

## Sublime Text Build Systems

Languages	Json(.sublime-build)
<b>C/C++ CMD</b>	<pre>{   "windows": {     "cmd": ["g++", "-std=c++11", "\${file}"],   },   "cmd": ["g++", "-std=c++11", "\${file}"],   "file_regex": "^(.*)\\((([0-9]+),([0-9]+)\\) (Error Fatal): (.*)\$",   "working_dir": "\${file_path}",   "selector": "source.c,source.c++",   "variants": [     {       "name": "Run",       "shell": true,       "windows": {         "shell_cmd": "start cmd /c \"\\\"a.exe\\\" &amp; echo. &amp; pause\""       }     },     {       "name": "Build and Run",       "shell": true,       "windows": {         "shell_cmd": "g++ -std=c++11 \"\${file}\" &amp;&amp; start cmd /c \"\\\"a.exe\\\" &amp; echo. &amp; pause\""       }     }   ] }</pre>
<b>C/C++ (ConsoleExec)</b>	<pre>{   "cmd": ["g++", "-std=c++11", "-Wall", "-time", "\$file", "&amp;&amp;" , "a"],   "selector": "source.c,source.c++",   "target" : "console_exec" }</pre>

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<b>Java (CMD)</b>	<pre>{   "cmd":["javac","\$file_name","&amp;&amp;","start","cmd","/k","java","\$file_base_name"],   "file_regex": "^(...*?):([0-9]*):?([0-9]*)",   "selector": "source.java",   "working_dir":"\$(file_path)",   "shell":true }</pre>
<b>Java (ConsoleExec)</b>	<pre>{   "cmd":["javac","\$file_name","&amp;&amp;","java","\$file_base_name"],   "selector": "source.java",   "target" : "console_exec" }</pre>
<b>Python (ConsoleExec)</b>	<pre>{   "cmd": ["python", "-u", "\$file"],   "file_regex": "^[ ]*File \"(...*?)\", line ([0-9]*)",   "selector": "source.python",   "target": "console_exec" }</pre>
<b>JavaScript (CMD)</b>	<pre>{   "cmd": ["start", "cmd", "/k", "node", "\$file_name"],   "selector": "source.js",   "shell": true,   "quiet": true }</pre>
<b>JavaScript (ConsoleExec)</b>	<pre>{   "cmd": ["node", "\$file"],   "selector": "source.js",   "target" : "console_exec" }</pre>