

Build and Deploy

Step 1: Getting a text editor

To start, you need to use a text editor. It's kind of like Word, without all the fancy tables, charts, etc... My favorite editor to use is Sublime Text Editor 3 Beta Build 3083, which will probably be outdated by the end of Spring 2016 semester.

Download it [here](#).

It supports Linux, OS X, and Windows

Follow the installation process given in Sublime's unofficial support [page](#).

Step 2: Getting the C/C++ compiler

OS X

Mac supports GNU Compiler Collection, the C compiler, with [Xcode](#), Apple's development tool. Once you download it, move on to Step 3.

Linux

Linux is great and also supports the C compiler. [Here](#) is a little more detail about downloading the necessary tools to get the C compiler.

Windows

[Good luck!](#)

Step 3: Compiling with make/gcc

Once you have a text editor and the C compiler, you can start running code! Use your editor to create a new file and start writing C code or copy the text below and paste into your editor:

```
int main()
{
    printf("%s\n", "Hello World!");
    return 0;
}
```

Save this file as hello.c in a directory that will be easy to get to.

Linux and Mac users can open up Terminal, Windows users open up the Command Prompt. This will be the way that we compile and run code. When in the Terminal/Command Prompt, navigate to the directory where you saved the hello.c file.

When in the same directory as the hello.c file run the command:

```
gcc hello.c -o hello.out
```

This compiles the code you wrote in your editor, and creates an output file in the same directory. Run this next command to run the code:

```
./hello.out
```

Congrats! You ran your first C code!