C++ Programming I

Getting Started

C++ Programming
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Agenda

- **Getting Started**
  - Linux
  - Windows
  - Mac
- **First Program**
  - CMake

Getting Started

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Platform

Which platform to use?

C++ is platform independent, various IDE exists

- Windows Microsoft - Visual $C/C++$, commercial
- MacOS X - XCode, free
- Unix - KDevelop, Eclipse, **QtCreator** etc., Open-Source, i.e. source code available
- Unix - GCC = Gnu Compiler Collection, free compiler

For newcomers, Linux (e.g Ubuntu) is the recommended development platform due to the free and well-engineered C++ 11 compiler.

Alternatively install Virtual Box, although not really convenient for software development!

In this course

K(Ubuntu) and **QT-Creator** are default.

The GCC (Gnu Compiler Collection including the gcc and g++ compilers) is usually already installed with Ubuntu (and Mac). To test, open the unix terminal and type “gcc –version”. On my Kubuntu machine this gives the following output:

gcc-version

```
1 $ gcc --version
2
3 gcc (Ubuntu 5.4.0-6ubuntu1~16.04.5) 5.4.0 20160609
      Copyright (C) 2015 Free Software Foundation, Inc.
      This is free software; see the source for copying
      conditions.  There is NO warranty; not even for
      MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
```

Make sure your compiler version is at least **gcc 4.8** to enable c++11 features.

To install the build tools and the complete Qt-Creator/qt5 toolchain with examples and documentation simply run:

Install Qt Creator IDE and tools

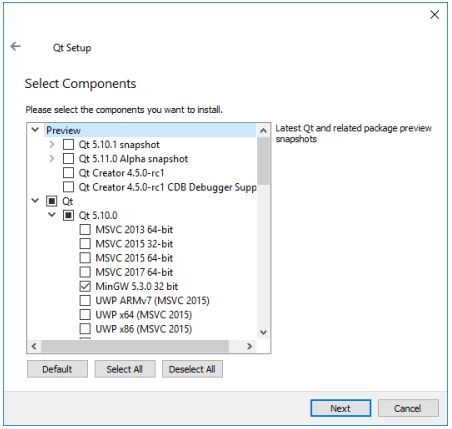
```
% Build tools
sudo apt-get install build-essential gdb cmake
    cmake-curses-gui

% Install Qt with examples and openGL support for widgets
sudo apt-get install qtcreator qt5-default
    qttools5-dev-tools qt5-doc qtbase5-examples
    qtbase5-doc-html libgl1-mesa-dev
```


Windows 10

Install Qt with MinGW

The installation on Windows with MinGW-Compiler is straight-forward following these instructions:

1. Get the open source version of Qt from:
   `https://www.qt.io/download`
2. Follow the instructions of the installer. Skip the account creation
3. Select **5.3.0 32-bit** in the Qt 5.10.0 sub-folder for installation

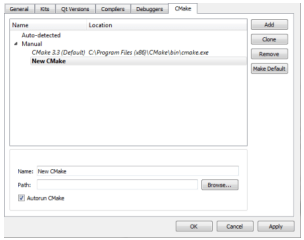


Windows 10

Install CMake

- CMake is an open-source, cross-platform family of tools designed to build, test and package software. CMake is used to control the software compilation process using simple platform and compiler independent configuration files, and generate native makefiles and workspaces that can be used in the compiler environment of your choice

1. Get CMake from: `https://cmake.org/`
2. For best experience with Qt-Creator get version 3.7.2:
   `https://cmake.org/files/v3.7/cmake-3.7.2-win32-x86.msi`
   `https://cmake.org/files/v3.7/cmake-3.7.2-win64-x64.msi`
3. Start Qt Creator and set up cmake according to the Qt documentation:
   `http://doc.qt.io/qtcreator/creator-project-cmake.html`
4. CMake should get detected automatically by Qt Creator



Mac

Install Qt XCode

For MacOS X the C++ -Compiler is part of XCode.

1. Install XCode from Apples App Store
2. Get the open source version of Qt from:
   `https://www.qt.io/download`
3. Follow the instructions of the installer. Skip the account creation

Mac

Install CMake

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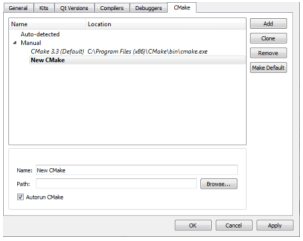
2. For best experience with Qt-Creator get version 3.7.2: `https://cmake.org/files/v3.7/cmake-3.7.2-Darwin-x86_64.dmg`
3. Set up cmake according to the official Qt documentation: `http://doc.qt.io/qtcreator/creator-project-cmake.html`



First Program

First Program

Hello World

- Get QT-Creator (Homework01.pdf)
- Compile and run the helloworld example in a console
- Compile with: g++ helloworld.cpp -o helloworld
- In a console run with: ./helloworld

```
#include <iostream>

int main()
{
        std::cout << "Hello World" << std::endl;
        return 0;
}
```

```
g++ helloworld.cpp -o helloworld
./helloworld

Hello World!
```

First Program

Hello World - Analysis

```
1  // Pre-processor directive
2  #include <iostream>
3
4  // Start of your program
5  int main()
6  {
7     /* Write to the screen using std::cout */
8     std::cout << "Hello World" << std::endl;
9
10    // Return a value to the OS
11    return 0;
12 }
```

- The preprocessor directive `#include` command occurs before the actual compilation starts. It tells the preprocessor to include the content of the specified file at the current line. In this example, `iostream` lets us use the `std::cout` and `std::endl` functions to write on the screen.
- The `int main()` is the body of your Program. The execution of a C++ program always starts here.
- The `{}` indicate that everything inside them is part of the function. In this case, they denote that everything inside is a part of the “main” function.

CMake

CMakeLists Example

```
1  # Name of project and executable
2  project(HelloWorld)
3
4  # set cmake version
5  cmake_minimum_required(VERSION 2.8)
6
7  # activate latest c++ compiler version
8  set(CMAKE_CXX_FLAGS "${CMAKE_CXX_FLAGS} -std=c++0x")
9
10 # set build type to Debug/Release
11 set(CMAKE_BUILD_TYPE "Debug")
12
13 # including all cpp/h files in the current directory
14 aux_source_directory(. SRC_LIST)
15
16 # Add an executable to the project using the specified
       src
17 add_executable(${PROJECT_NAME} ${SRC_LIST})
```

- Comments are set with #
- Demo - Getting Started

Thank You
Questions

???