

## Project Setup: with VS Code and MinGW ([source](#))

### 1. Get VS Code Ready:

- **1.1 Install VS Code:**

- Download and install Visual Studio Code from the official website ([code.visualstudio.com](https://code.visualstudio.com)). This is your code editor.

- **1.2 Add C/C++ Tools:**

- Open VS Code.
- Go to the Extensions view (the square icon on the left sidebar).
- Search for "C/C++" and install the Microsoft C/C++ extension. This adds essential C/C++ support to VS Code.

### 2. Set Up Your Compiler (MinGW):

- **2.1 Install MinGW:**

- Download and install MSYS2 from [here](#). Follow the installation instructions carefully.
- Open the "MSYS2 UCRT 64-bit" terminal.
- Run this command: `pacman -S --needed base-devel mingw-w64-ucrt-x86_64-toolchain`
- This installs the necessary tools to compile your C/C++ code.

- **2.2 Verify Installation:**

- Open a regular Command Prompt (type "cmd" in the Windows search bar).
- Type `gcc --version` and press Enter.
- If you see version information, MinGW is installed correctly. If you get an error, double check the installation steps from 2.1.

- **2.3 Configure the PATH:**

- If `gcc --version` returns an error, you need to add the MinGW bin folder to your system's PATH.
- Find the MinGW installation directory (usually `C:\msys64\ucrt64\bin`).

- Search for "environment variables" in the Windows search bar and open "Edit the system environment variables".
- Click "Environment Variables...".
- In the "System variables" section, find and select the "Path" variable, then click "Edit...".
- Click "New" and add the path to your MinGW bin folder
- Click "OK" on all open windows.
- Close and reopen the command prompt and verify **gcc --version** once again.

### 3. Test Your Setup:

- **3.1 Create a Test File:**

- Open VS Code. Create a new file named *hello\_world.c*.
- Copy and paste the following code:

```
#include <stdio.h>
int main() {
    printf("Hello, world!\n");
    return 0;
}
```

- **3.2 Compile and Run:**

- Open a new terminal in VS Code (Terminal > New Terminal).
- Type **gcc hello\_world.c -o hello\_world.exe** and press Enter. This compiles your code.
- Type **.\hello\_world.exe** and press enter. If you see "Hello, world!", your setup is working

### 4. Get Project Code:

- **4.1 Download from eCampus:**

- **Download** the project code files from your eCampus course page.
- **Unzip** the files to a folder on your computer.

## 5. Start Coding

- Open the project folder in VS Code and begin working on your project.

## 6. Steps to Compile

### 1. Ensure MinGW is Installed and Configured:

- As previously outlined, ensure you have MSYS2 with the MinGW-w64 toolchain installed and that the **bin** directory is added to your system's **PATH** environment variable. Verify by running **gcc --version** in your command prompt.

### 2. Open VS Code and Navigate to the Project Folder:

- Open VS Code.
- Go to "File" > "Open Folder..." and select the folder containing your **.c** files.

### 3. Open a Terminal in VS Code:

- Go to "Terminal" > "New Terminal".

### 4. Compile the Project:

- In the terminal, use the following **gcc** command:

```
gcc ADD.c ADDI.c AND.c ANDI.c BEQ.c BNE.c DIV.c LUI.c LW.c MFHI.c MFLO.c  
MIPS_Instruction.c MIPS_Interpreter.c MULT.c OR.c ORI.c SLT.c SLTI.c SUB.c SW.c -o  
MIPS_Interpreter.exe
```

### 5. Run the Executable:

- After successful compilation, you can run the program by typing:  
.\MIPS\_Interpreter.exe

## Notes:

### • Errors:

- If you encounter compilation errors, carefully examine the error messages. They will usually indicate the file and line number where the problem occurred.
- Make sure there are no typos in the file names in the compile command.

### • Makefiles:

- For larger projects, using a **Makefile** is highly recommended. A **Makefile** automates the compilation process, making it easier to manage dependencies and rebuild only the necessary files. This is a more advanced topic.
- **VS Code Tasks:**
  - VS Code also supports "tasks," which allow you to define custom build commands. You can create a task to run the **gcc** command, which can simplify the compilation process.