

IDE

Integrated Development Environment

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Soutenance du module de Génie Logiciel, 2013

Outline

- 1 Qu'est-ce qu'un IDE ?
 - Historique
 - Les fonctionnalités

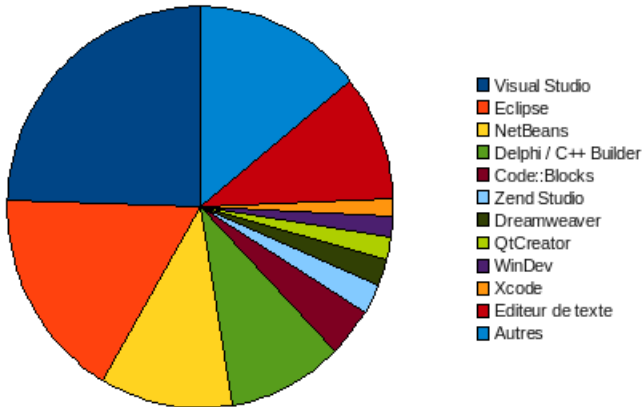
- 2 Code::Blocks : un IDE pour vous
 - Création d'un projet assisté
 - Programmation sous Code::Blocks
 - Finalisation du programme avec Code::Blocks

Make Titles Informative. Use Uppercase Letters.

Subtitles are optional.

- Use `itemize` a lot.
- Use very short sentences or short phrases.

Popularité des différents environnements.



Make Titles Informative.

You can create overlays. . .

- using the `pause` command:
 - First item.
 - Second item.
- using overlay specifications:
 - First item.
 - Second item.
- using the general `uncover` command:
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 - Second item.

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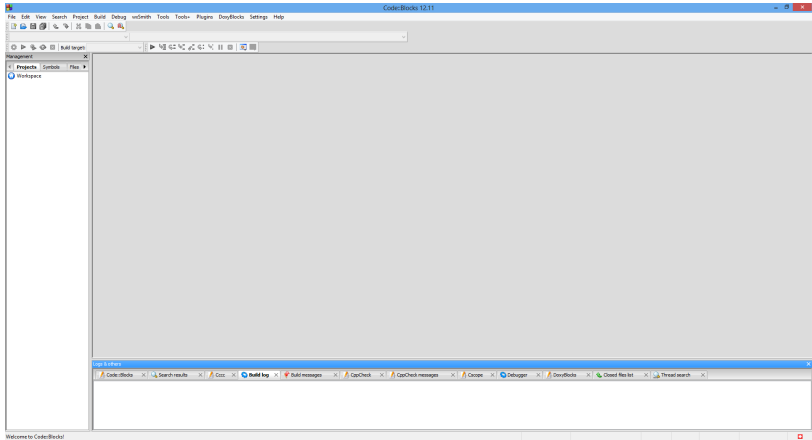
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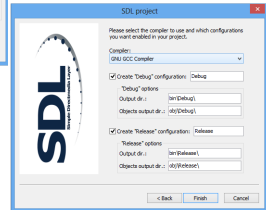
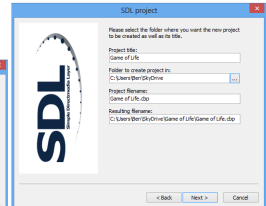
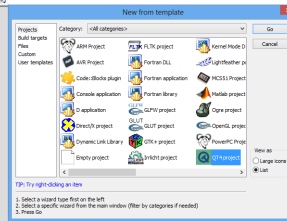
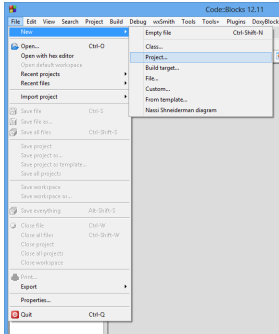
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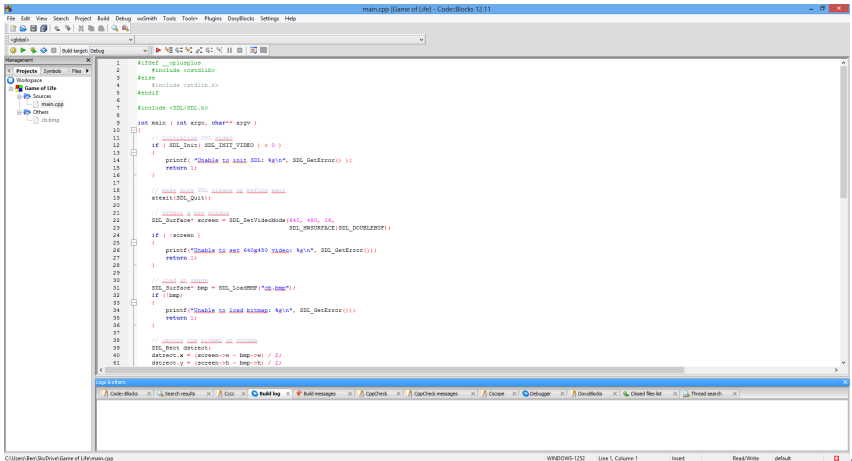
Code::Blocks un couteau suisse informatique



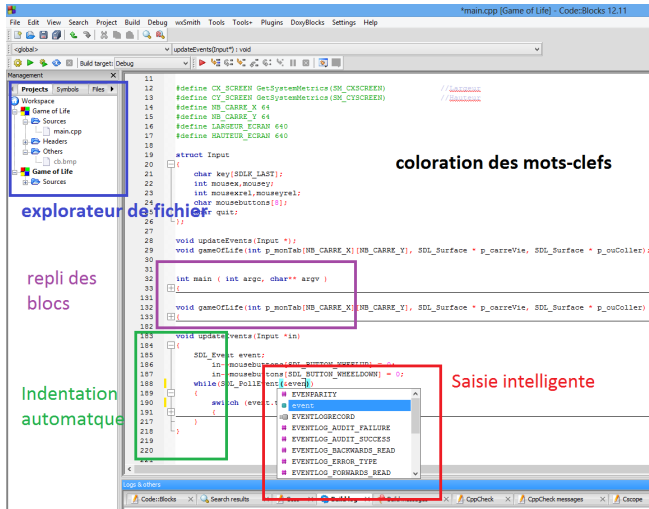
Créer un projet en quelques clics



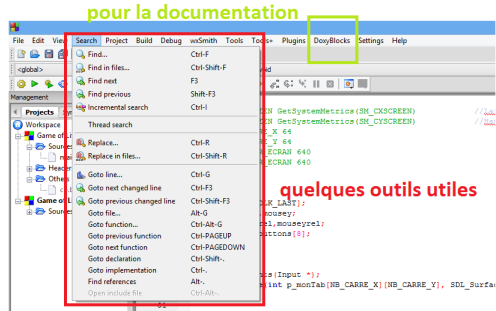
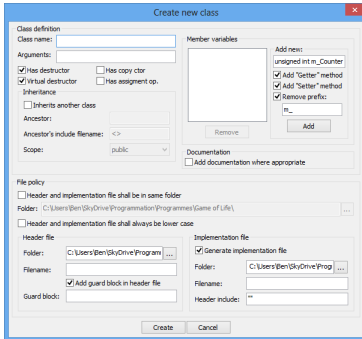
Un code par défaut prêt à compiler



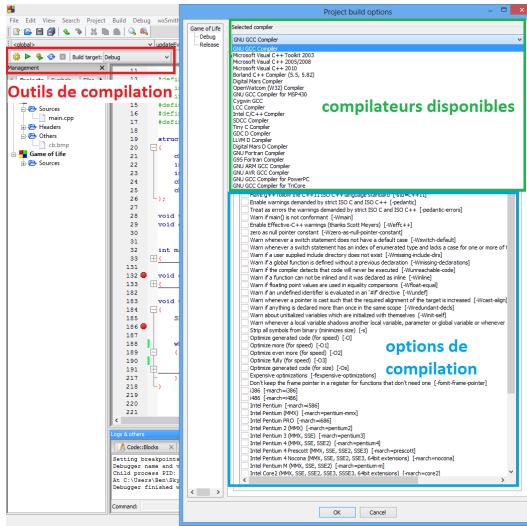
Fonctionnalités intéressantes de l'éditeur de texte



Quelques outils pratiques



Une compilation riche et personnalisable



Un debugger intégré : GDB

Boutons de debugage

breakpoints

curseur

Nr	Address	Function	File	Line
0	00401689	updateEvents(int*)	C:\Users\Ben\OneDrive\Programmation\Programmes\Game of Life\main.cpp	188
1	00401689	SDL_main(argc=1, argv=0x4260)	C:\Users\Ben\OneDrive\Programmation\Programmes\Game of Life\main.cpp	100
2	00402C2B	console_main(argc=1, argv=0x4260)	./src/main/win32/win32_main.c	315
3	00402CE8	WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR szCmdLine, int nCmdShow)	./src/main/win32/win32_main.c	398
4	004B8C38	main()		

```
32 int main (int argc, char** argv)
33 {
34     // ...
35     void gameOfLife(int p_monTab[NB_CARRE_X][NB_CARRE_Y], SDL_Surface * p_carreVie, SDL_Surface * p_ovColler)
36     {
37         // ...
38         void updateEvents(Input *in)
39         {
40             // ...
41             SDL_Event event;
42             in->mouseButtons[SDL_BUTTON_WHEELUP] = 0;
43             in->mouseButtons[SDL_BUTTON_WHEELDOWN] = 0;
44             while(SDL_PollEvent(&event))
45             {
46                 switch (event.type)
47                 {
48                     // ...
49                 }
50             }
51         }
52     }
53 }
```

Debugger console output:

```
Registered new type: STL Vector
Setting breakpoints
Debugger name and version: GDB gdb (GDB) 7.5
Child process PID: 10748
At C:\Users\Ben\OneDrive\Programmation\Programmes\Game of Life\main.cpp:104
```

Bilan

- Les IDE sont des outils **très complets**.
- Ils permettent **d'éviter les erreurs**.
- et nous aide à **bien gérer nos projets**.
- Problèmes
 - Spécificité.
 - Trop assisté ?

Pour plus de programmation ... I



Eclipse

C, C++, Java, Perl, Ruby, etc.

<http://www.eclipse.org/>, 2013.



NetBeans

*C/C++, PHP, XML, HTML, PHP, Groovy, Javadoc,
JavaScript et JSP.*

<http://fr.netbeans.org/>, 2013.