

EXPLORER

OPEN EDITORS

GROUP 1

- main.c src M
- launch.json .vscode
- c_cpp_properties.j...

GROUP 2

- makefile

POPTUBE

- SDL_test_assert.h
- SDL_test_commo...
- SDL_test_compar...
- SDL_test_crc32.h
- SDL_test_font.h
- SDL_test_fuzzer.h
- SDL_test_harness.h
- SDL_test_images.h
- SDL_test_log.h
- SDL_test_md5.h
- SDL_test_memory.h
- SDL_test_random.h
- SDL_test.h
- SDL_thread.h
- SDL_timer.h
- SDL_touch.h
- SDL_types.h
- SDL_version.h
- SDL_video.h
- SDL_vulkan.h
- SDL.h
- lib
 - libSDL2.dll.a
 - libSDL2main.a
- mariadb-connector-c...
- SDL2-2.0.9
- src
 - main.c M
 - bitdefender.exe
 - libmysql.dll
 - main.exe M
 - main.o
 - makefile
 - SDL2.dll

main.c

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <SDL2/SDL.h>
4 #include <mysql.h>
5
6
7 int main(int argc, char *argv[]) {
8
9
10     int status = EXIT_FAILURE;
11
12     SDL_Window *fenetre = NULL;
13     SDL_Event event;
14
15     MYSQL *mysql;
16     /* Initialisation bibliotheque mysql */
17     if (mysql_library_init(0, NULL, NULL) == 0)
18     {
19         /* Initialisation du pointeur MYSQL */
20         mysql = mysql_init(NULL);
21         if (mysql != NULL)
22         {
23             fprintf(stdout, "[OK] mysql_init\n");
24
25             /* Connexion au serveur mysql */
26             if (mysql_real_connect(mysql, "localhost", "root", "ro
27             {
28                 fprintf(stdout, "[OK] mysql_real_connect\n");
29             }
30             else
31             {
32                 fprintf(stderr, "[ERR] mysql real connect : '%s'\n");
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL


Windows PowerShell
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PS D:\projetC\popTube> .\main
[OK] mysql_init
[OK] mysql_real_connect



M makefile x

```
1  #CC current variable for compiler in C
2  CC=gcc
3
4  S_DIR=D:\projetC\popTube\src
5
6  CPPFLAGS = -I D:\projetC\popTube\include -I 'C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.29.30133\include'
7
8
9  #CFLAGS current variable for compilation options
10 # -Wet -Wall display front end compiler warnings
11 # -ansi request ansi compilation
12 # -pedantic display compiler warnings
13 CFLAGS=-W -Wall -ansi -pedantic -std=c99
14
15 #LDFLAGS current variable for link editing
16 LDFLAGS = -L D:\projetC\popTube\lib -L 'C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.29.30133\lib\x86'
17
18 LDLIBS = -lmingw32 -lSDL2main -lSDL2 -lmysql
19 # current variable for executable
20 EXEC=main
21
22 all:
23     $(CC) $(CFLAGS) $(S_DIR)\main.c -o $(EXEC) $(LDFLAGS) $(LDLIBS)
24
25 #hello: main.o main.c
26 #     $(CC) -o hello main.o main.c
27
28 #hello.o: hello.c
29 #     $(CC) -o hello.o hello.c
30
31 #main.o: main.c hello.o
32 #     $(CC) -o main.o main.c hello.o
```

 Tuto SDL 2.

