Using Code::Blocks

What is Code::Blocks?

- An Integrated Development Environment (IDE)
- Project and file management
- Code editing
- Build (Compile + Link) and Run
- Debugging support

- Other IDE's: Visual Studio, Eclipse, Xcode, NetBeans

Download and Install

- http://www.codeblocks.org/downloads/binaries
- DO NOT click on any ads on the download site!
- For Windows, *mingw* (i.e., GNU GCC/G++ compiler and GDB debugger) is needed for this course.
- Windows Installer:
  - codeblocks-16.01mingw-setup.exe
- Casual and portable use on Windows:
  - codeblocks-16.01mingw-nosetup.zip
  - Unzip to a folder and launch, even on a USB drive!

Code::Blocks

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

Main

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Quick links

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- Wiki
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- Nightlies
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- Browse SVN log

Please select a setup package depending on your platform:

- **Windows XP / Vista / 7 / 8.x / 10**
- **Linux 32-bit**
- **Linux 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.
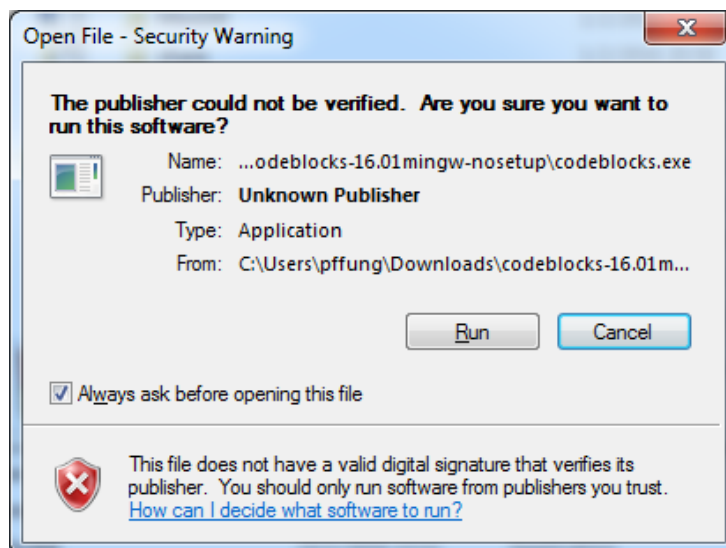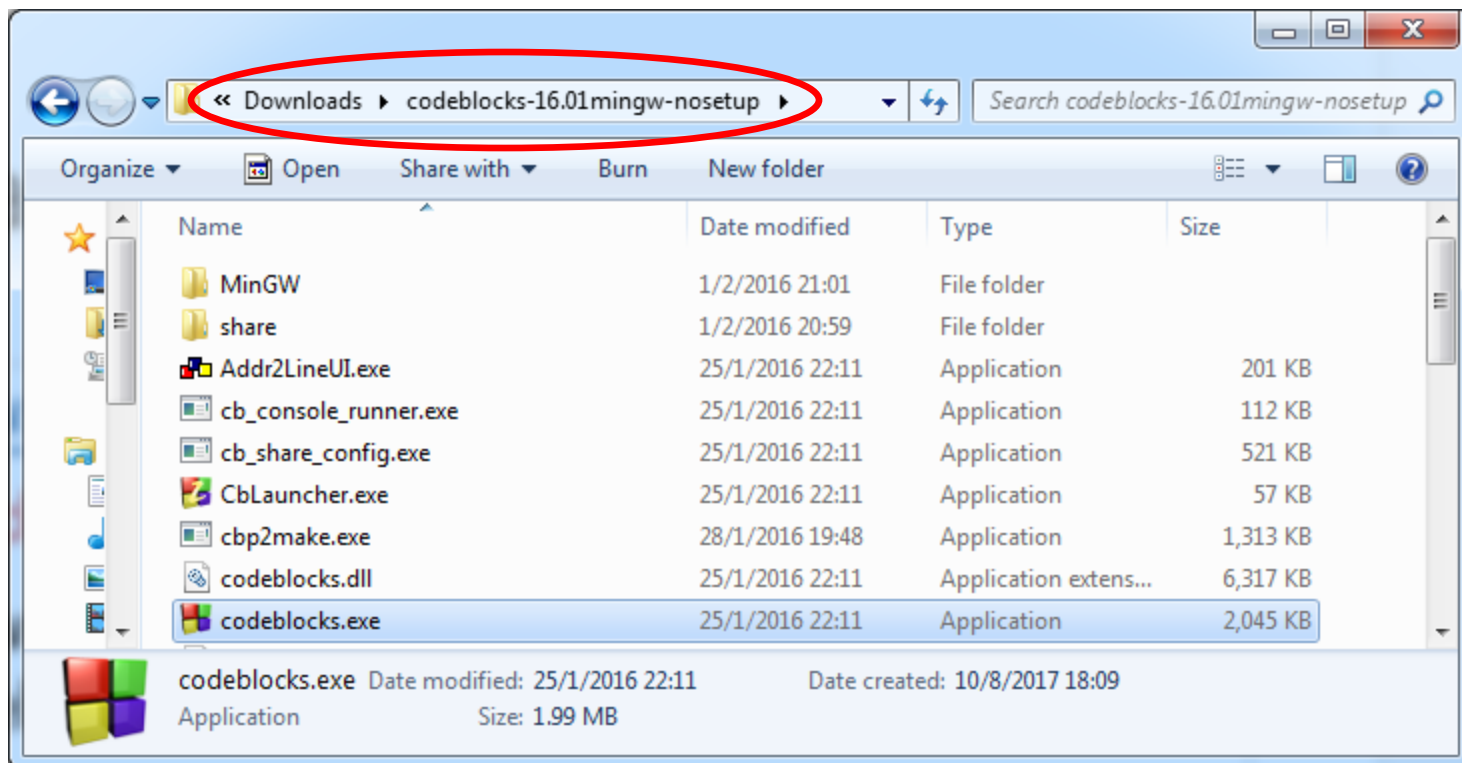
NOTE: There are also more recent *nightly builds* available in the **forums** or (for Debian and Fedora users) in **Jens' Debian repository** and **Jens' Fedora repository**. Please note that we consider nightly builds to be *stable*, usually.
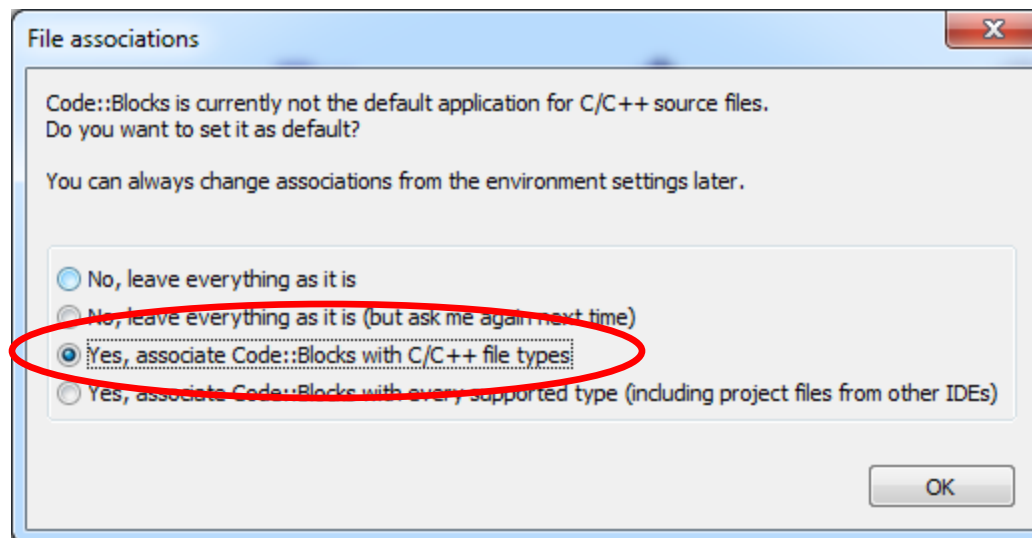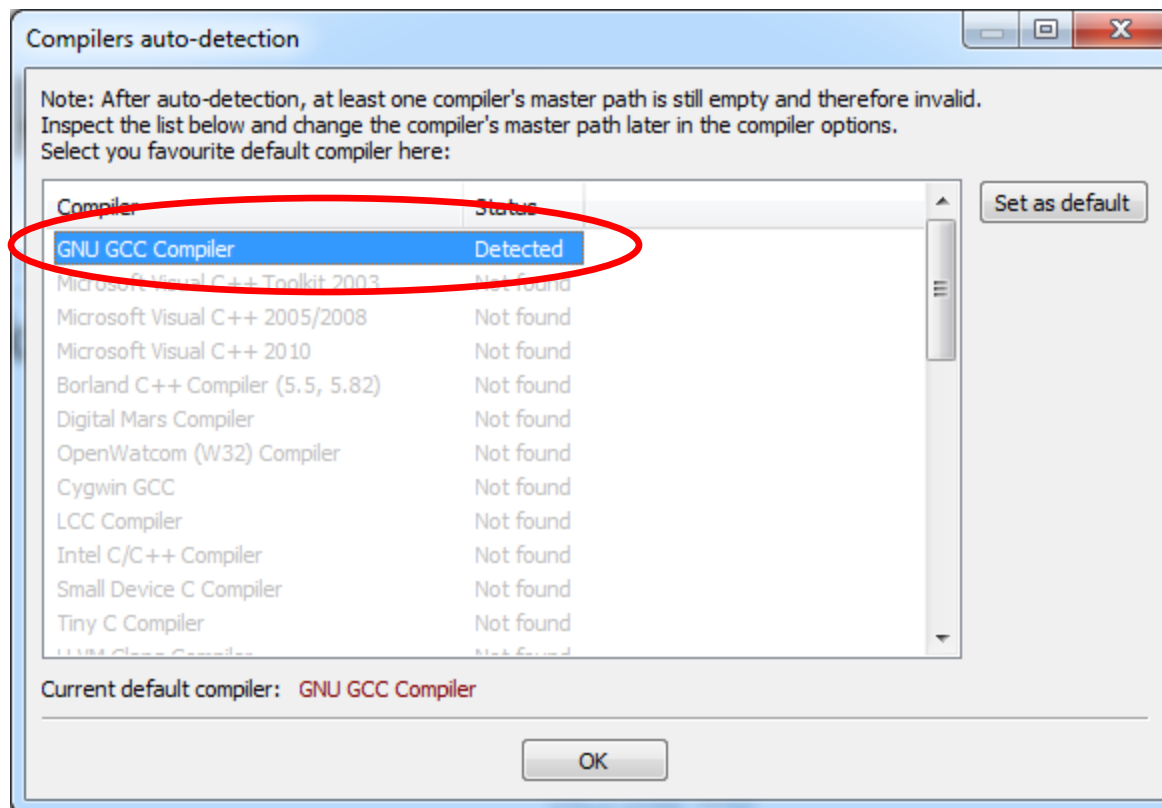
NOTE: We have a **Changelog for 16.01**, that gives you an overview over the enhancements and fixes we have put in the new release.
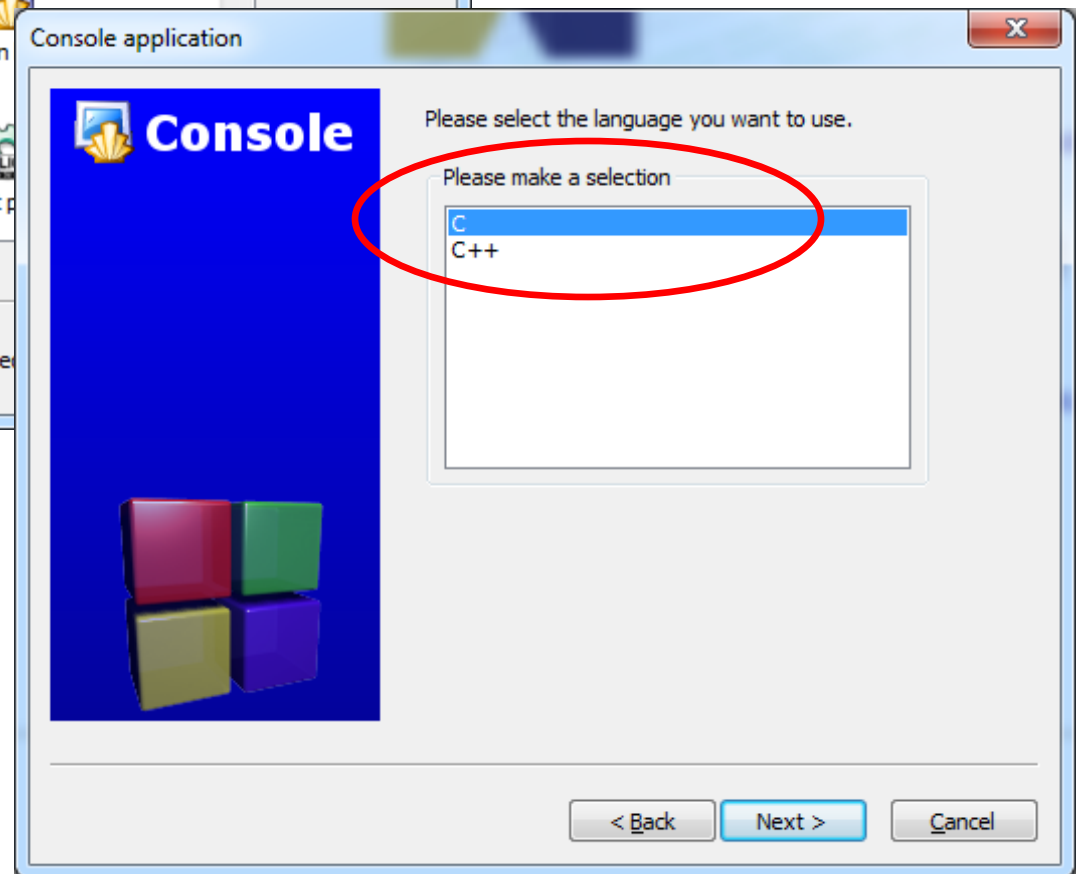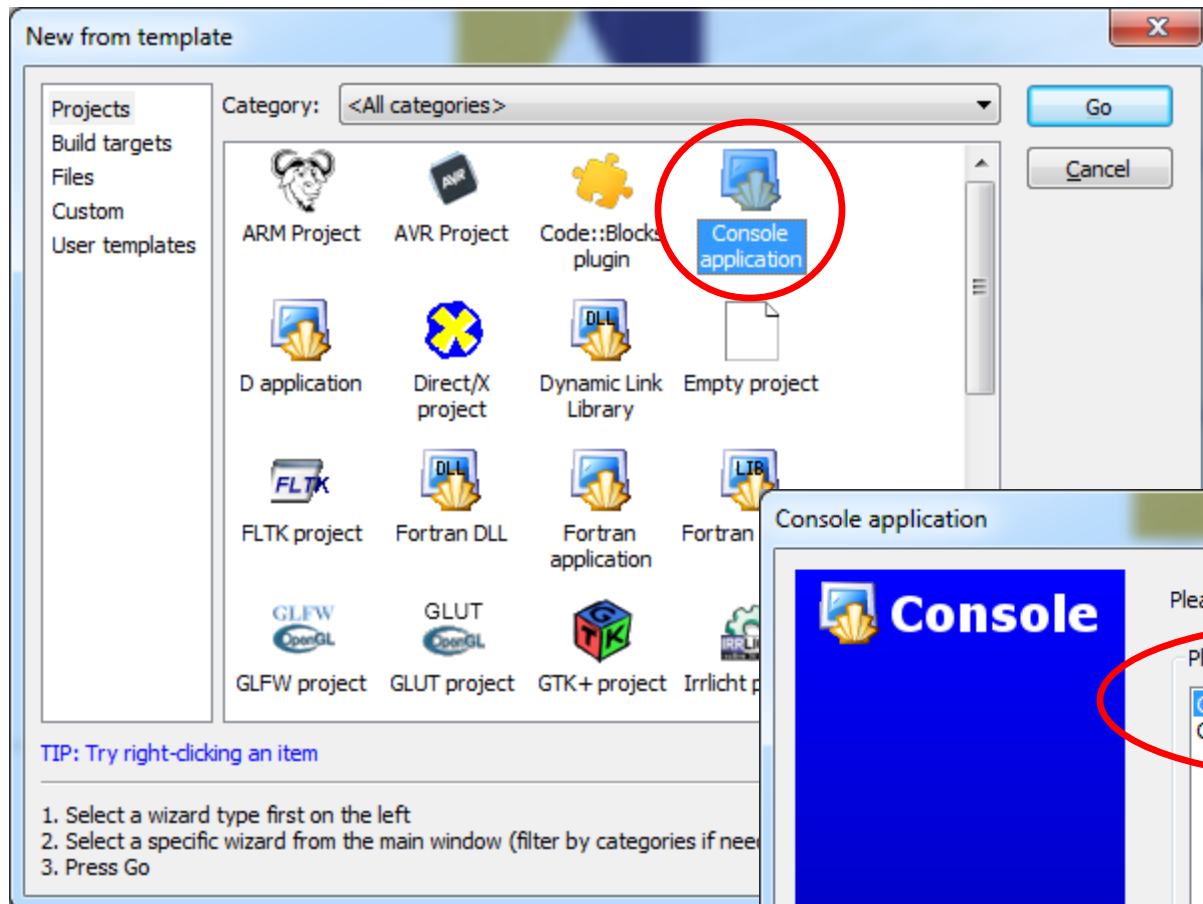
Windows XP / Vista / 7 / 8.x / 10:

File	Date	Download from
codeblocks-16.01-setup.exe	28 Jan 2016	**Sourceforge.net** or **FossHub**
codeblocks-16.01-setup-nonadmin.exe	28 Jan 2016	**Sourceforge.net** or **FossHub**
codeblocks-16.01-nosetup.zip	28 Jan 2016	**Sourceforge.net** or **FossHub**
codeblocks-16.01mingw-setup.exe	28 Jan 2016	**Sourceforge.net** or **FossHub**
codeblocks-16.01mingw-nosetup.zip	28 Jan 2016	**Sourceforge.net** or **FossHub**
codeblocks-16.01mingw_fortran-setup.exe	28 Jan 2016	**Sourceforge.net** or **FossHub**

GPLv3

built with **wx Widgets**
Cross-Platform GUI Library

Compilers auto-detection

Note: After auto-detection, at least one compiler's master path is still empty and therefore invalid.
Inspect the list below and change the compiler's master path later in the compiler options.
Select you favourite default compiler here:

Compiler	Status
GNU GCC Compiler	Detected
Microsoft Visual C++ Toolkit 2003	Not found
Microsoft Visual C++ 2005/2008	Not found
Microsoft Visual C++ 2010	Not found
Borland C++ Compiler (5.5, 5.82)	Not found
Digital Mars Compiler	Not found
OpenWatcom (W32) Compiler	Not found
Cygwin GCC	Not found
LCC Compiler	Not found
Intel C/C++ Compiler	Not found
Small Device C Compiler	Not found
Tiny C Compiler	Not found
LLVM Clang Compiler	Not found

Set as default

Current default compiler: GNU GCC Compiler

OK

File associations

Code::Blocks is currently not the default application for C/C++ source files.
Do you want to set it as default?

You can always change associations from the environment settings later.

○ No, leave everything as it is
○ No, leave everything as it is (but ask me again next time)
◉ Yes, associate Code::Blocks with C/C++ file types
○ Yes, associate Code::Blocks with every supported type (including project files from other IDEs)

OK

C:\Users\pffung\Documents\Hello\bin\Debug\Hello.exe

```
Hello world!

Process returned 0 (0x0)   execution time : 0.012 s
Press any key to continue.
```