

## Building with MinGW

### Compilation phase

```
g++.exe -Wall -m32 -g -IC:\MinGW\include -c main.cpp -o main.o
```

Use -I switch to specify **include** directory located in your MinGW installation.

### Linking phase

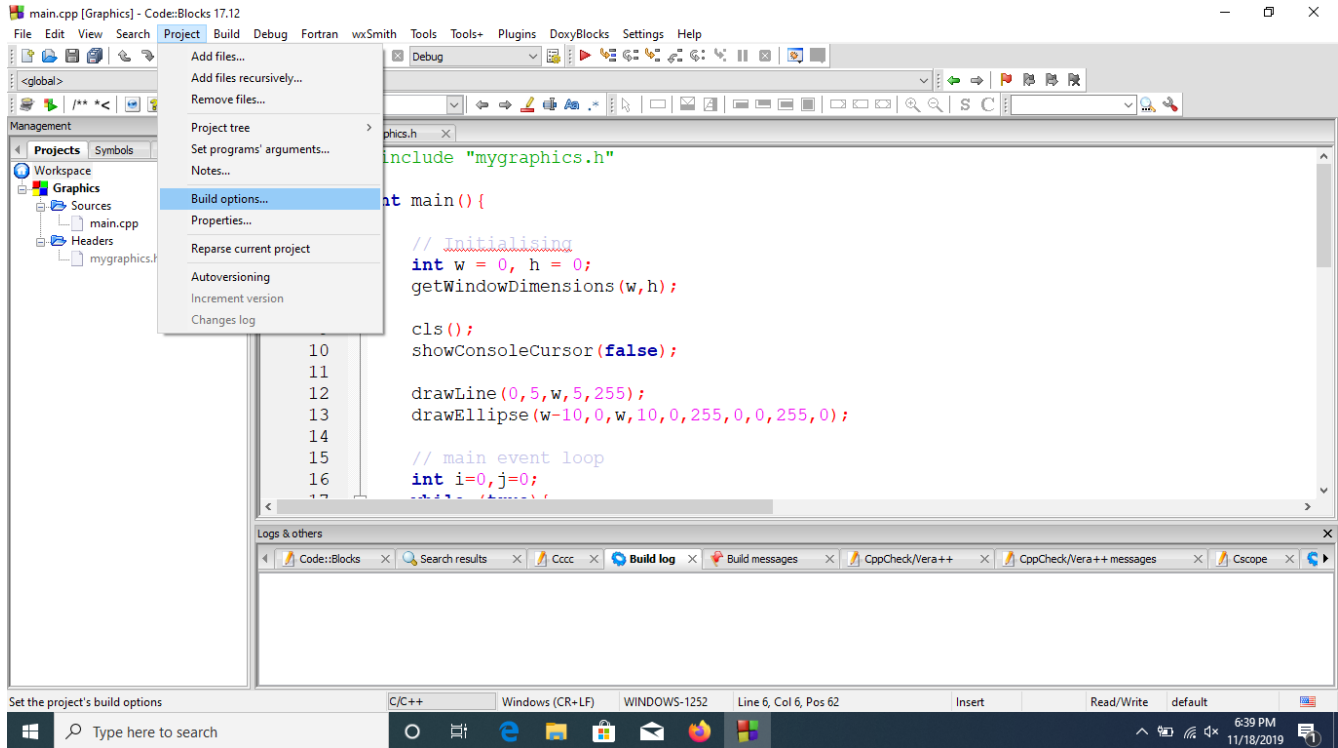
```
g++.exe -LC:\MinGW\lib -o Graphics.exe main.o -m32 -lgdi32
```

Use -L switch to specify **lib** directory located in your MinGW installation. Also, use -l switch (letter L in small case) to link with **gdi32** library.

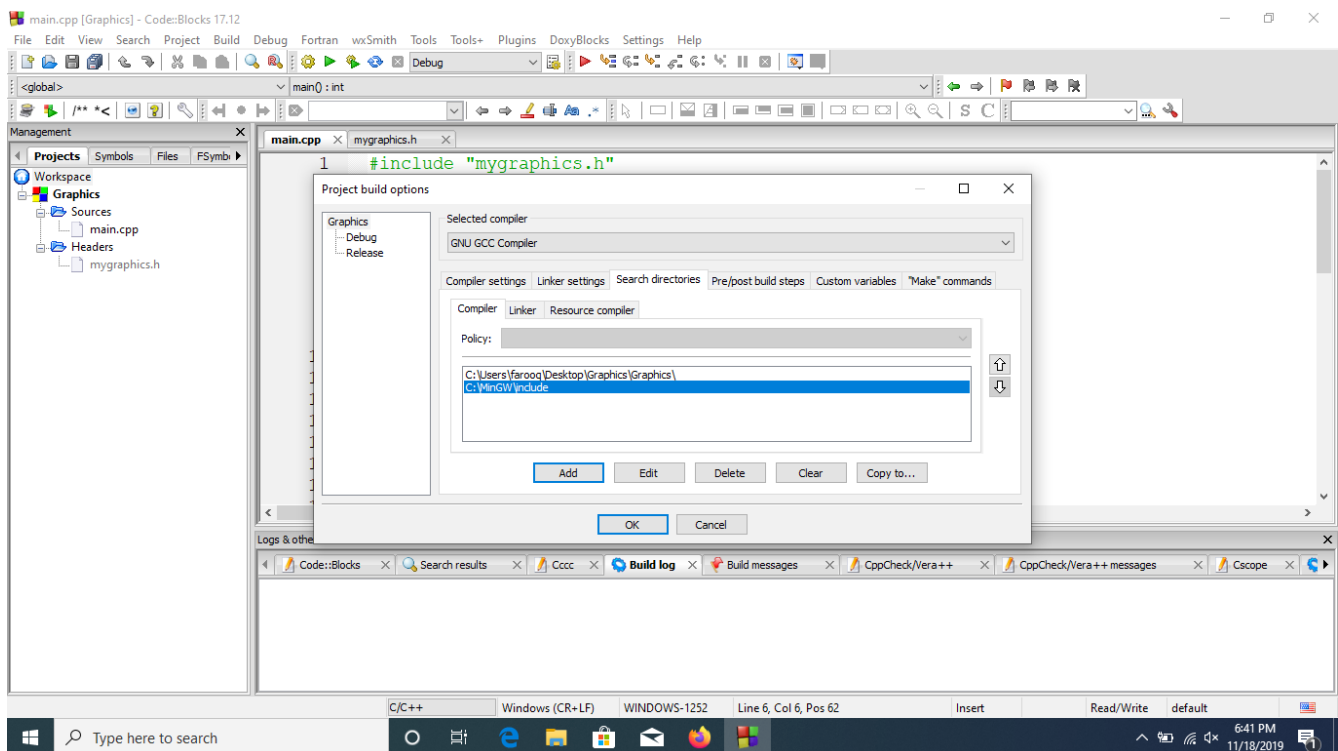
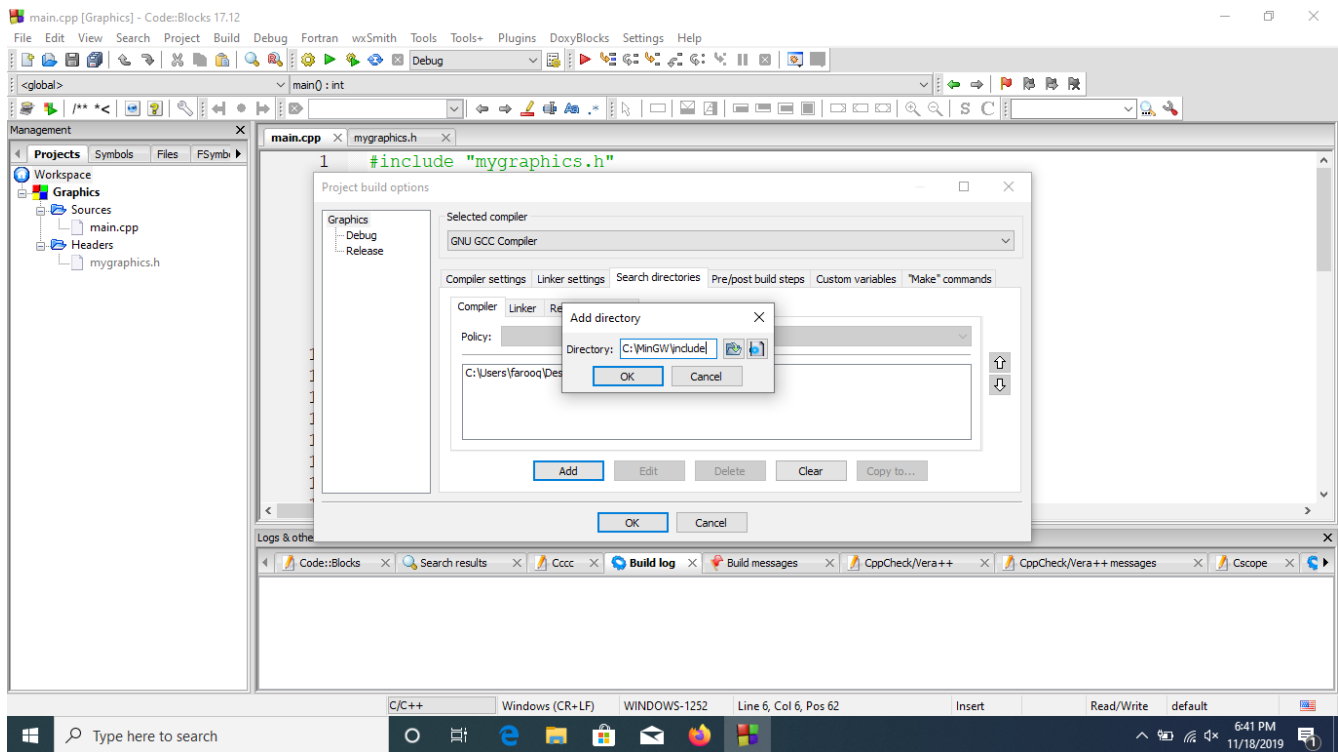
# Building with Code Blocks

## Build Settings

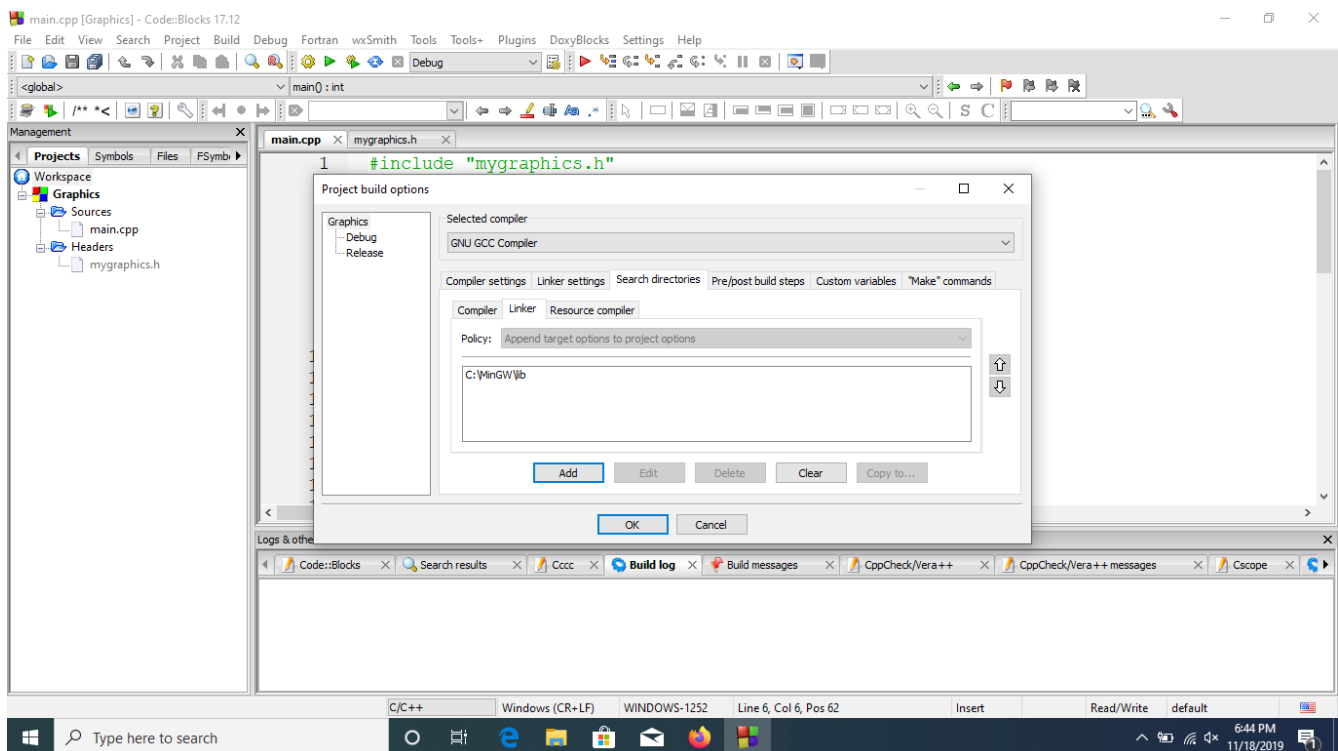
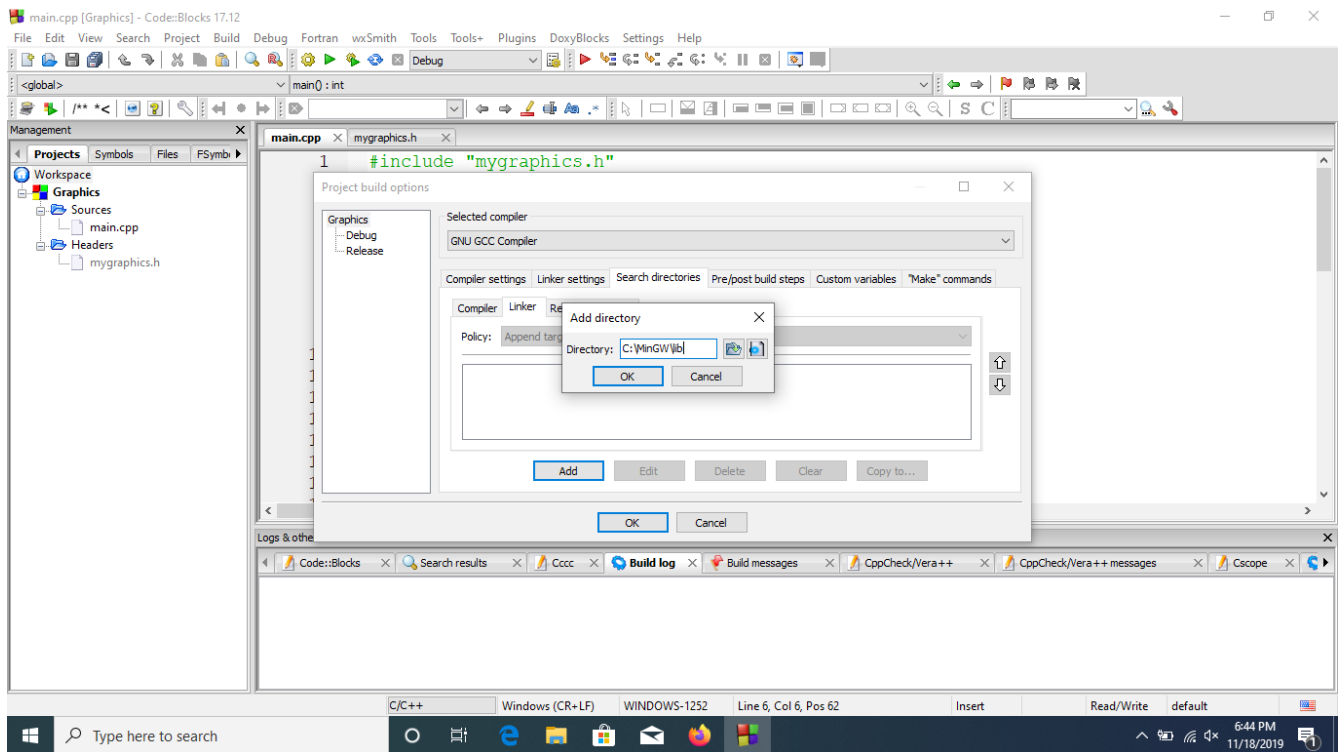
1. Select Build Options in Project menu.



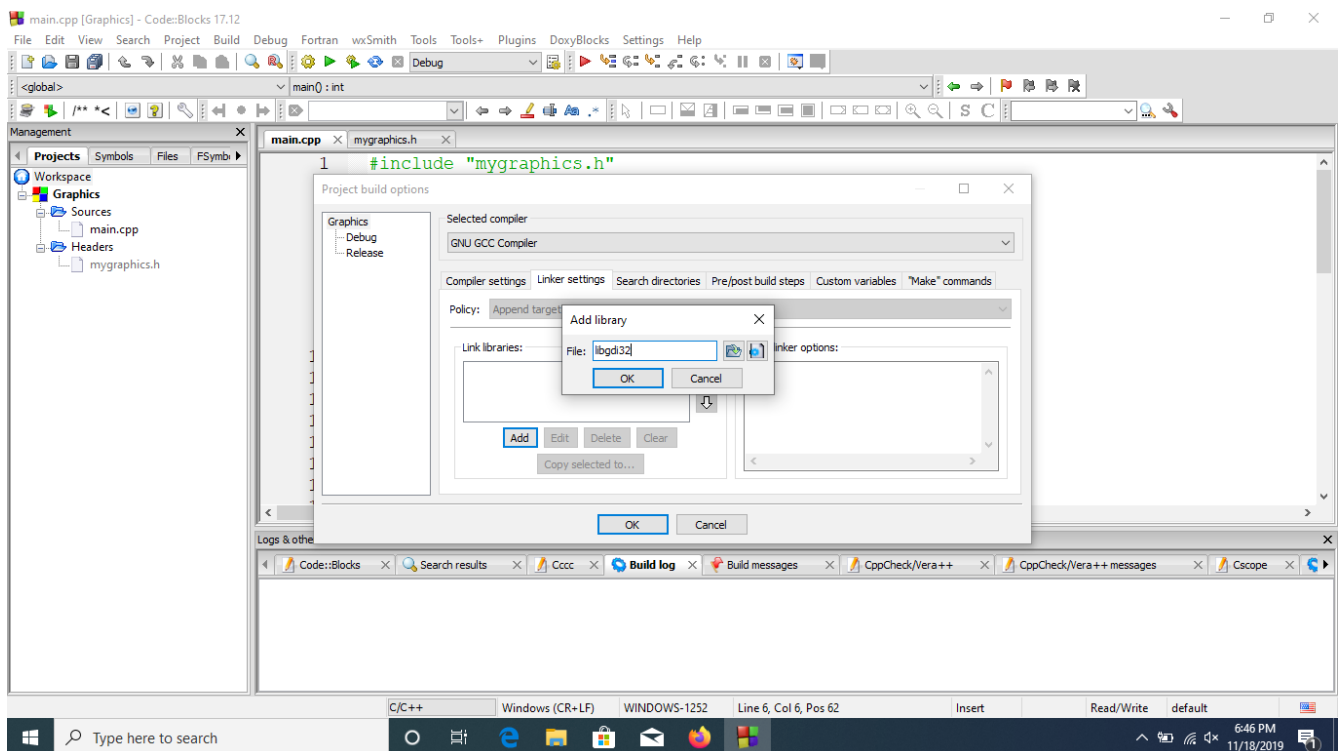
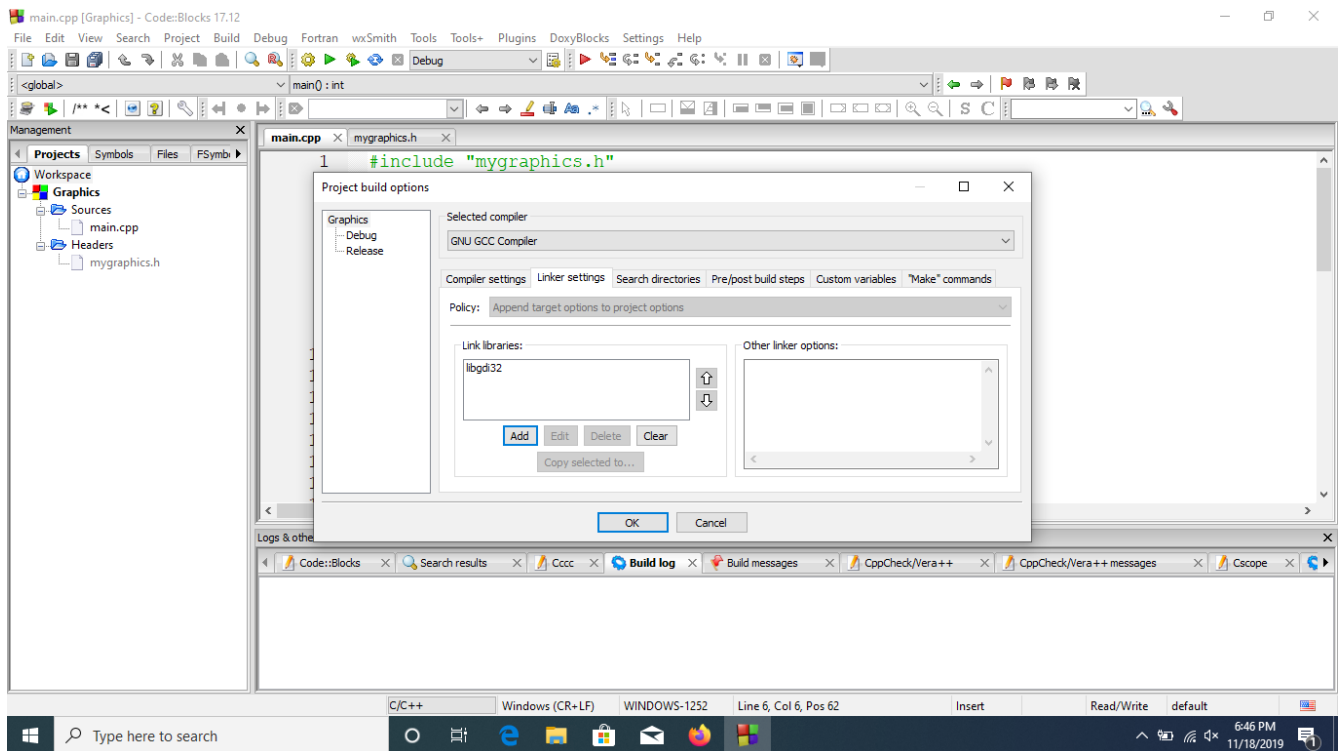
## 2. Select “Search Directories” option to open compiler settings. Add MinGW Include directory



### 3. Select Linker tab on Search Directories option. Add MinGW lib directory.

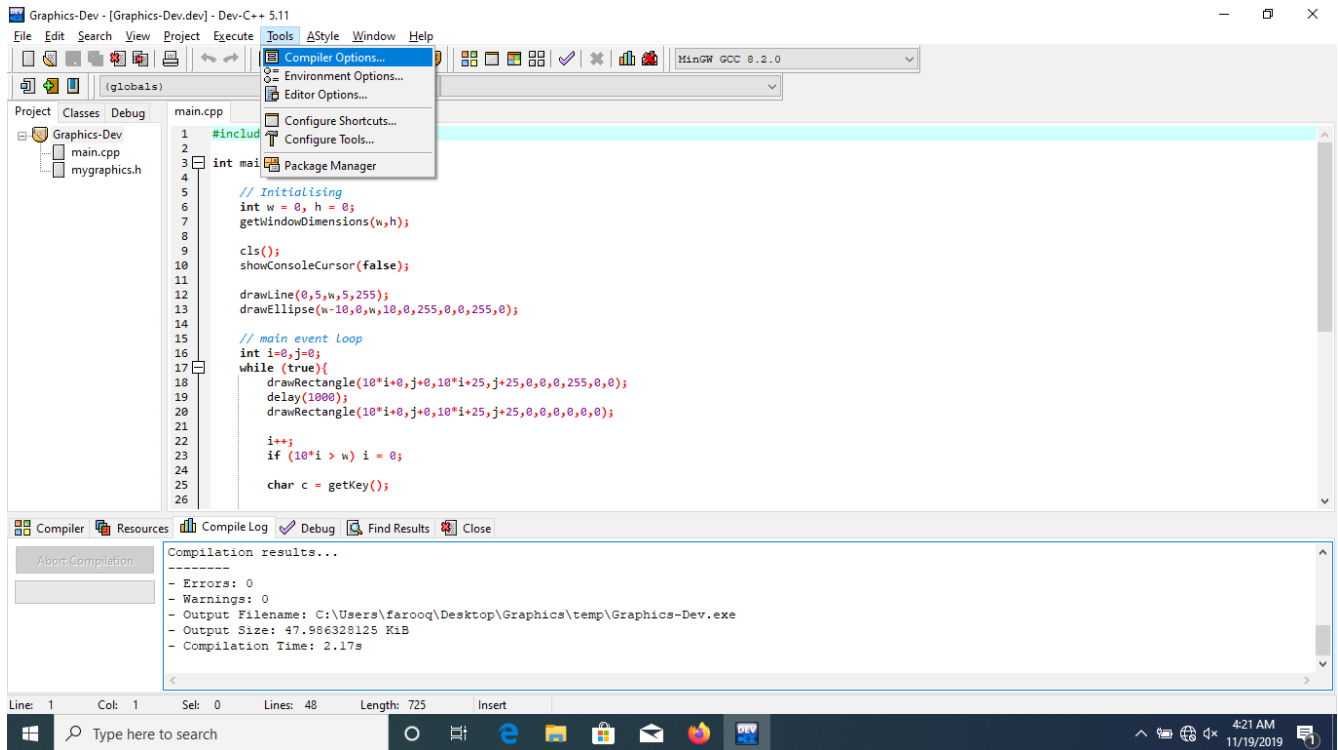


#### 4. Select Linker Settings option. Add libgdi32.

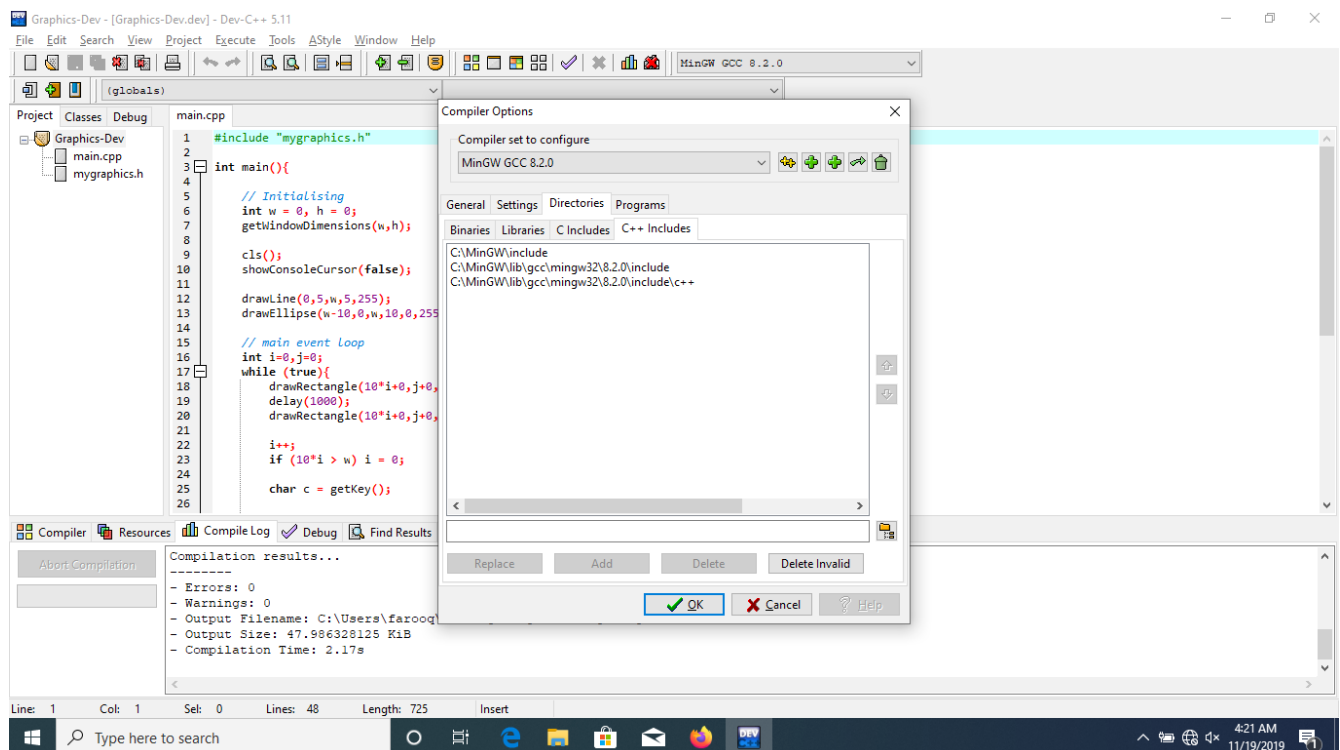
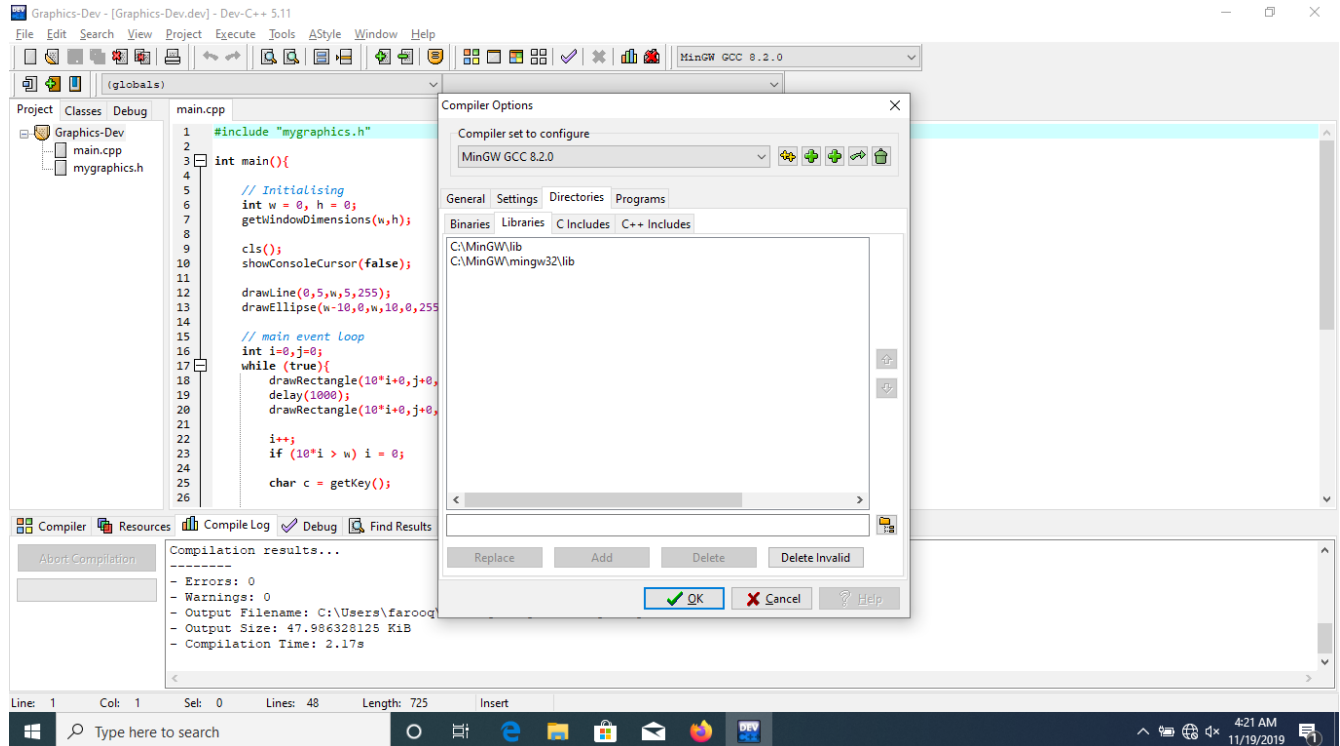


# Building with Dev-C++

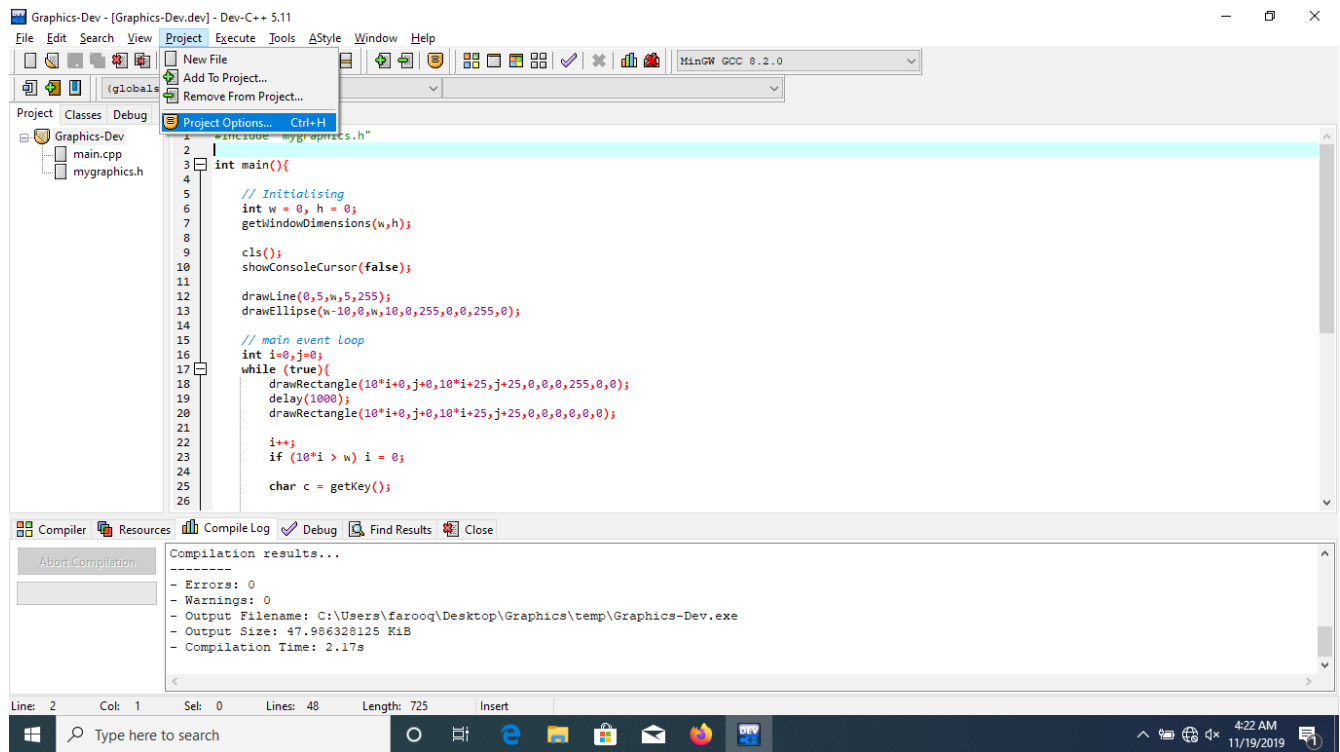
## 1. Select the Compiler Options.



2. Go to Directories tab and verify that MinGW **lib** and **include** directories are properly mentioned on **Libraries** and **C++ includes** tabs respectively. Otherwise, add them from your MinGW installation.



### 3. Open Project Options.





#### 4. Go to Parameters tab and Add **libgdi32** library to Linker parameters list.

