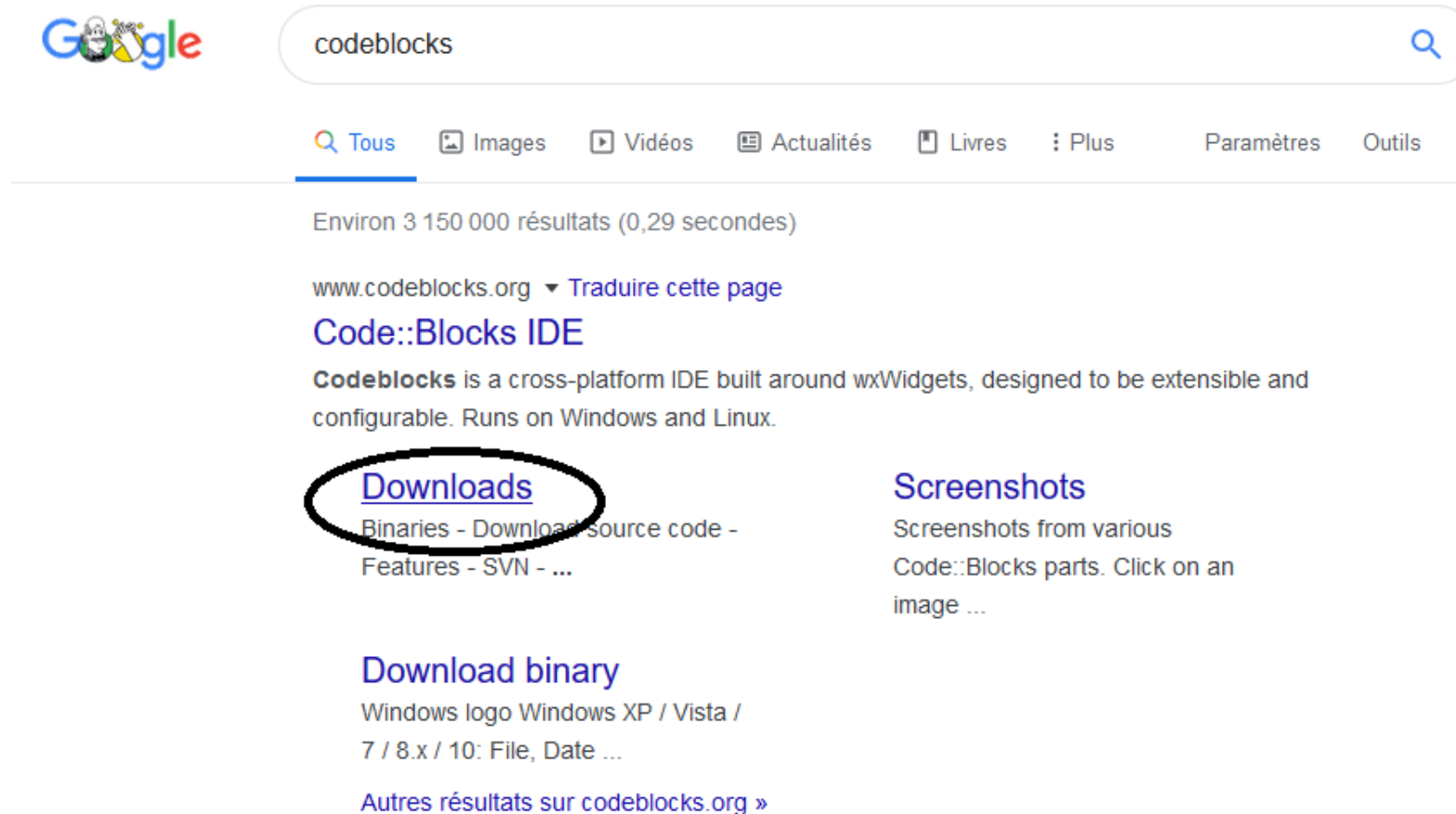


Etape 1



A screenshot of a Google search results page for the query 'codeblocks'. The Google logo is on the left, and the search bar contains 'codeblocks'. Below the search bar are navigation links: 'Tous', 'Images', 'Vidéos', 'Actualités', 'Livres', 'Plus', 'Paramètres', and 'Outils'. The search results show 'Environ 3 150 000 résultats (0,29 secondes)'. The first result is from 'www.codeblocks.org' with the title 'Code::Blocks IDE'. The description states: 'Codeblocks is a cross-platform IDE built around wxWidgets, designed to be extensible and configurable. Runs on Windows and Linux.' Below the description are two links: 'Downloads' (circled in black) and 'Screenshots'. The 'Downloads' link has a sub-link list: 'Binaries - Download', 'source code -', 'Features - SVN - ...'. The 'Screenshots' link has a description: 'Screenshots from various Code::Blocks parts. Click on an image ...'. Below these links is a section titled 'Download binary' with a table of download links for different operating systems. At the bottom, there is a link 'Autres résultats sur codeblocks.org »'.

codeblocks

Tous Images Vidéos Actualités Livres Plus Paramètres Outils

Environ 3 150 000 résultats (0,29 secondes)

www.codeblocks.org ▼ Traduire cette page

Code::Blocks IDE

Codeblocks is a cross-platform IDE built around wxWidgets, designed to be extensible and configurable. Runs on Windows and Linux.

[Downloads](#)

- Binaries - Download
- source code -
- Features - SVN - ...

Screenshots


Screenshots from various Code::Blocks parts. Click on an image ...

Download binary

Windows logo Windows XP / Vista / 7 / 8.x / 10: File, Date ...

[Autres résultats sur codeblocks.org »](#)

Etape 2



Code::Blocks

Code::Blocks - The IDE with all the features you need, having a consistent look, feel and operation across platforms.

[Home](#) | [Features](#) | [Downloads](#) | [Forums](#) | [Wiki](#)

Main

- Home
- Features
- Screenshots
- Downloads
 - Binaries
 - Source
 - SVN
- Plugins
- User manual
- Licensing
- Donations

Quick links

- FAQ
- Wiki
- Forums
- Forums (mobile)
- Nightlies
- Ticket System

Downloads

There are different ways to download and install Code::Blocks on your computer:

- **Download the binary release**

This is the easy way for installing Code::Blocks. Download the setup file, run it on your computer and Code::Blocks will be installed, ready for you to work with it. Can't get any easier than that!

 - **Download a nightly build:** There are also more recent so-called *nightly builds* available in the **forums** or (for Debian and Fedora users) in **Jens' Debian repository** and **Jens' Fedora repository**. Other distributions usually follow provided by the community (Big "Thank you" for that!) Please note that we consider nightly builds to be *stable*, usually, unless stated otherwise.
- **Download the source code**


If you feel comfortable building applications from source, then this is the recommend way to download Code::Blocks. Downloading the source code and building it yourself puts you in great control and also makes it easier for you to update to newer versions or, even better, create patches for bugs you may find and contributing them back to the community so everyone benefits.
- **Retrieve source code from SVN**

This option is the most flexible of all but requires a little bit more work to setup. It gives you that much more flexibility though because you get access to any bug-fixing we do at the time we do it. No need to wait for the next stable release to benefit from bug-fixes!

Besides Code::Blocks itself, you can compile extra plugins from contributors to extend its functionality.

Thank you for your interest in downloading Code::Blocks!

Etape 3



Code::Blocks

Code::Blocks - The IDE with all the features you need, having a consistent look, feel and operation across platforms.


[Home](#) | [Features](#) | [Downloads](#) | [Forums](#) | [Wiki](#)

Main

- Home
- Features
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- Licensing
- Donations

Quick links

- FAQ
- Wiki
- Forums
- Forums (mobile)
- Nightlies
- Ticket System
- Browse SVN
- Browse SVN log




Please select a setup package depending on your platform:

- **Windows XP / Vista / 7 / 8.x / 10**
- **Linux 32 and 64-bit**
- **Mac OS X**

NOTE: For older OS'es use older releases. There are releases for many OS version and platforms on the [Sourceforge.net](#) page.

NOTE: There are also more recent *nightly builds* available in the **forums** or (for Debian and Fedora users) in **Jens' Debian repository** and **Jens' Fedora repository**. Please note that we consider nightly builds to be *stable*, usually.

NOTE: We have a **Changelog for 17.12**, that gives you an overview over the enhancements and fixes we have put in the new release.






Windows XP / Vista / 7 / 8.x / 10:

File	Date	Download from
codeblocks-17.12-setup.exe	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12-setup-nonadmin.exe	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12-nosetup.zip	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12mingw-setup.exe	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12mingw-nosetup.zip	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12mingw_fortran-setup.exe	30 Dec 2017	FossHUB or Sourceforge.net

Etape 4

Home / Browse / Development / Integrated Development Environments (IDE) / Code::Blocks

Thank you for downloading Code::Blocks

Spread the Word:   

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Get Code::Blocks updates, sponsored

Enter your email address

Full name

Industry


Company

Job Title

Company Size:

Ouverture de codeblocks-17.12mingw-setup.exe

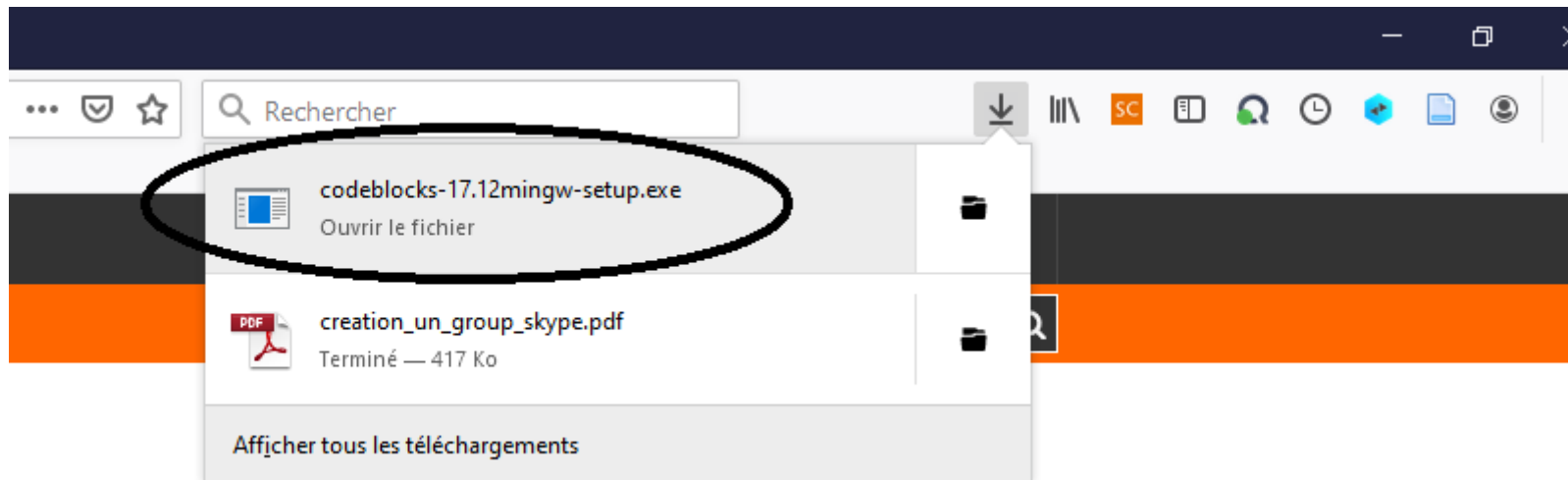
Vous avez choisi d'ouvrir :

 **codeblocks-17.12mingw-setup.exe**
qui est un fichier de type : Fichier EXE (86,2 Mo)
à partir de : <https://vorboss.dl.sourceforge.net>

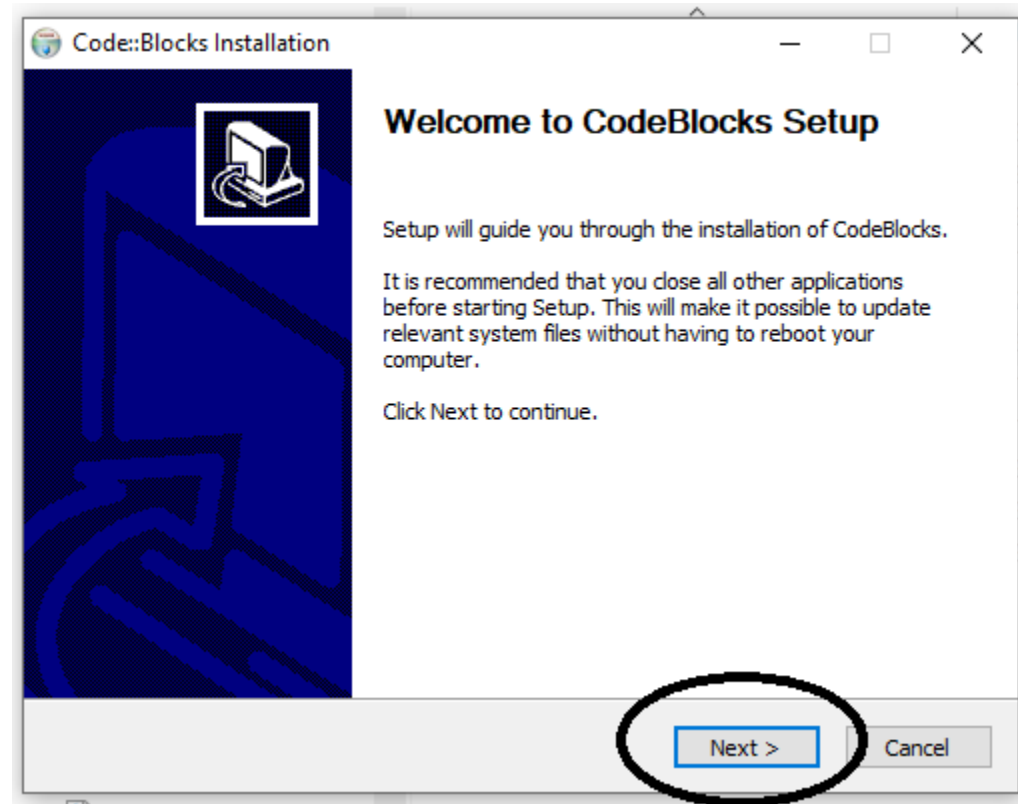
Voulez-vous enregistrer ce fichier ?

Enregistrer le fichier Annuler

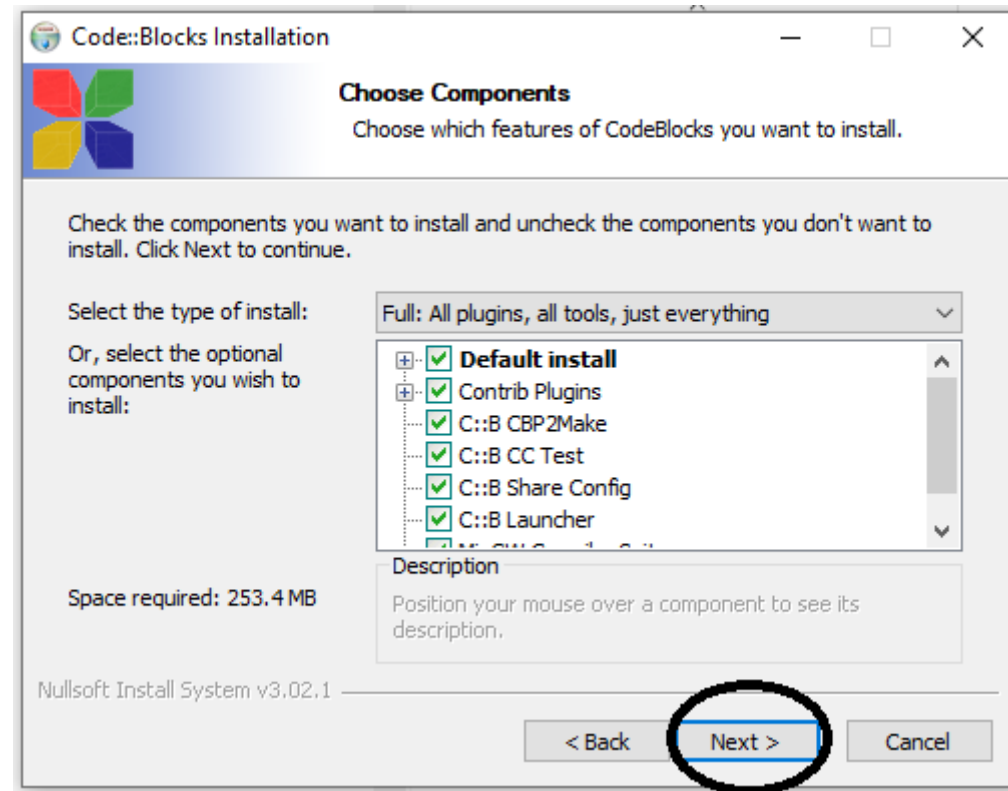
Etape 5



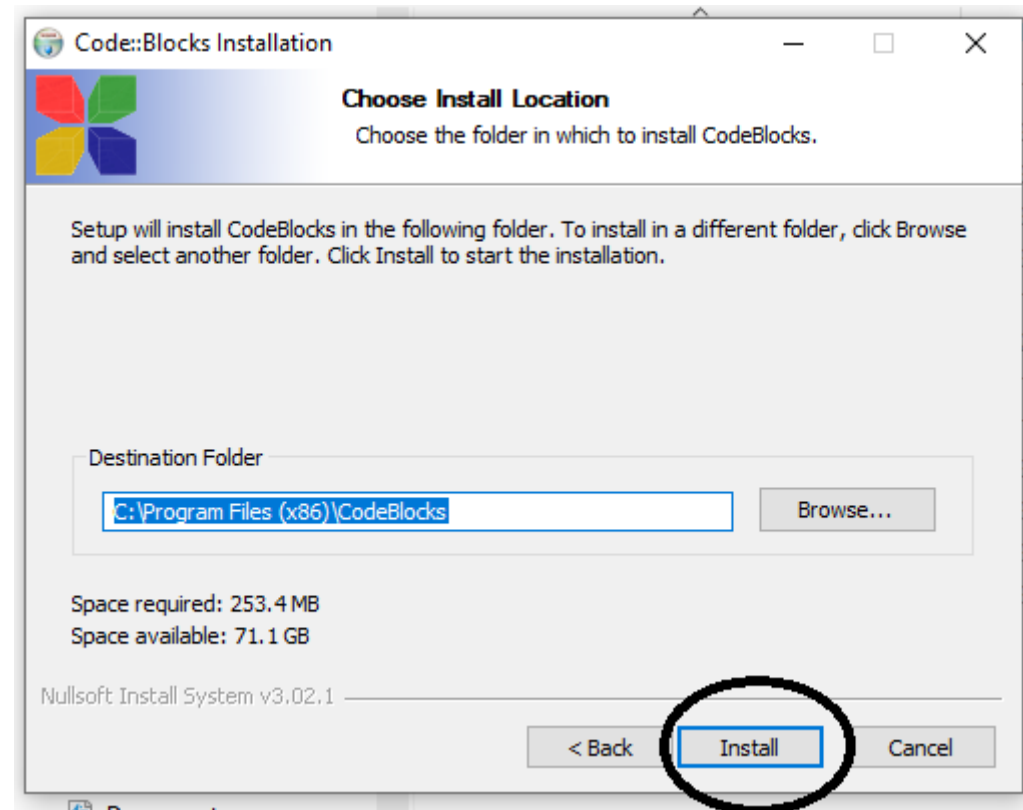
Etape 6



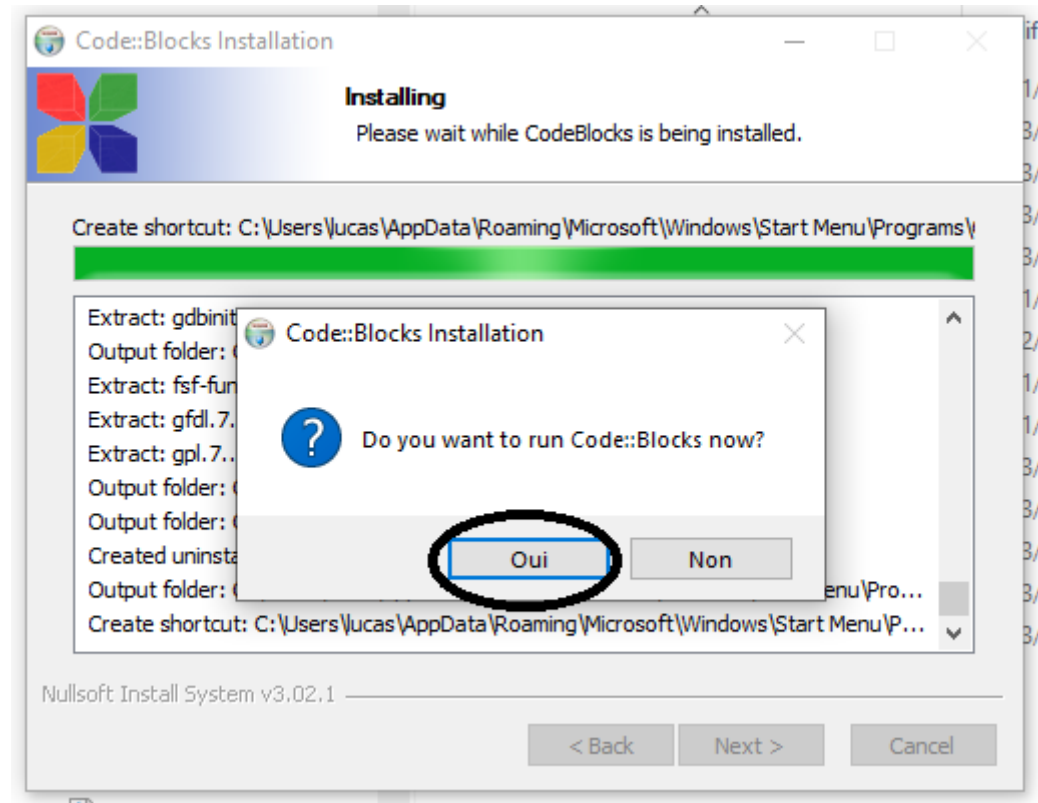
Etape 7



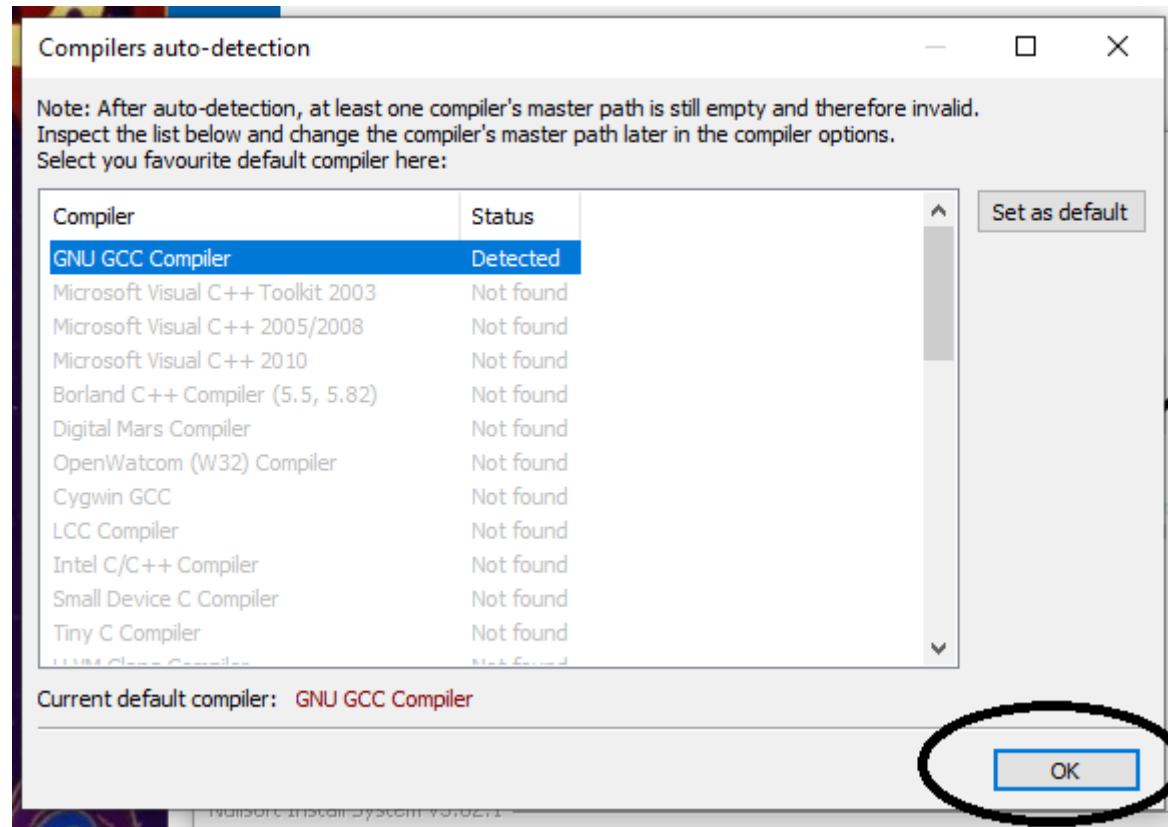
Etape 8



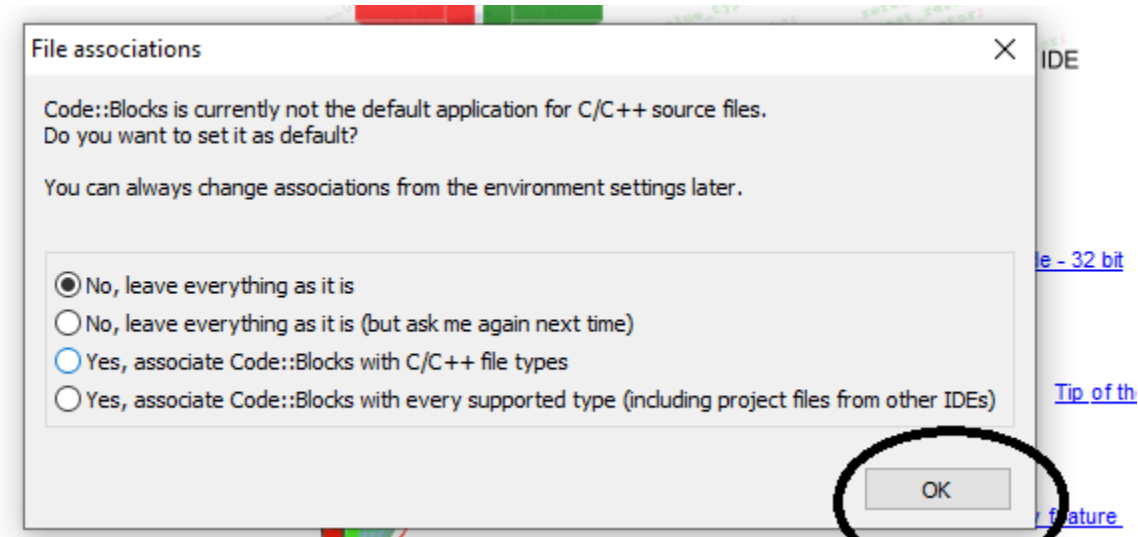
Etape 9



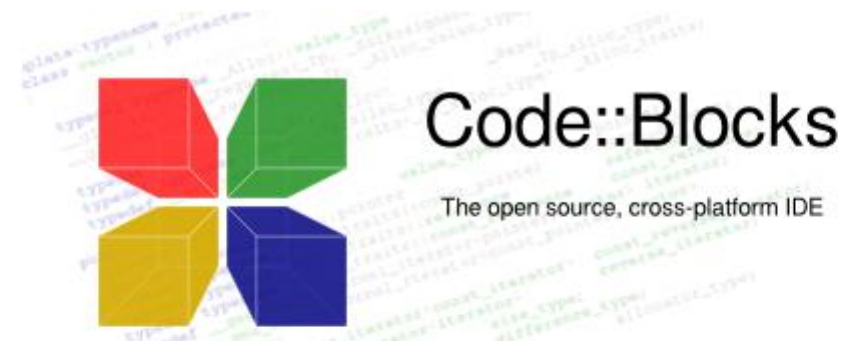
Etape 10



Etape 11



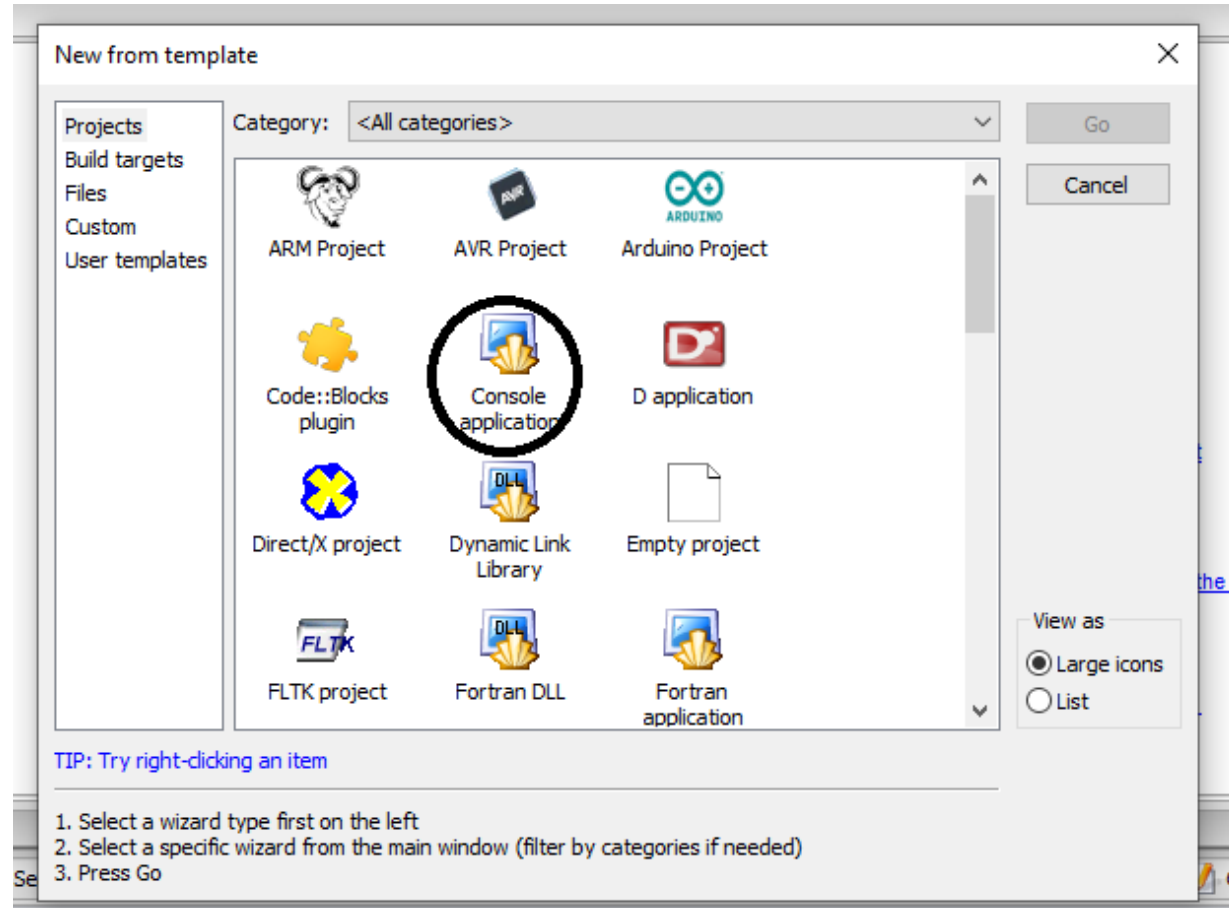
Etape 12



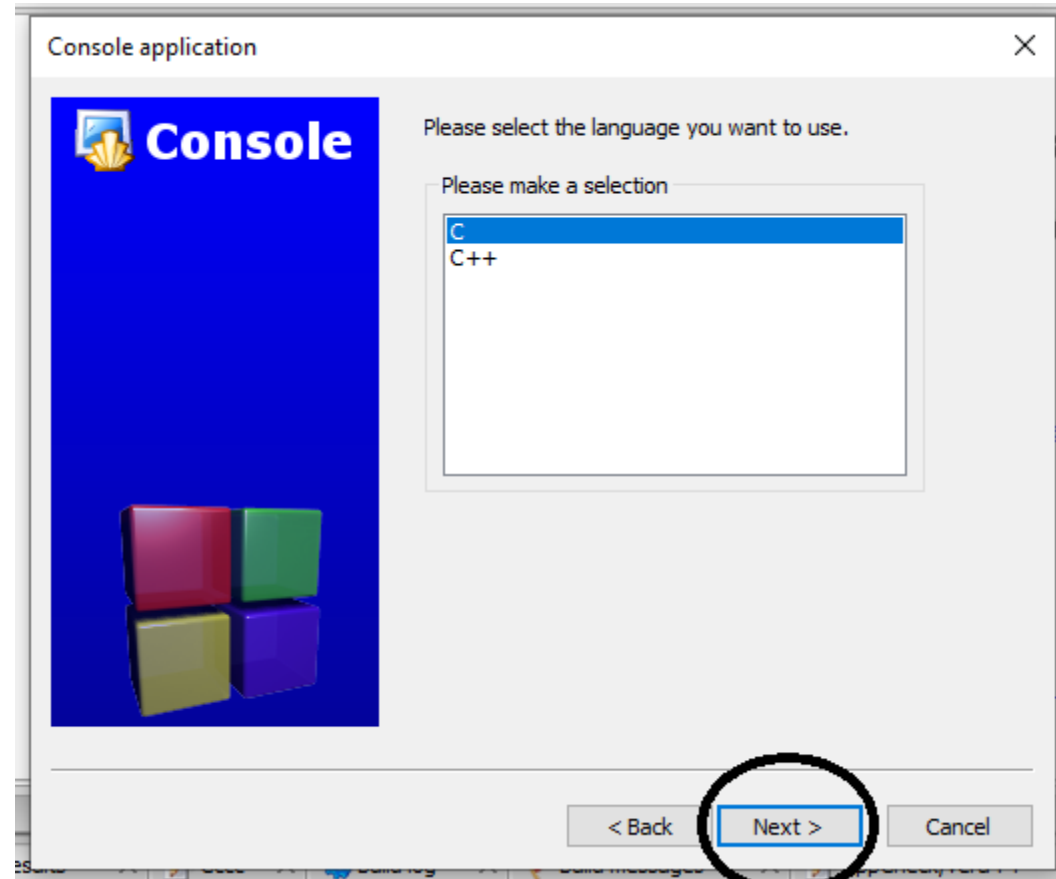
[Release 17.12 rev 11256 \(2017-12-28 10:44:41\) gcc 5.1.0 Windows/unicode - 32 bit](#)



Etape 13

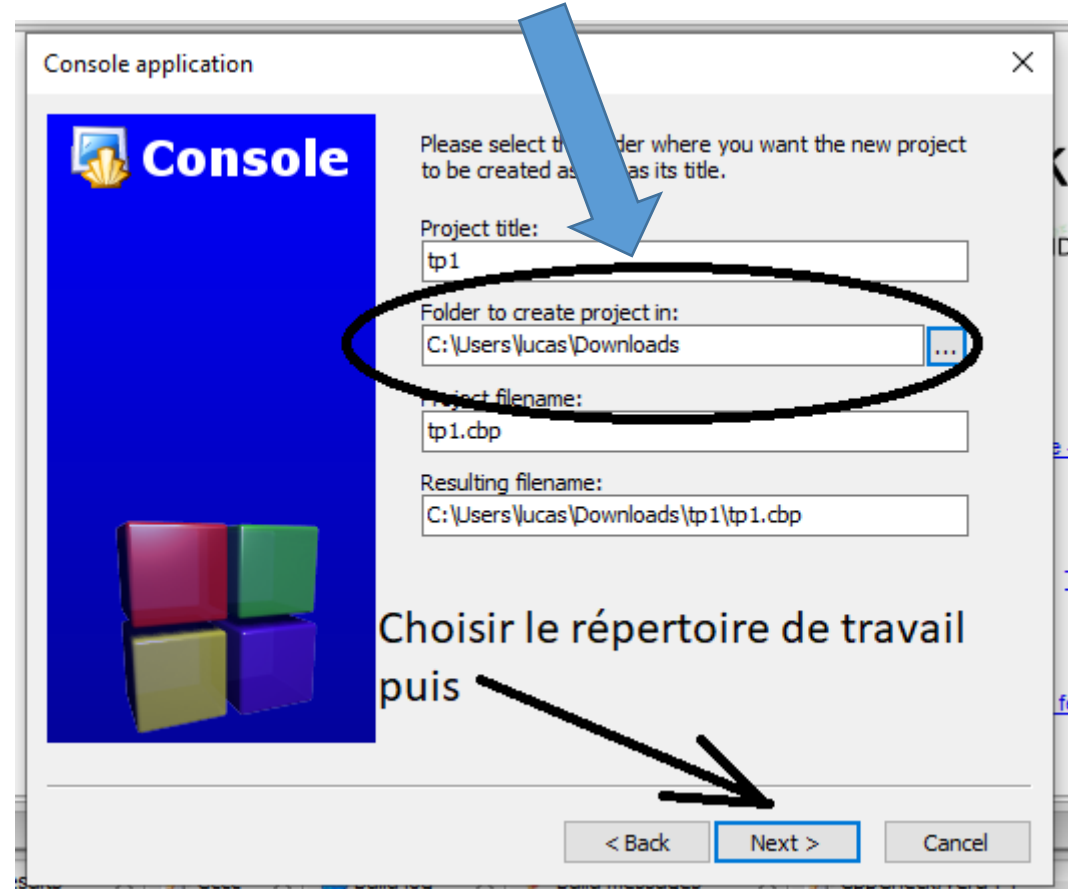


Etape 14



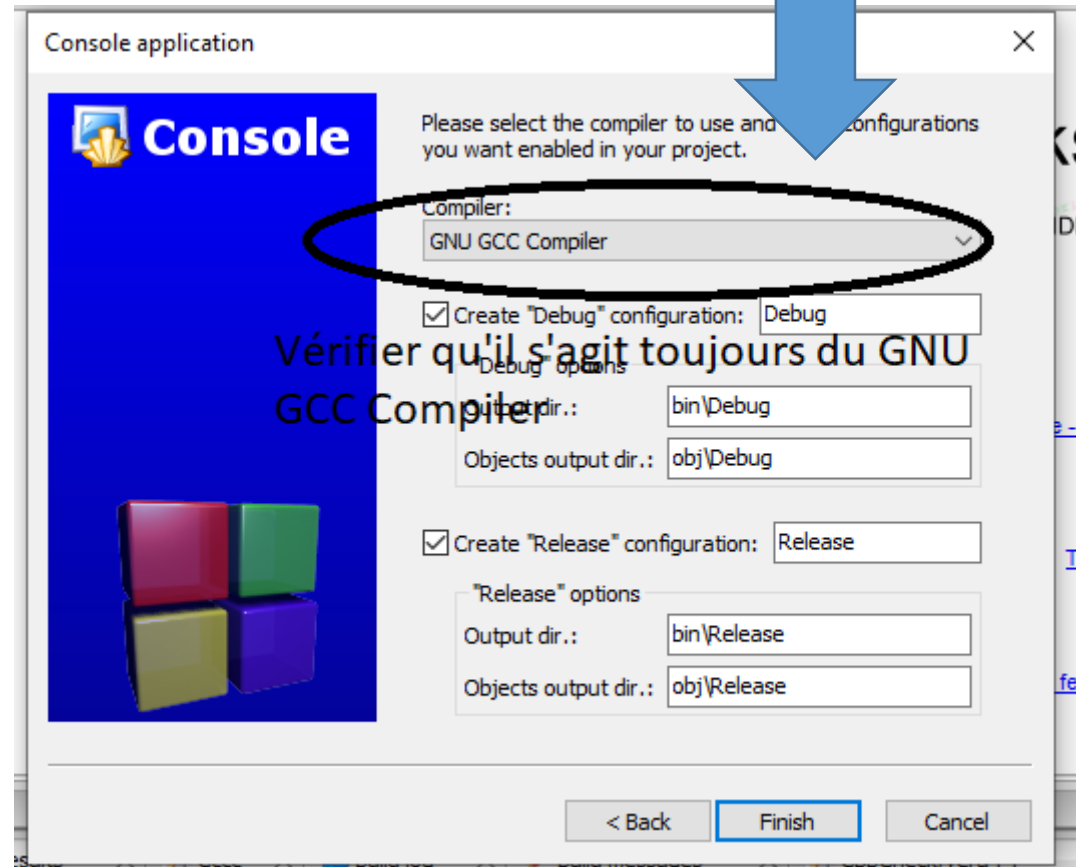
Etape 15

Choose the folder you want to use for your program



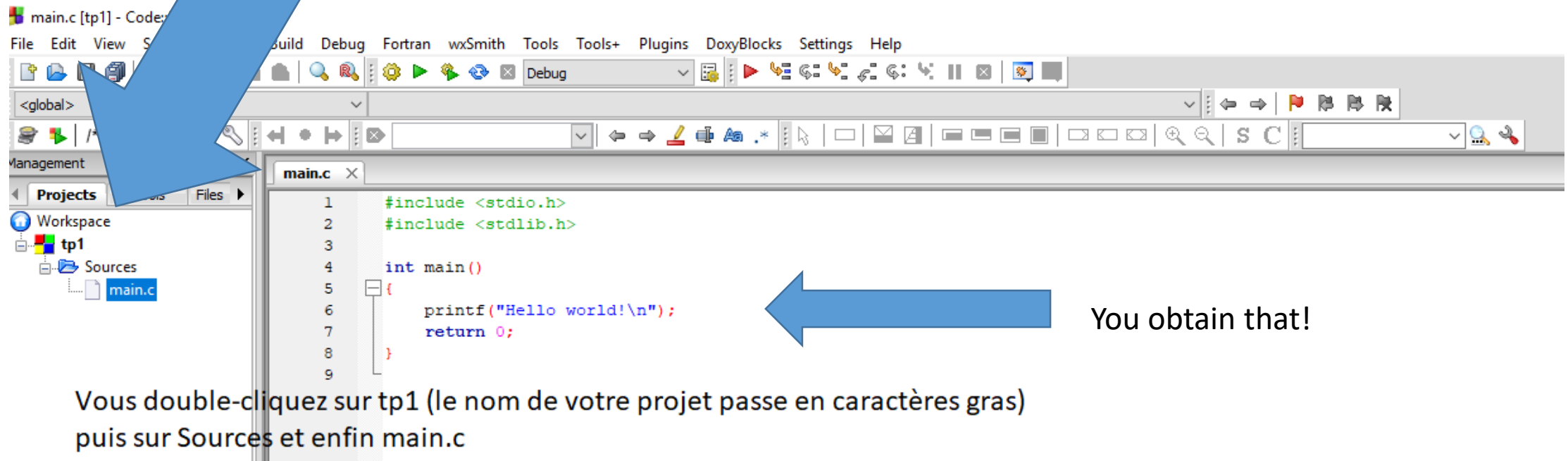
Etape 16

Make sure this is that compiler: GNU GCC Compiler



Etape 17

Double clic on the name of your project, next on sources, next on main.c



Vous double-cliquez sur tp1 (le nom de votre projet passe en caractères gras) puis sur Sources et enfin main.c

Etape 18

