实验环境配置

实验环境介绍

实验工具

实验至少需要用到以下工具,请同学们自行安装并学习,在下面也有简单的使用说明,这个程度的说明只能保证基础的使用,如果出现不符合预期的情况,请阅读文档

- 1. Git
- 2. CMake
- 3. GNU Makefiles / GCC / GDB

实验指导书中给出了最少的要安装的工具包,但是这些对于一个舒服的开发环境来说,还远远不够!

下面给出我在完成实验时使用到的一些工具

1.WSL2

提供Windows操作系统下的Linux环境

文档: WSL2安装

2.GCC

编译器

文档: GCC安装

3.GDB

调试器

文档: GDB安装

4.CMake

项目管理工具

文档: CMake安装 cmake与make

5.VS Code

编辑器

文档: VSCode与WSL2

6.VSCode CMake Tools Extension

图形化界面

文档: VSCode CMake Tools Extension

具体步骤

1.安装wsl

以管理员身份打开powershell,执行以下命令:

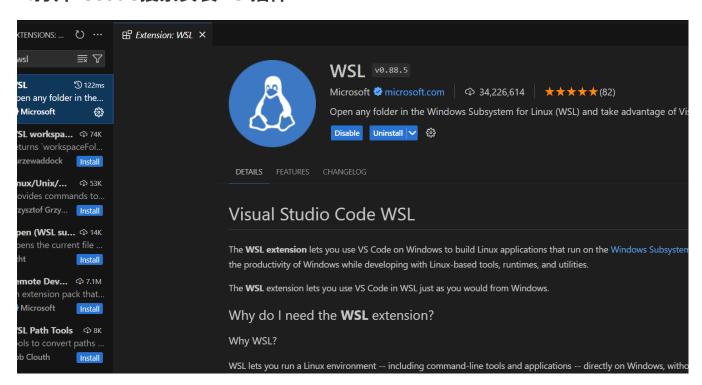
更新wsl

```
1 | wsl --update --web-download
```

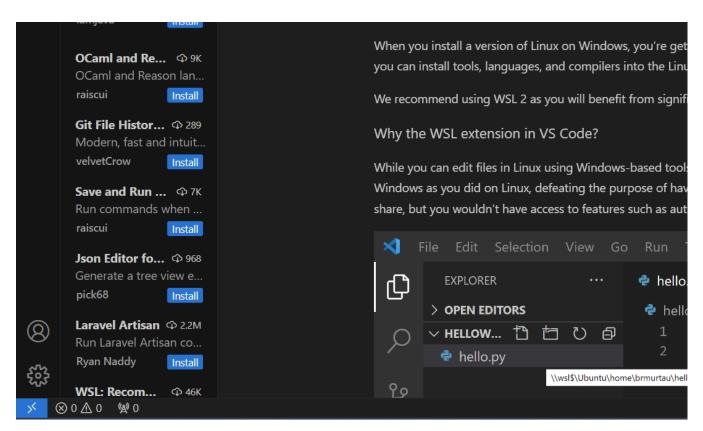
安装Ubuntu发行版

```
1 wsl --install -d Ubuntu --web-download
```

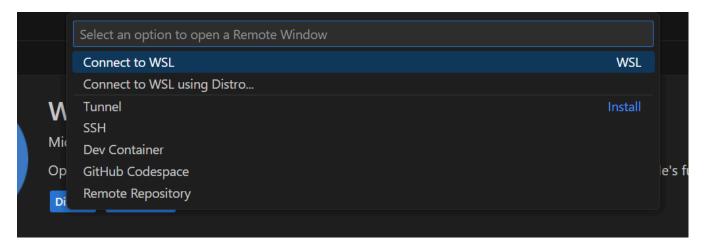
2.打开vscode搜索安装wsl插件



安装WSL插件



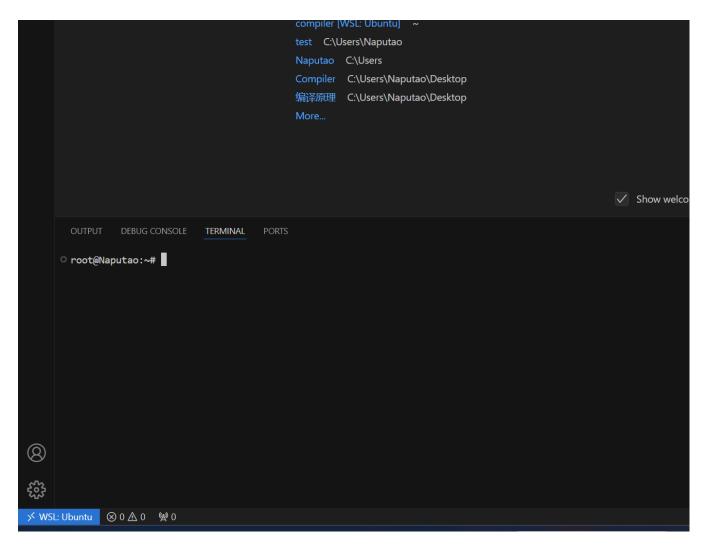
点击最左下角蓝色"><"按钮



点击"连接到WSL"

3.安装gcc g++ gdb make cmake

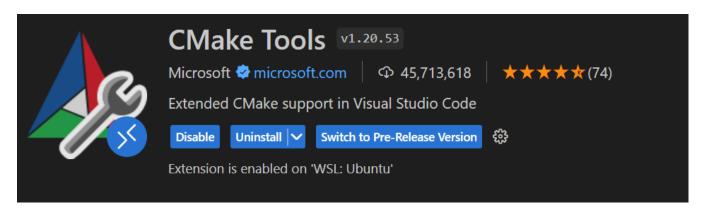
ctrl + '~'波浪键打开WSL下Ubuntu发行版的命令窗口



安装gcc g++ gdb make cmake

```
apt-get update
apt install gcc
apt install g++
apt install gdb
apt install make
apt install cmake
```

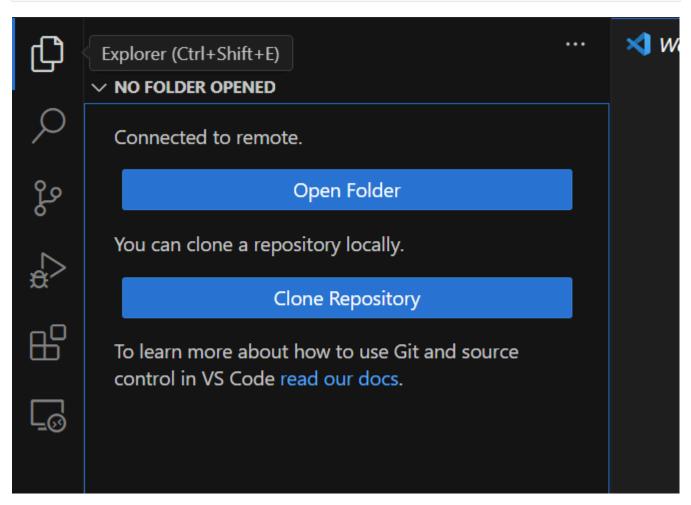
4.安装cmake tools插件



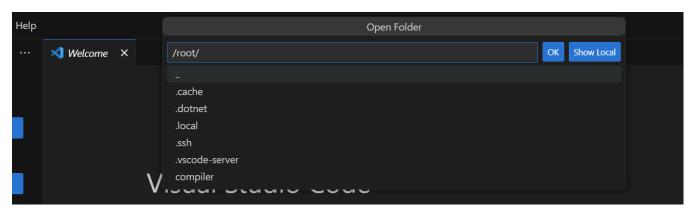
5.编写cmakelists.txt文件

首先创建文件夹

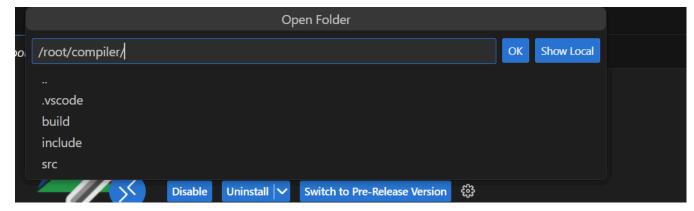
1 | mkdir compiler



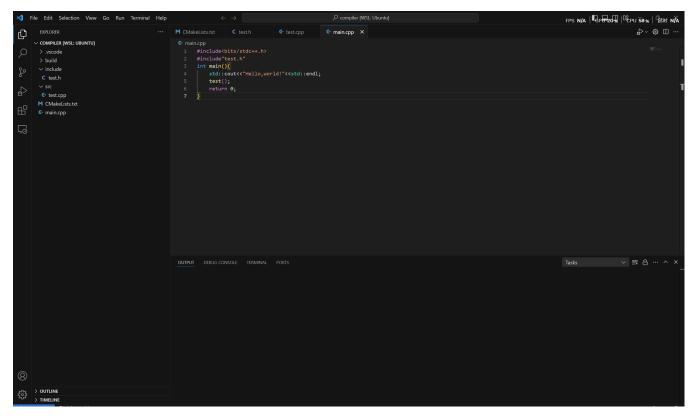
通过vscode打开文件夹,点击"打开文件夹"



选择compiler目录



点击OK



依次创建 src/test.cpp [include/test.h] CMakeLists.txt [main.cpp 四个文件

```
//test.h
//test.h
#ifndef TEST_H
#define TEST_H
#include<unordered_map>
finclude<string>
void test();
void f();
#endif
```

```
//test.cpp
#include"test.h"
#include<iostream>
#include<vector>
void test(){
   std::cout<<"iinclude ok"<<std::endl;
}</pre>
```

```
8  void f(){
9    std::vector<int> vec = {1,2,3,4,5,6,7,8};
10    for(auto&i:vec){
11        std::cout<<i<<std::endl;
12    }
13    return;
14 }</pre>
```

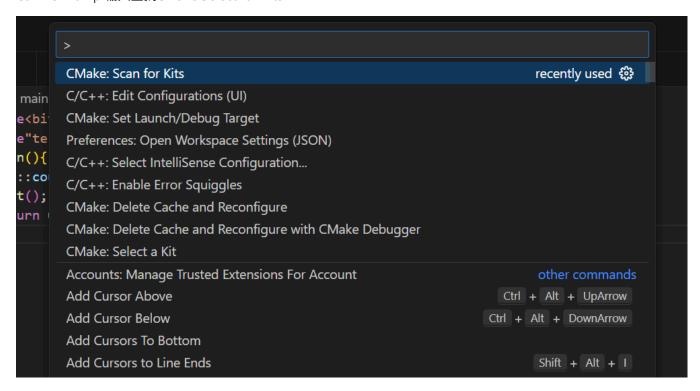
```
1 //main.cpp
2
  #include<bits/stdc++.h>
3 #include"test.h"
  int main(){
4
5
       std::cout<<"Hello,world!"<<std::endl;</pre>
6
       test();
7
       f();
8
       return 0;
9
   }
```

```
# CMakeLists.txt
cmake_minimum_required(VERSION 3.11)
project(compiler)
set(CMAKE_CXX_STANDARD 23)
include_directories(${PROJECT_SOURCE_DIR}/include)
add_executable(main main.cpp src/test.cpp)
set(CMAKE_CXX_FLAGS_DEBUG "-g")
```

依次创建 src/test.cpp | include/test.h | CMakeLists.txt | main.cpp 四个文件

6.启动项目

Ctrl + Shift + p 输入查找CMake Select for Kits



选择GCC

```
Select a Kit for compiler

[Scan for kits] Search for compilers on this computer

[Scan recursively for kits in specific directories (max depth: 5)] Search recursively for compilers in a s...

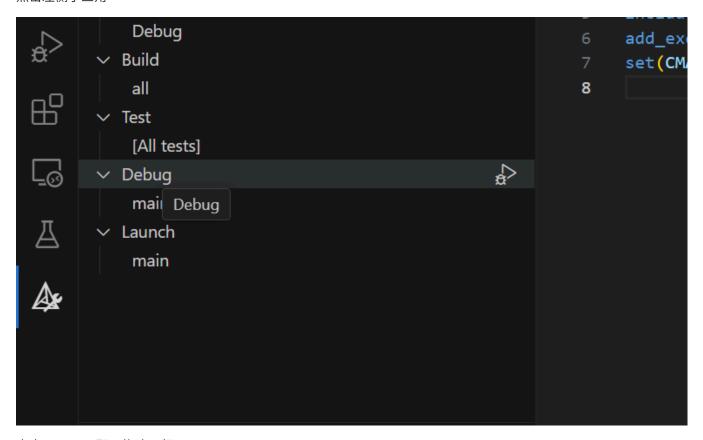
[Unspecified] Unspecified (Let CMake guess what compilers and environment to use)

Clang 19.1.7 x86_64-pc-windows-msvc Using compilers: C = /mnt/d/CPPtoolkit/LLVM/bin/clang.exe, C...

Clang-cl 19.1.7 x86_64-pc-windows-msvc Using compilers: C = /mnt/d/CPPtoolkit/LLVM/bin/clang-cl...

GCC 13.3.0 x86_64-linux-gnu Using compilers: C = /usr/bin/gcc, CXX = /usr/bin/g++
```

点击左侧小三角



点击launch,即可构建运行main.cpp

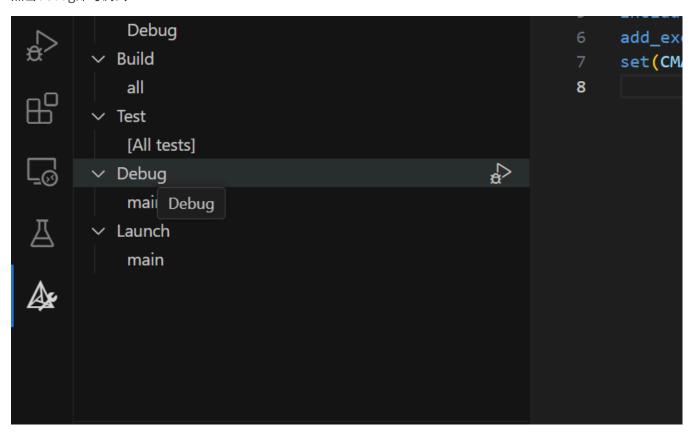
```
OUTPUT DEBUG CONSOLE TERMINAL PORTS

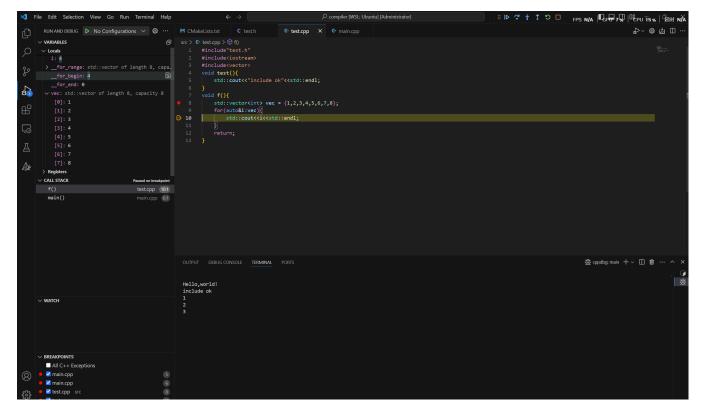
[main] Building folder: /root/compiler/build all
[build] Starting build
[proc] Executing command: /usr/bin/cmake --build /root/compiler/build --config Debug --target all -j 18 --
[build] [ 33%] Building CXX object CMakeFiles/main.dir/main.cpp.o
[build] [ 66%] Linking CXX executable main
[build] [100%] Built target main
[driver] Build completed: 00:00:02.422
[build] Build finished with exit code 0
```

```
include ok
include ok
root@Naputao:~/compiler/build# /root/compiler/build/main
Hello,world!
include ok
root@Naputao:~/compiler/build# /root/compiler/build/main
Hello,world!
include ok
root@Naputao:~/compiler/build#
```

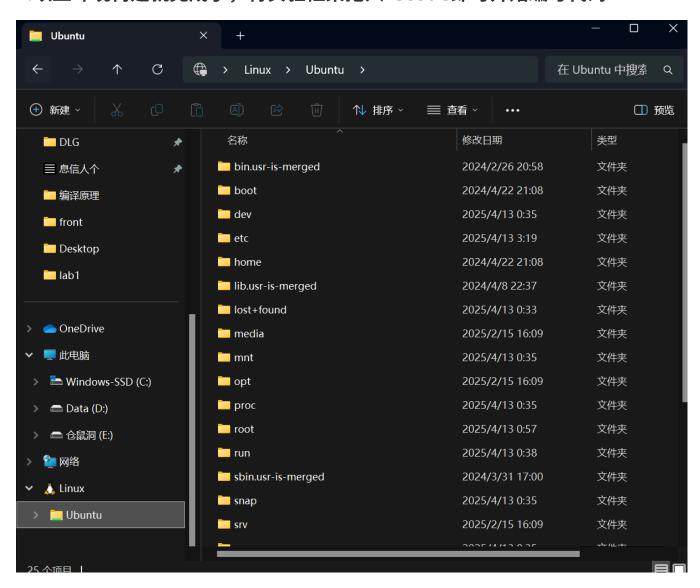
点击文本左侧添加断点

点击debug即可调试



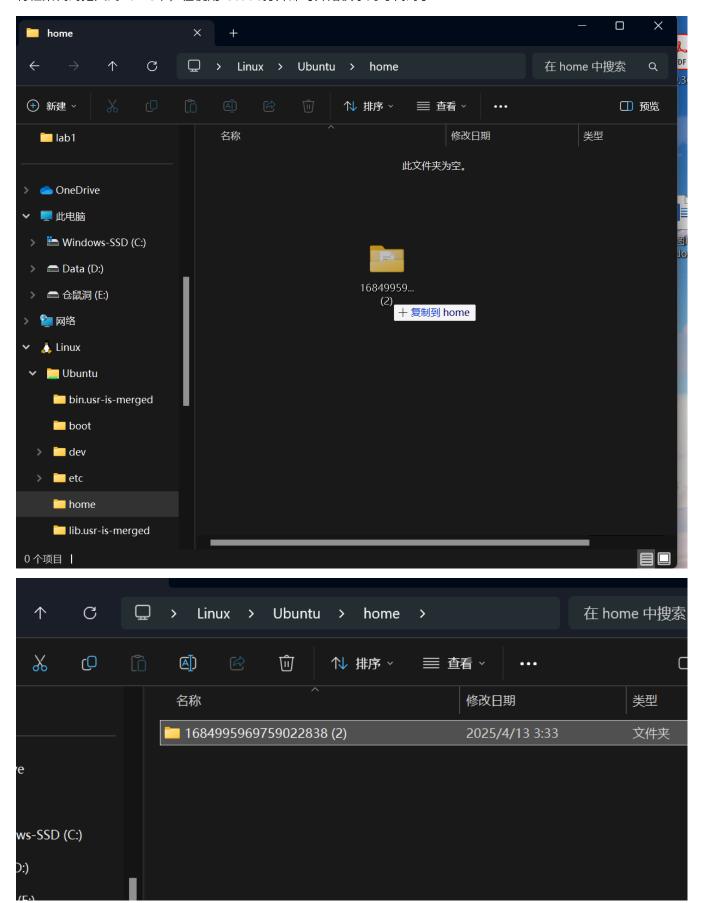


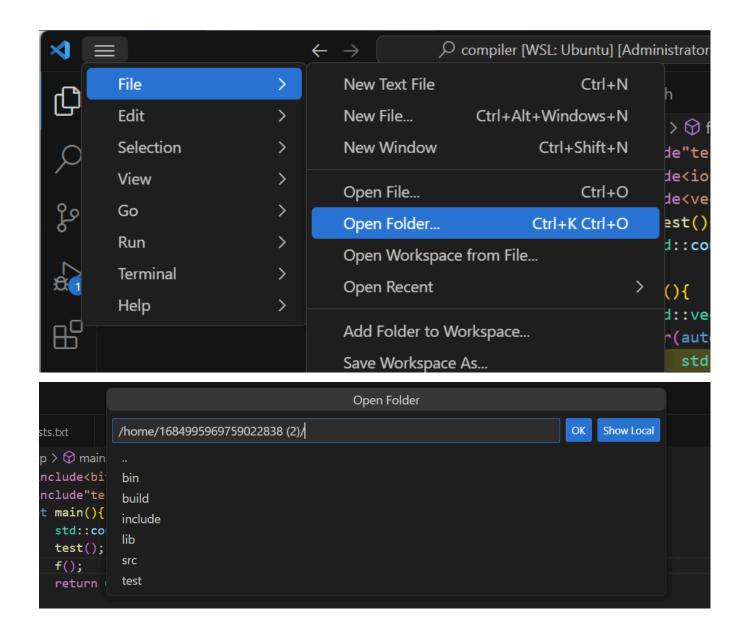
7.以上环境构建就完成了,将实验框架拖入vscode即可开始编写代码

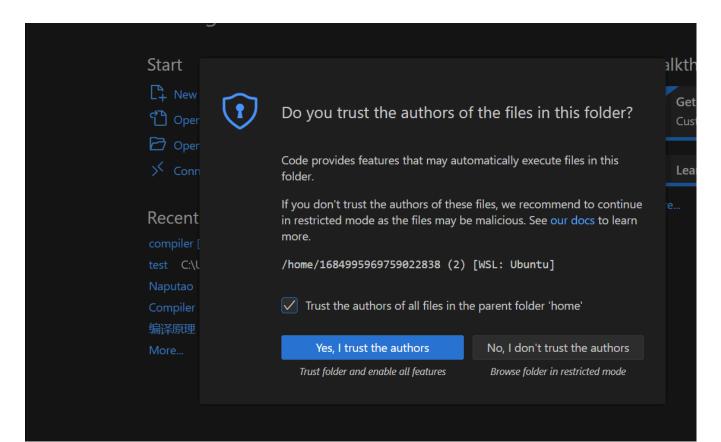


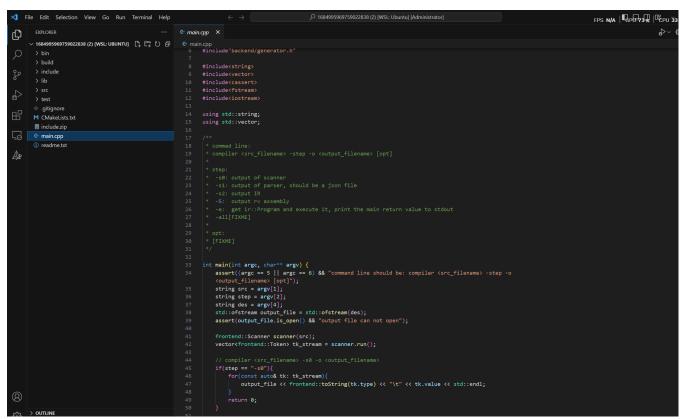
可以使用windows的资源管理器浏览WSL2的文件,以及复制拷贝文件。

将框架代码拖入到home中,在使用vscode打开即可开始快乐的写代码了









8.也可以直接将文件拖出,提交作业

