

CSE225L – Data Structures and Algorithms Lab

Setting up Code::Blocks on Windows

This tutorial gives you easy-to-follow instructions, with screenshots, for setting up a compiler (the MINGW compiler), a tool that will let you turn the code that you write into programs, and Code::Blocks, a free development environment for C and C++. This tutorial explains how to install Code::Blocks on Windows 2000, XP, Vista , 7 or Windows 10. Note: the easiest way to get a compiler is to use Cee Studio, from our sponsor. It will let you run your code in your browser, without installing anything. If you're running Linux, go here to learn how to use GCC; if you're on OS X, go here to get set up using Apple XCode.

Step 1: Download Code::Blocks

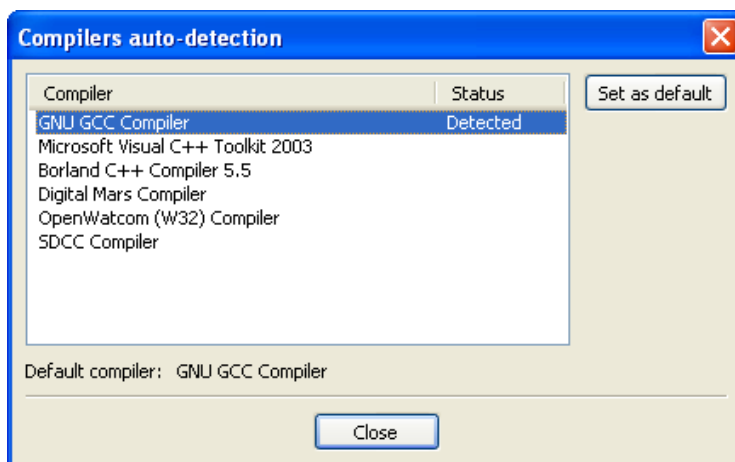
- Go to this website: <http://www.codeblocks.org/downloads>
- Follow the link to "Download the binary release" (direct link)
- Go to the Windows 2000 / XP / Vista / 7 /10 section
- Look for the file that includes mingw in the name. (The name as of this writing was codeblocks-20.03mingw-setup.exe; the 20.03 may be different).
- Save the file to your desktop. It is roughly 145 megabytes.

Step 2: Install Code::Blocks

- Double click the installer.
- Hit next several times. Other setup tutorials will assume you have installed in C:\Program Files\CodeBlocks (the default install location), but you may install elsewhere if you like
- Do a Full Installation
- Launch Code::Blocks

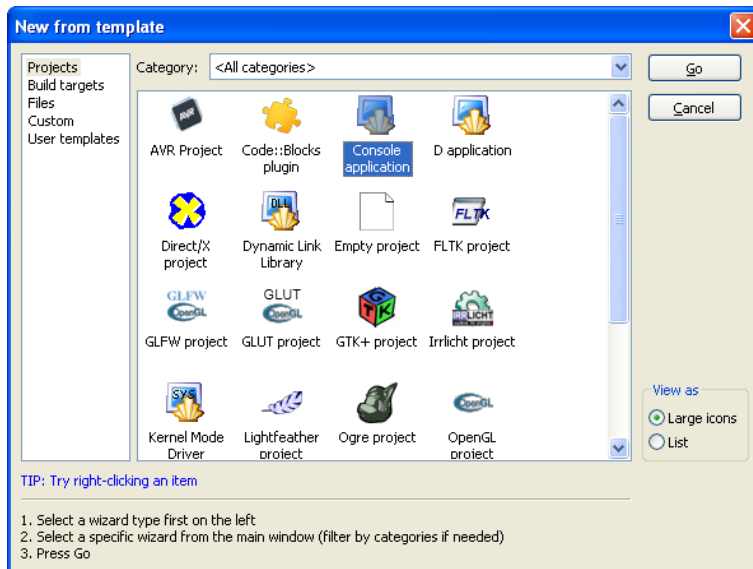
Step 3: Running in Code::Blocks

You will be prompted with a Compilers auto-detection window:



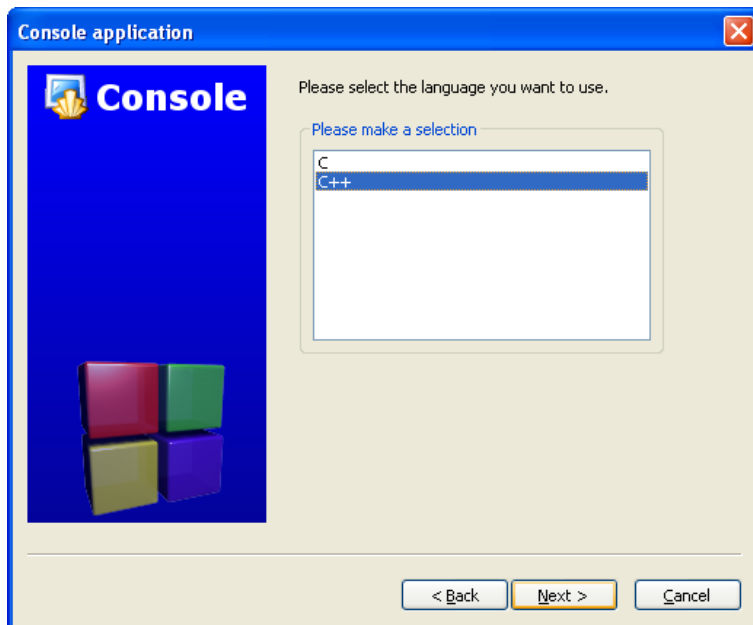
When you get the compiler auto-detection window, just hit OK. Code::Blocks may ask if you want to associate it as the default viewer for C/C++ files--I'd suggest you do. Click on the File menu, and under "New", select "Project..."

The following window will come up:



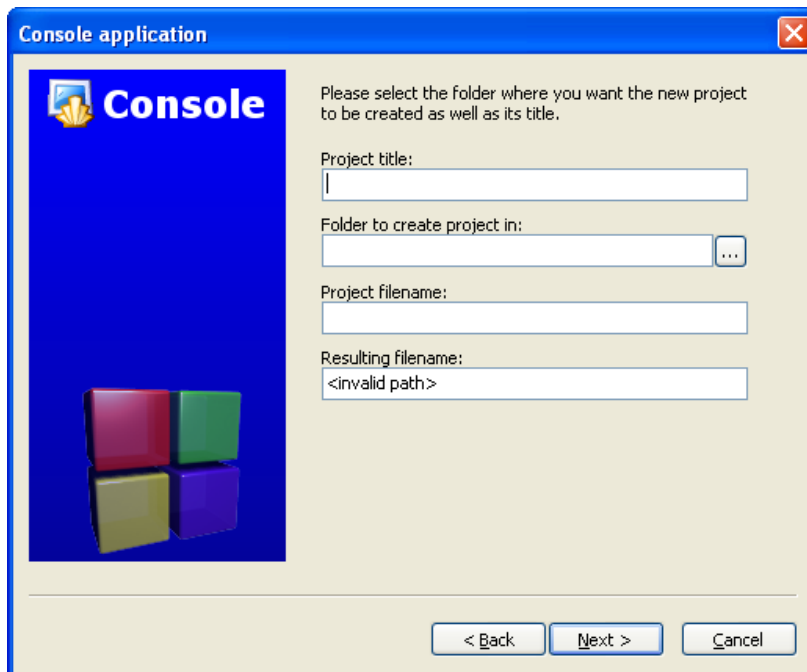
Click on "Console Application" and hit the "Go" button.

Click next until you get to the Language Selection Dialog:



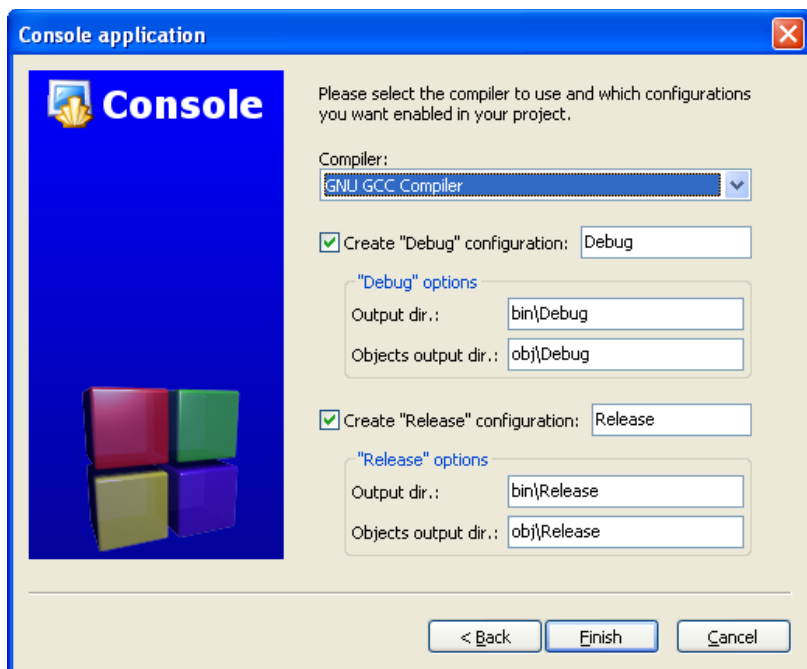
You'll be asked to choose whether you want to use C or C++. If you're not sure, use C++. Otherwise, choose based on the language you are learning. (You can find tutorials here on both C and C++.)

After clicking "Next", Code::Blocks will then prompt you with where you'd like to save the console application:



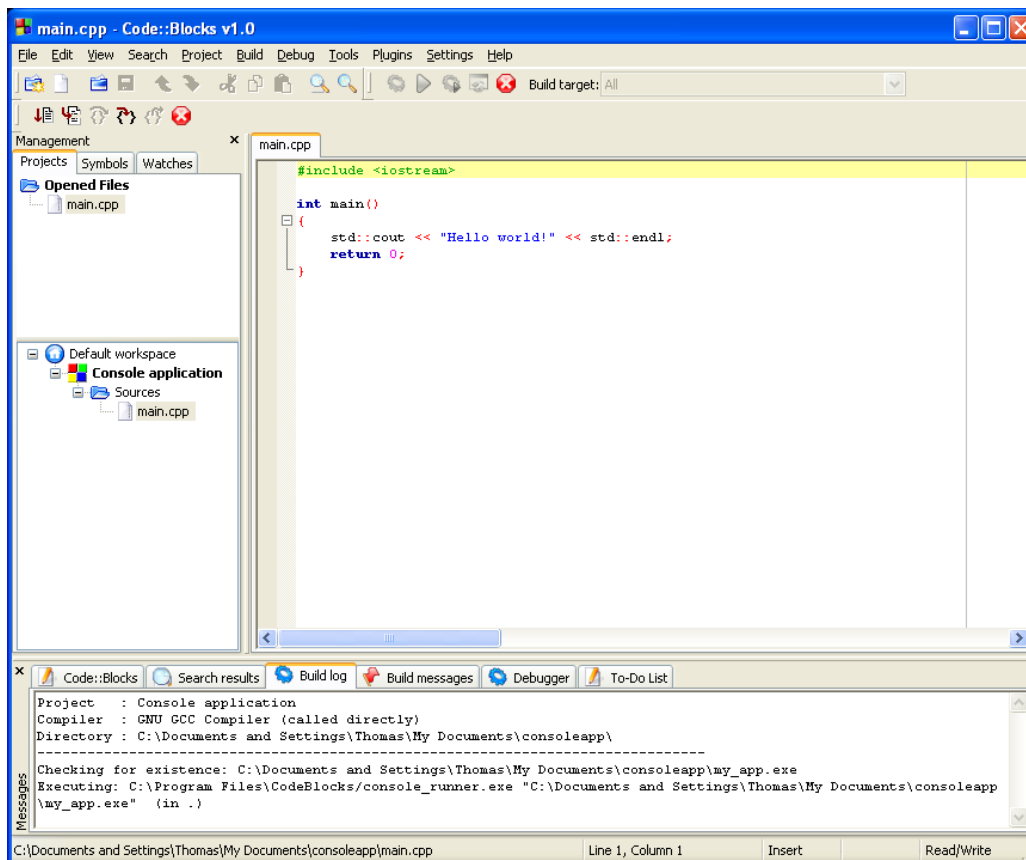
I'd recommend you put it in its own folder, as it may create several files (this is especially true if you create other types of projects). You will need to give your project a name, anything will be fine.

Clicking "Next" again will prompt you to set up your compiler:



You don't need to do anything here. Just accept the defaults by hitting "Finish".

You can now open the main.cpp file on the left:



At this point, you will have your `main.cpp` file, which you can modify if you like. For now, it just says "Hello World!", so we can run it as is. Hit F9, which will first compile it and then run it.

