Using CodeBlocks

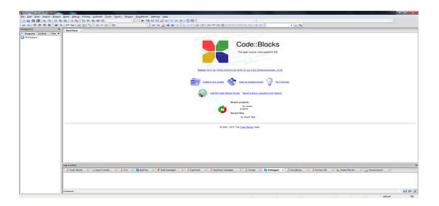
Introduction to Codeblocks for lab sessions

CodeBlocks version in lab: 16.01

CodeBlocks current version: 20.03 (Requires doing some setting for debugger)

Basic creation of new project for coding

1. Launch CodeBlocks



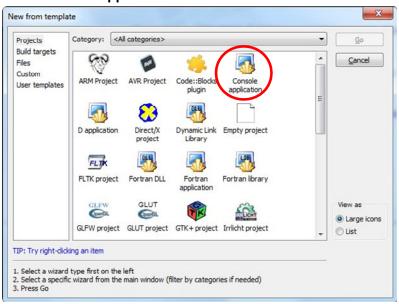
2. Create a new project

• Click on the Create a new project on the Start here Tab; or



• Go to File->New->Project...

3. Select Console Application



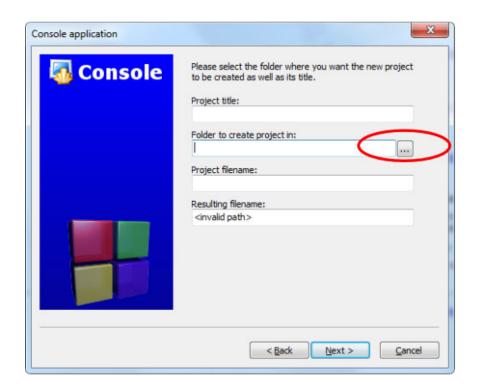
4. Click Next



5. Select Cas the language



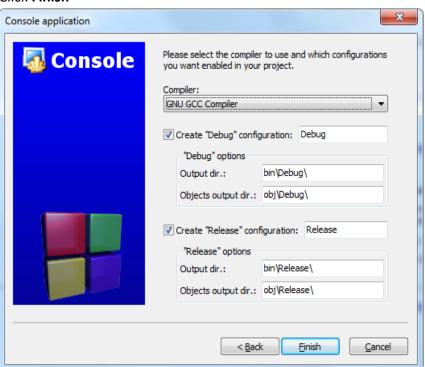
6. Set the path for your new project to the desktop at Folder to create project in Do remember to copy to your projects to your thumb drive or network drive for backup.

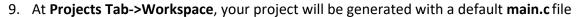


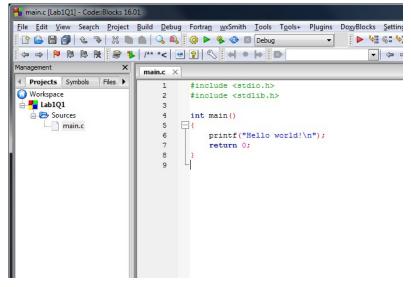
7. Input Project title and click Next



8. Click Finish







10. You may begin your coding on the main.c file

Auto Styling of Code

1. All the code in the column

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*main.c ×
   1
          #include <stdio.h>
          int main()
   2
        □ {
   3
    4
          double firstNumber, secondNumber, product;
   5
          printf("Enter two numbers: ");
    6
   7
          // Stores two floating point numbers in variable firstNumber
   8
          scanf("%lf %lf", &firstNumber, &secondNumber);
   9
  10
          // Performs multiplication and stores the result in variable
   11
          product = firstNumber * secondNumber;
   12
  13
          // Result up to 2 decimal point is displayed using %.21f
          printf("Product = %.2lf", product);
  14
  15
  16
          return 0;
         L }
  17
```

2. Press Ctrl + a to hightlight all the code, right Click on the mouse and select Format Use AStyle

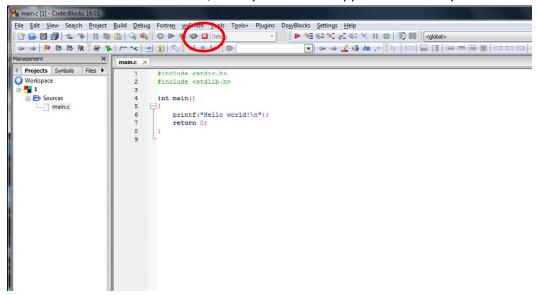
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*main.c ×
         #include <stdio.h>
   1
   2
         int main()
   3
   4
         double firstNumber, secondNumber, product;
   5
         printf("Enter two numbers: ");
   6
   7
   8
         scanf("%lf %lf", &firstNumber, &secondNumber);
   9
  10
  11
         product = firstNumber * secondNumber;
  12
  13
  14
         printf("Product = %.2lf", product);
  15
  16
         return 0;
  17
```

3. After formatting

```
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▶ /** *< • ? < . ← • ▶ : ▷
                                                       *main.c X
      1
             #include <stdio.h>
      2
             int main()
           □ {
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                 double firstNumber, secondNumber, product;
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                 printf("Enter two numbers: ");
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     13
            // Result up to 2 decimal point is displayed using %.211
                printf("Product = %.21f", product);
     14
     15
     16
                 return 0;
```

CodeBlocks' Common Errors

- 1. Codeblocks cannot build after pressing abort button on the toolbar
 - Save your project restart Codeblock
 - Do not use the abort button, close your console application directly to end



- 2. No permission to overwrite the ".exe" file
 - Go to the Task Manager->Applications (Windows 10: Task Manager->Details)
 - At Tasks end the project's ".exe"
- 3. Cannot run debugger

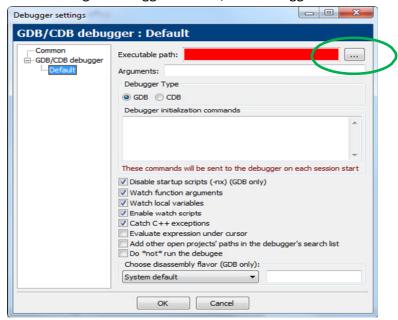
To use the debugger, you must create a project for your code.

4. Debugger not found, common in version 17.12

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Logs & others

| Cope |
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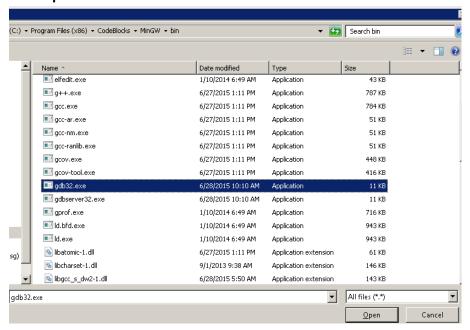
• Go to Settings->Debugger...->GDB/CDB debugger->Default->Executable path



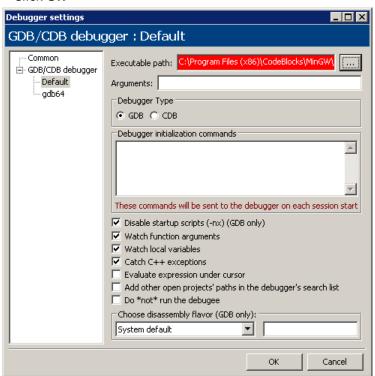
Set the path for debugger pointing where Codeblocks is beinginstalled.
 For Example:

C:\Program Files (x86)\CodeBlocks\MinGW\bin

- Select the file gdb or gdb32
- Click Open



• Click **OK**



References

1. http://www.codeblocks.org/downloads