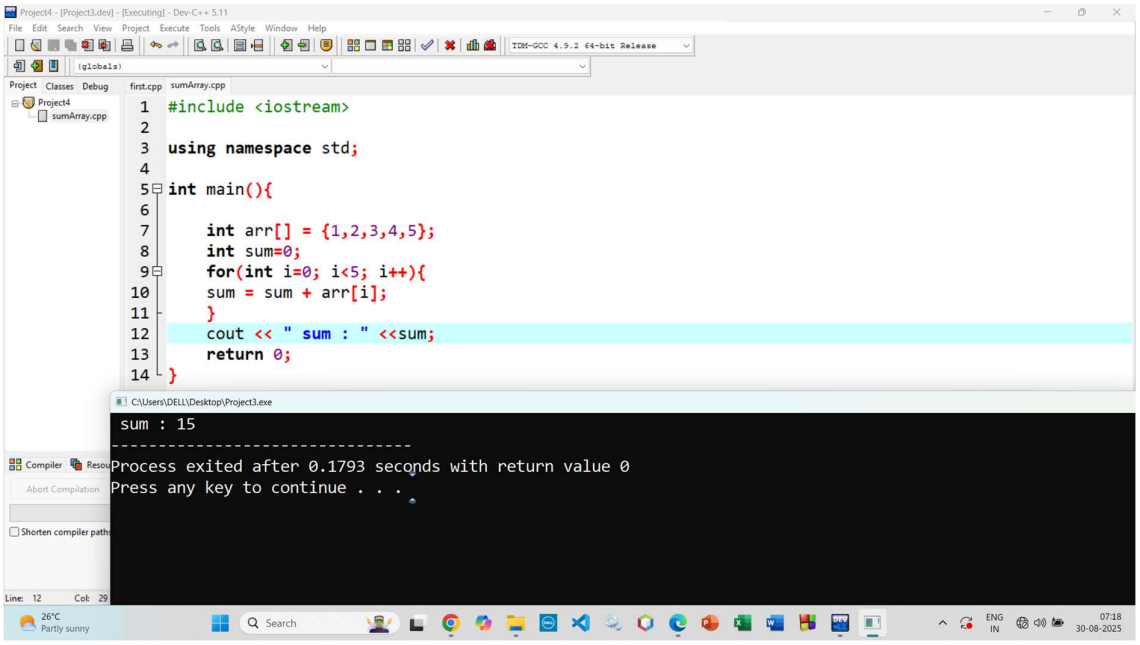
WEEK #3



```
#include <iostream>

using namespace std;

int main(){

    cout << " GOD bless you !";
    return 0;
}
```

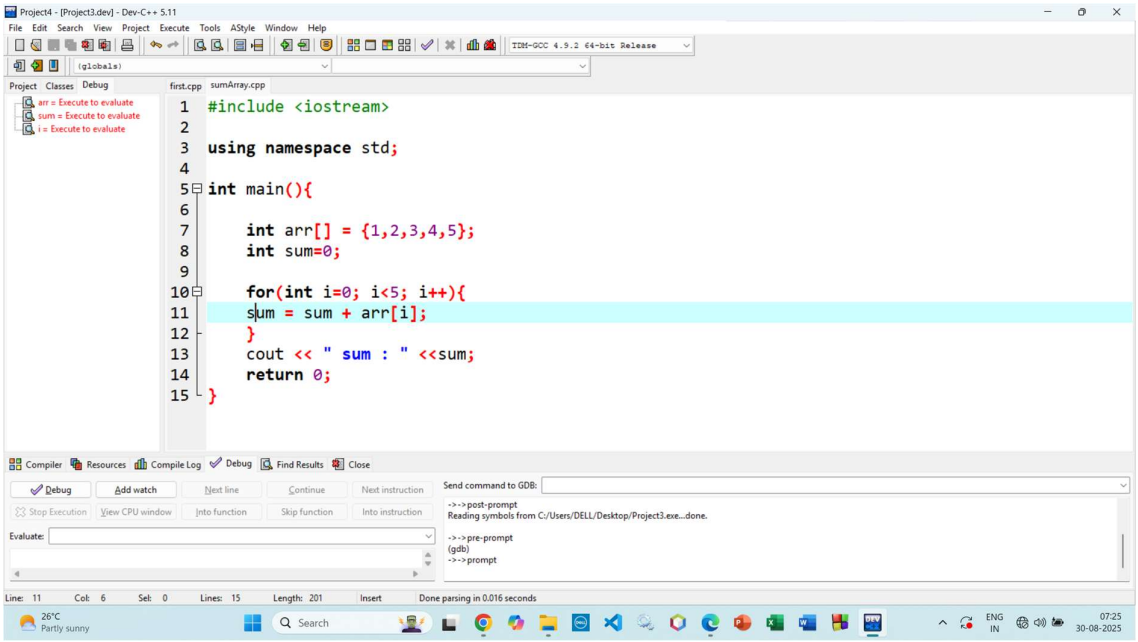
```
 GOD bless you !
--------------------------------
Process exited after 0.2772 seconds with return value 0
Press any key to continue . . .
```



```
#include <iostream>

using namespace std;

int main(){

    int arr[] = {1,2,3,4,5};
    int sum=0;
    for(int i=0; i<5; i++){
    sum = sum + arr[i];
    }
    cout << " sum : " <<sum;
    return 0;
}
```

```
 sum : 15
--------------------------------
Process exited after 0.1793 seconds with return value 0
Press any key to continue . . .
```

WEEK #3


Project4 - [Project3.dev] - Dev-C++ 5.11
File Edit Search View Project Execute Tools AStyle Window Help
TDM-GCC 4.9.2 64-bit Release
(globals)
Project Classes Debug
arr = Execute to evaluate
sum = Execute to evaluate
i = Execute to evaluate
first.cpp sumArray.cpp
#include <iostream>
using namespace std;
int main(){
int arr[] = {1,2,3,4,5};
int sum=0;
for(int i=0; i<5; i++){
sum = sum + arr[i];
}
cout << " sum : " <<sum;
return 0;
}
Compiler Resources Compile Log Debug Find Results Close
Debug Add watch Next line Continue Next instruction
Stop Execution View CPU window Into function Skip function Into instruction
Evaluate:
Send command to GDB:
->->post-prompt
Reading symbols from C:/Users/DELL/Desktop/Project3.exe...done.
->->pre-prompt
(gdb)
->->prompt
Line: 11 Col: 6 Sel: 0 Lines: 15 Length: 201 Insert Done parsing in 0.016 seconds
26°C
Partly sunny
Search
ENG
IN
07:25
30-08-2025