

0.8 - 一些常见的C ++问题

由ALEX于2007年12月16日| 最后由ALEX于2018年11月2日修改

在本节中，我们将解决新程序员似乎以相当高的概率运行的一些常见问题。这并不是一个完整的编译或执行问题列表，而是一个非常基本问题的实用解决方案列表。如果您对可能添加到此列表中的其他问题有任何建议，请将其发布在下面的评论部分中。

一般运行时问题

问：从IDE执行程序时，控制台窗口会闪烁，然后立即关闭。

首先，添加或确保以下行靠近程序的顶部（ Visual Studio用户，确保它们出现在#include "pch.h"或#include "stdafx.h"之后，如果存在的话）：

```
1 | #include "iostream"
2 | #include "limits"
```

其次，在main（ ）函数的末尾添加以下代码（在return语句之前）：

```
1 | std::cin.clear(); // reset any error flags
2 | std::cin.ignore(std::numeric_limits<std::streamsize>::max(), '\n'); // ignore any characters in the input buffer until we find an enter
3 | character
   | std::cin.get(); // get one more char from the user
```

这将导致程序在继续之前等待用户按键，这将使您有时间在操作系统关闭控制台窗口之前检查程序的输出。

其他解决方案，例如通常建议的系统（“暂停”）解决方案可能仅适用于某些操作系统，应该避免。

在Start With Debugging（ F5 ）模式下运行程序时，较旧版本的Visual Studio可能不会暂停。尝试在Start Without Debugging（ ctrl-F5 ）模式下运行。

问：我运行程序并获得一个窗口但没有输出。

您的病毒扫描程序或反恶意软件可能会阻止执行。尝试暂时禁用它，看看是否存在问题。

问：我的程序编译但是它无法正常工作。我该怎么办？

调试它！有关如何在第1章或第2章中诊断和调试程序的提示。

一般编译时问题

问：当我编译程序时，我收到有关未解析的外部符号_main或_WinMain @ 16的错误

这意味着您的编译器找不到您的main（ ）函数。所有程序都必须包含main（ ）函数。

有几点需要检查：

- 您的代码是否包含名为main的函数？
- 主要拼写是否正确？
- 编译程序时，是否看到包含函数main（ ）的文件被编译？如果没有，请将main（ ）函数移动到一个，或将文件添加到项目中（有关如何执行此[操作](#)的详细信息，请参阅第1.8课-[包含多个文件的程序](#)）。
- 您是否创建了一个控制台项目？尝试创建一个新的控制台项目。

问：我正在尝试使用C ++ 11/14/17 / XX功能，但它不起作用

如果您的编译器是旧的，它可能不支持这些最新添加的语言。在这种情况下，升级您的编译器。

或者，您可以尝试查看您的编译器是否支持这些，但默认情况下它已关闭。对于GCC / G ++，您可以尝试传递编译器标志-std = c ++ 11，-std = c ++ 14或-std = c ++ 17。对于Code :: Blocks，请确保设置了适当的全局编译器设置。我们将在第0.6课-[安装集成开发环境（IDE）](#)中展示如何执行此操作。

问：当尝试使用cin，cout或endl时，编译器说cin，cout或endl是‘未声明的标识符’

首先，请确保在文件顶部附近包含以下行：

```
1 | #include "iostream"
```

其次，确保每次使用cin，cout和endl都以“std ::”作为前缀。例如：

```
1 | std::cout << "Hello world!" << std::endl;
```

如果这不能解决您的问题，那么可能是您的编译器已过期，或者安装已损坏。尝试重新安装和/或升级到最新版本的编译器。

问：当尝试使用endl结束打印行时，编译器说endl是‘未声明的标识符’

确保你没有将endl中的字母l（小写字母L）误认为数字1。endl是所有字母。确保你的编辑器使用的字体清楚地表明字母小写字母L，大写字母l和数字1之间的差异。字母大写字母O和数字零字母很容易混淆在许多非编程字体中。

Visual Studio问题

问：使用Microsoft Visual C ++编译时，会收到C1010致命错误，并显示错误消息，如“c:\vcprojects\test.cpp (263)：致命错误C1010：查找预编译头指令时意外结束文件”

当Microsoft Visual C ++编译器设置为使用预编译头文件但是一个（或多个）C ++代码文件不#include"stdafx.h"或#include"pch.h"作为代码的第一行时，会发生此错误文件。

我们建议的解决方法是关闭预编译的头文件，我们将在第0.7课- **编译您的第一个程序时**向我们展示如何操作。

如果你想保持预编译的头文件被打开，为了解决这个问题，只需找到产生错误的文件（在上面的错误中，test.cpp是罪魁祸首），并在最顶层添加以下行：文件）：

```
1 | #include "pch.h"
```

旧版本的Visual Studio使用"stdafx.h"而不是"pch.h"，因此如果pch.h无法解决问题，请尝试使用stdafx.h。

请注意，对于具有多个文件的程序，每个C ++代码文件都需要从此行开始。

或者，您可以关闭预编译的标头。

问：Visual Studio出现以下错误：“1MSVCR7D.lib (exe_winmain.obj)：错误LNK2019：函数“int __cdecl invoke_main (void)”“中引用的未解析的外部符号__WinMain @ 16 (? invoke_main @@ YAHXZ) ”

您可能已经创建了Windows图形应用程序而不是控制台应用程序。重新创建项目，并确保将其创建为Windows（或Win32）*控制台*项目。

问：当我编译程序时，我收到有关“无法找到或打开PDB文件”的警告

这是一个警告，而不是错误，所以它不应该影响您的程序。但是，这很烦人。要解决此问题，请进入“调试”菜单 - >“选项和设置” - >“符号”，然后选中“Microsoft Symbol Server”。

还有别的

问：我还有其他一些我无法弄清楚的问题。我怎样才能快速得到答案？

随着您对材料的进展，您无疑会遇到问题或遇到意想不到的问题。下一步做什么取决于你的问题。但总的来说，你可以尝试一些事情。

首先，**问问谷歌**。找到一个很好的方式来表达您的问题并进行Google搜索。如果您收到错误消息，请使用引号将确切的消息粘贴到Google中。可能有人已经问了同样的问题并且有一个答案在等着你。

如果失败，**请问问答板**。有一些网站专为编写问题和答案而设计，例如**Stack Overflow**。尝试在那里发布您的问题。请记住要彻底了解您的问题，并包括所有相关信息，例如您所使用的操作系统以及您正在使用的IDE。

-  [0.9 - 配置编译器：构建配置](#)
-  [指数](#)
-  [0.7 - 编译你的第一个程序](#)

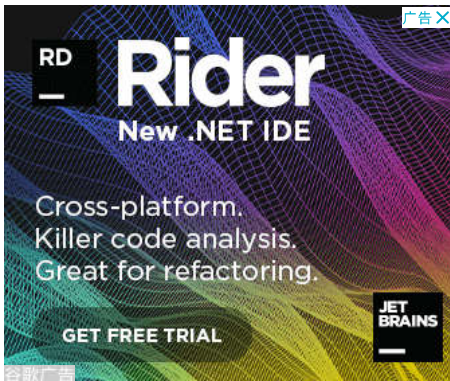
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«旧评论 1 2 3 4



JoãoPedro
2018年11月2日上午9:43 · 回复

在第一个问题窗口打开并立即退出有另一个解决方案，此解决方案适用于VSstudio。只需编译按CTRL + F5，即可开始无需调试



亚历克斯
2018年11月2日下午 3 :21 · 回复

我认为这只是旧版Visual Studio中的一个问题。无论您是否正在执行调试，2017年似乎在程序执行结束时暂停。



Rapheal
2018年10月16日上午10:25 · 回复

尝试在Visual Studio 2017中构建项目“Hello World”时
错误列表显示以下消息

“错误MSB6006 : “CL.exe”退出代码-1073741515”

请帮忙



亚历克斯
2018年10月17日下午12:51 · 回复

Sounds like you're missing a .dll, which suggests a corrupted installation. See <https://stackoverflow.com/questions/22038660/visual-studio-2013-cl-exe-exited-with-code-1073741515> for more info.



Wulfred
October 6, 2018 at 6:55 am · Reply

I just want to say that to be more inclusive to all sides of coding on certain platforms, don't focus solely on Windows side of IDE editors. If you want a more universally supported IDE I would totally recommend Sublime Text 3 application, it's available to both Linux, Windows and Mac, and has readily available additional packages and support for building and running code built-in to the editor itself, which also comes with a Distraction Free mode and is easy on the eyes with varying dark themes instead of staring at a white screen while coding which is bad for your eyesight. I recommend Sublime Text because it's clean and simple in its purest form, and is easy for anyone to learn to use.



nascar driver
October 6, 2018 at 7:10 am · Reply

Alex covered IDEs for Windows/Linux and Mac in lesson 0.6.
Sublime text isn't an IDE, it's a text editor.



Wulfred
October 6, 2018 at 7:18 am · Reply

Yes, it's not a an IDE, but it's got the features of an IDE in the form of a text editor.



Alex
October 9, 2018 at 11:53 am · Reply

This tutorial series is focused on teaching C++, not installing the most productive code editor. To that end, our recommended solutions are optimized for getting people up and running with minimal fuss. Separating out the code editor from the compiler just adds more steps that can go wrong for beginners, who are least equipped to understand how to fix such issues.

This is part of the same reason we don't recommend Eclipse, VS Code, Atom, Emacs, or Notepad++.



Fan
September 23, 2018 at 8:29 am · Reply

Hi Alex,

Two pedantic questions:

1. In the answer to the first question "...which will give you time to examine your program's output before your compiler closes the console window." I am wondering is the compiler, or the runtime, or the IDE, that closes the console window?
2. In the answer to the first Visual Studio question "Our suggested fix is to turn off precompiled headers, which we show how to do in lesson 0.9 — Configuring your compiler: Build configurations." I can't see where it is shown in Section 0.9.

Thanks.



Alex

[September 24, 2018 at 8:10 am · Reply](#)

1) I believe that it's the operating system that does so after executing the runtime. I'll update the text, as it's clearly not the compiler, which isn't even used when the program is running.

2) This recently got moved and I missed updating this lesson reference. I'll fix it. Thanks for pointing these out!



Ryan

[September 22, 2018 at 11:45 pm · Reply](#)

Hello! I'm not sure if this is a typo, but I was a little confused by the error given in the first example under the 'Visual Studio issues' section. I was reading through everything, despite not having any issues with my own IDE, just for the sake of getting the knowledge behind common issues, and saw the example error "c:\projects est.cpp(263) :fatal error C1010: unexpected end of file while looking for precompiled header directive". Was the 't' accidentally omitted from 'est.cpp', or would it be presented in this way for some reason? I apologize if I missed a detail here, but I did want to point it out in case it was a mistake. Thanks!



Alex

[September 24, 2018 at 7:51 am · Reply](#)

It was an encoding error. In many programming languages (including C++ and PHP) backslashes are used inside strings to denote a non-printable character. So \t was being treated as a tab rather than as literal \t characters. I've corrected the issue. Thanks for pointing it out!



Bartek

[September 13, 2018 at 7:35 am · Reply](#)

Some time ago I noticed that every time I want to build a file, I receive a message "error: cannot find 'ld'". I hadn't had any similar problem before (I mean, I did some examples from lessons and didn't notice this message; everything worked perfectly).

I only found an information that it could be a problem with an 'ld.exe' file. Is that true?

Thanks in advance.



Alex

[September 14, 2018 at 3:31 pm · Reply](#)

Yes, most likely related to ld executable. Ld is the GNU linker that links object files created with gcc/g++. If your programs compiled and ran, I guess I'd ignore the issue for now, because your code must be getting linked somehow...



CrashTheRed

[August 14, 2018 at 5:15 am · Reply](#)

Hello, I'd like to inquire about a certain problem I'm having while using visual studio 2017.

When I compile, build and run the program for the first time, or any other time with no changes, it runs without any issues. If I try to add or remove code or make any changes and try to compile, it gives me an error saying it cannot open filename.exe at the debug folder of the project so it could write in it. I've found the quickest solution to solving this would be deleting the exe file, but that's not efficient in any way. I read some saying AV might be causing this problem but I don't have any heavily active ones to give me such a problem, or I take a look at the processes and I don't see any CMDs open, so I don't know how to solve this permanently. Help would be greatly appreciated.

Also, I'd like to say, having taken courses on Java in my university till OOP, I have some insight into basics of programming and such. I want to say, this course is amazing so far, really well done and I'm loving it so far.



CrashTheRed

[August 15, 2018 at 8:59 am · Reply](#)

I was able to solve this issue (about friggin time) by starting the Application Experience service, besides some other solutions some people have, this is the one that worked for me.



247 Electric

[July 21, 2018 at 4:51 am · Reply](#)

Hi Alex, Thanks for the information i have learnt a lot from reading this.

Desi Technical

[July 12, 2018 at 2:13 am · Reply](#)



ello, Alex! I have Windows 10 and CodeBlocks. My CodeBlocks said that he doesn't find the GNU GCC Compiler. What can I do? Please, help me!



Alex
[July 17, 2018 at 3:46 pm · Reply](#)

Did you install the MinGW version of Code::Blocks?



yitzi
[July 1, 2018 at 11:40 am · Reply](#)

Hi Alex.
 Could you please explain what's wrong with this program I've done.

```
#include "stdafx.h"
#include <iostream>
// #include "multiply.h"

int mul(int a, int b)
{
    return a * b;
}

int main()
{
    int x;
    int y;
    std::cout << "enter first number" << std::endl;
    std::cin >> x;
    std::cout << "enter second number" << std::endl;
    std::cin >> y;

    std::cout << mul(x, y) << std::endl;
    return 0;
}

1>—— Build started: Project: My own try, Configuration: Debug Win32 ——
1>multiply.a.cpp
1>c:\progaming\my own try\my own try\multiply.a.cpp(1): fatal error C1010: unexpected end of file while looking for precompiled header. Did you forget to add '#include "stdafx.h"' to your source?
1>My own try.cpp
1>Generating Code...
1>Done building project "My own try.vcxproj" — FAILED.
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```



nascar driver
[July 1, 2018 at 12:01 pm · Reply](#)

Hi Yitzi!

Disable precompiled headers in your project settings and remove the include to stdafx.h.



William
[June 20, 2018 at 10:36 pm · Reply](#)

Hello,
 I'm coming across an issue while trying to build my program. error C2679. And I can't figure out a solution can someone help me?



nascar driver
[June 21, 2018 at 3:34 am · Reply](#)

Hi William!

Post your source code.



Mark
[May 17, 2018 at 2:48 pm · Reply](#)

Hi,
 In our textbook it says that we have to use "using namespace std;", but I read somewhere that it can cause name collisions, but I don't know what it means; so is it better to use "using namespace std;" or std::cout, std::cin, std::endl; , etc? Can you replace std inside "using namespace std" with other codes? Thanks.



nascar driver
[May 18, 2018 at 9:49 am · Reply](#)

Hi Mark!

Don't use 'using namespace', if your book tells you to use it you might want to consider getting a new book, because there might be more bad advice in there.

Example naming collision:

```
1 | #include <iostream>
2 |
```

```

3 namespace hello
4 {
5     int atoi(const char *sz)
6     {
7         return 0;
8     }
9 }
10
11 using namespace std;
12 using namespace hello;
13
14 int main()
15 {
16     // Ambiguous. Do we mean @std::atoi or @hello::atoi?
17     atoi("123");
18
19     return 0;
20 }

```

You might not be able to understand this example just yet. Your question should resolve itself in future lessons.

References

* Lesson 4.3b - Namespaces



Mark
May 18, 2018 at 1:28 pm · Reply
Thanks.



Brecht Vandendriessche
February 15, 2018 at 2:09 pm · Reply
Can you help me?
I just downloaded visual studio and I typed this code:

```

1 #include <iostream>
2
3 int main()
4 {
5     std::cout << "Hello World!" >> std::endl
6     return 0;
7 }

```

but I get a lot of errors and I don't know why this are the errors:

Severity	Code	Description	Project	File	Line	Suppression	State
Error (active)	E0349	no operator ">>" matches these operands	test	c:\Users\Medion\source\repos\test\test\Source.cpp	5		
Error (active)	E0065	expected a ';' before 'return'	test	c:\Users\Medion\source\repos\test\test\Source.cpp	6		

Severity	Code	Description	Project	File	Line	Suppression	State
Error	C2784	'std::basic_istream<_Elem,_Traits> &std::operator >>(std::basic_istream<_Elem,_Traits> &,_Elem *)': could not deduce template argument for 'std::basic_istream<_Elem,_Traits> &' from 'std::basic_ostream<char,std::char_traits<char>>'	test	c:\users\medion\source\repos\test\test\source.cpp	6		

Error C2784 'std::basic_istream<_Elem,_Traits> &std::operator >>(std::basic_istream<_Elem,_Traits> &,_Elem *)': could not deduce template argument for 'std::basic_istream<_Elem,_Traits> &' from 'std::basic_ostream<char,std::char_traits<char>>' test c:\users\medion\source\repos\test\test\source.cpp 6

Error C2784 'std::basic_istream<char,_Traits> &std::operator >>(std::basic_istream<char,_Traits> &,signed char *)': could not deduce template argument for 'std::basic_istream<char,_Traits> &' from 'std::basic_ostream<char,std::char_traits<char>>' test c:\users\medion\source\repos\test\test\source.cpp 6

Error C2784 'std::basic_istream<char,_Traits> &std::operator >>(std::basic_istream<char,_Traits> &,signed char &)' : could not deduce template argument for 'std::basic_istream<char,_Traits> &' from 'std::basic_ostream<char,std::char_traits<char>>' test c:\users\medion\source\repos\test\test\source.cpp 6

Error C2784 'std::basic_istream<char,_Traits> &std::operator >>(std::basic_istream<char,_Traits> &,unsigned char *)': could not deduce template argument for 'std::basic_istream<char,_Traits> &' from 'std::basic_ostream<char,std::char_traits<char>>' test c:\users\medion\source\repos\test\test\source.cpp 6

Error C2784 'std::basic_istream<char,_Traits> &std::operator >>(std::basic_istream<char,_Traits> &,unsigned char &)' : could not deduce template argument for 'std::basic_istream<char,_Traits> &' from 'std::basic_ostream<char,std::char_traits<char>>' test c:\users\medion\source\repos\test\test\source.cpp 6

Error C2784 'std::basic_istream<_Elem,_Traits> &std::operator >>(std::basic_istream<_Elem,_Traits> &,_Ty &)' : could not deduce template argument for 'std::basic_istream<_Elem,_Traits> &' from 'std::basic_ostream<char,std::char_traits<char>>' test c:\users\medion\source\repos\test\test\source.cpp 6

Error C2676 binary '>>': 'std::basic_ostream<char,std::char_traits<char>>' does not define this operator or a conversion to a type acceptable to the predefined operator test c:\users\medion\source\repos\test\test\source.cpp 5

Error C2143 syntax error: missing ';' before 'return' test c:\users\medion\source\repos\test\test\source.cpp 6

What is wrong?



Alex
February 15, 2018 at 6:01 pm · Reply

```
1 | std::cout << "Hello World!" >> std::endl
```

should be

```
1 | std::cout << "Hello World!" << std::endl; // note: >> changed to <<, and added semicolon
```

The compiler was complaining that std::cout doesn't know what to do with the >> operator.



Hoin&CoinYT

[February 26, 2018 at 2:43 pm](#) · Reply

Alex did you get this info from any books or websites, or did you learn it yourself then type it out? This is very impressive. I am creating a Word document for all of these lessons. If you give me your email i can give it to you. But for now i want to focus on this question.



ChrisPy

[April 1, 2018 at 6:53 pm](#) · Reply

This information was found in the output error list. Specifically the 2nd and 3rd lines.

```
"Error (active) E0349 no operator ">>" matches these operands test c:\Users\Medion\source\repos\test\testSource.cpp 5
```

```
Error (active) E0065 expected a ';' test c:\Users\Medion\source\repos\test\testSource.cpp 6 "
```

These errors state that:

">>" is not an operator in cpp. This is because it is actually supposed to be "<<". The compiler was confused with the ">>" command as it didn't know what to do with it. Then the compiler couldn't complete the compilation due to the missing ";", which indicates the end of a statement.

This is a basic syntax error

All other errors are caused by those 2 syntax errors.



Parvez Alam

[June 5, 2018 at 3:08 am](#) · Reply

I can help you on this error.



winsurfwon

[February 9, 2018 at 9:54 am](#) · Reply

I am ready to code

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