

# INTRODUCTION

Compilers, IDEs, Hello World

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Name	OS	License	C++11	C++14	C++17
Intel	Most	Proprietary	Partial	Partial	No
MS Visual C++	Most	Proprietary	Yes	Partial	Partial
Clang	All	MIT-like	Yes	Yes	Partial
GCC	All <sup>1</sup>	GPLv3	Yes	Yes	Partial
Source					

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<sup>1</sup>Using external software for Windows

Name	OS	License	Autocomplete	Tools
Visual Studio	Windows	Proprietary	Complex	Most <sup>2</sup>
Eclipse CDT	Java	EPL	Complex	Most <sup>2</sup>
Xcode	OS X	Proprietary	Complex	Most <sup>2</sup>
CLion	Java	Proprietary	Complex	Many <sup>3</sup>
Qt Creator	All	LGPL	Complex	Many <sup>4</sup>
Geany	All	GPL	Simple	Class Browser
Source				

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<sup>2</sup>GUI builder, class browser, toolchain, debugger, profiler, refactoring, code coverage

<sup>3</sup>Except for code coverage, GUI builder, profiler

<sup>4</sup>Except for code coverage

# HELLO WORLD

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```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     cout << "Hello World!\n";
6     return 0;
7 }
```

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Compile:

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```
g++ -std=c++14 -Wall -Wextra hello_world.cc
```

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