

CREATING A CONSOLE APPLICATION

Console applications are pure 32-bit Windows programs that run without a graphical interface. When a console application is started, Windows creates a text-mode console window through which the user can interact with the application. These applications typically don't require much user input.

All the information a console application needs can be provided through

- a) Command line parameters,
- b) The ***readln()*** procedure or
- c) Text files. (e.g. input.txt)

All output will be via ***write(); and writeln();***

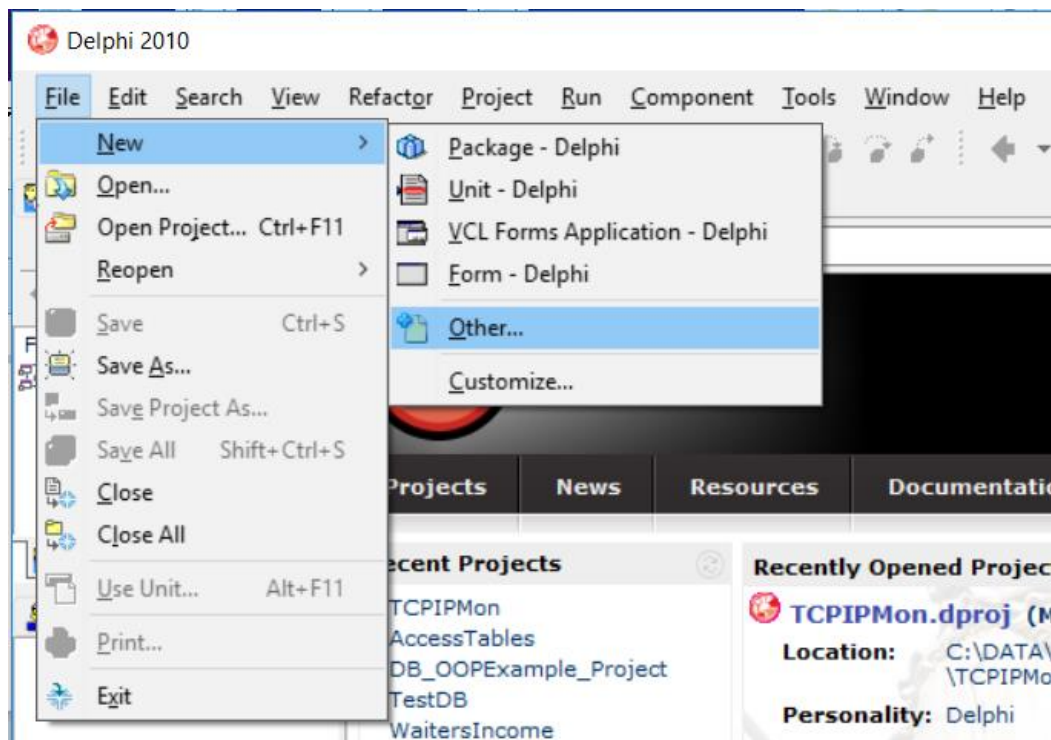
For new programmers, console applications simplify learning Pascal/Delphi - after all, the Pascal/Delphi introductory examples are nothing more than console applications.

STARTING A CONSOLE APPLICATION

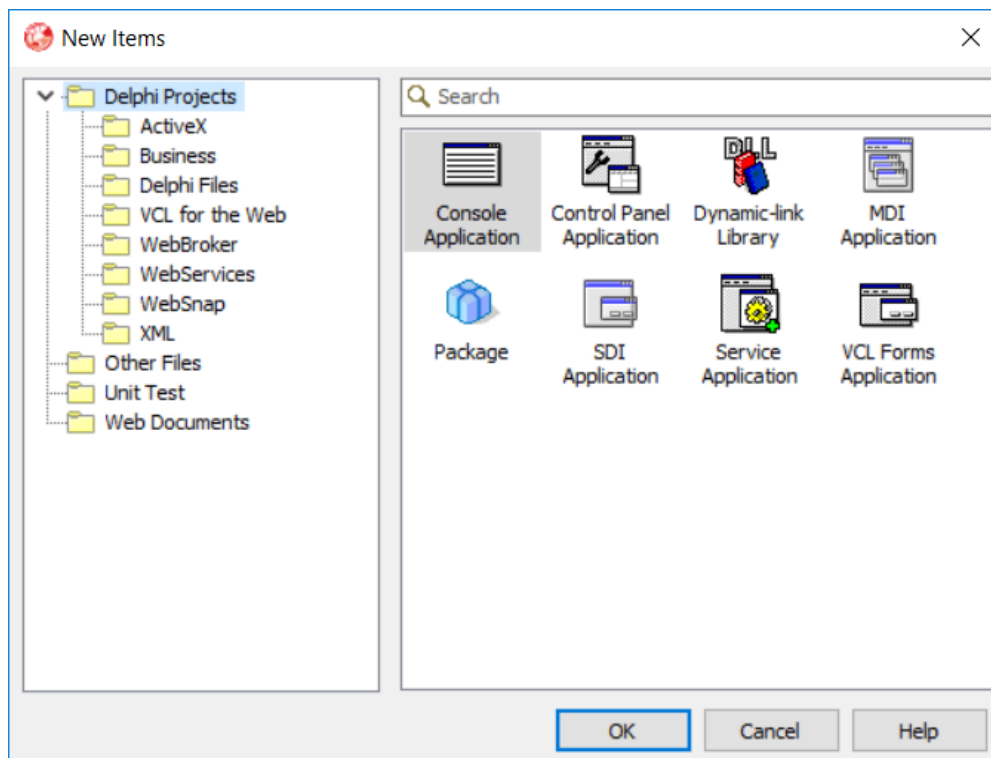
Here's how to quickly build console applications that run without a graphical interface. This assumes you are using the SA schools Delphi version 2010.

To create the application we use the Console Application Wizard by:

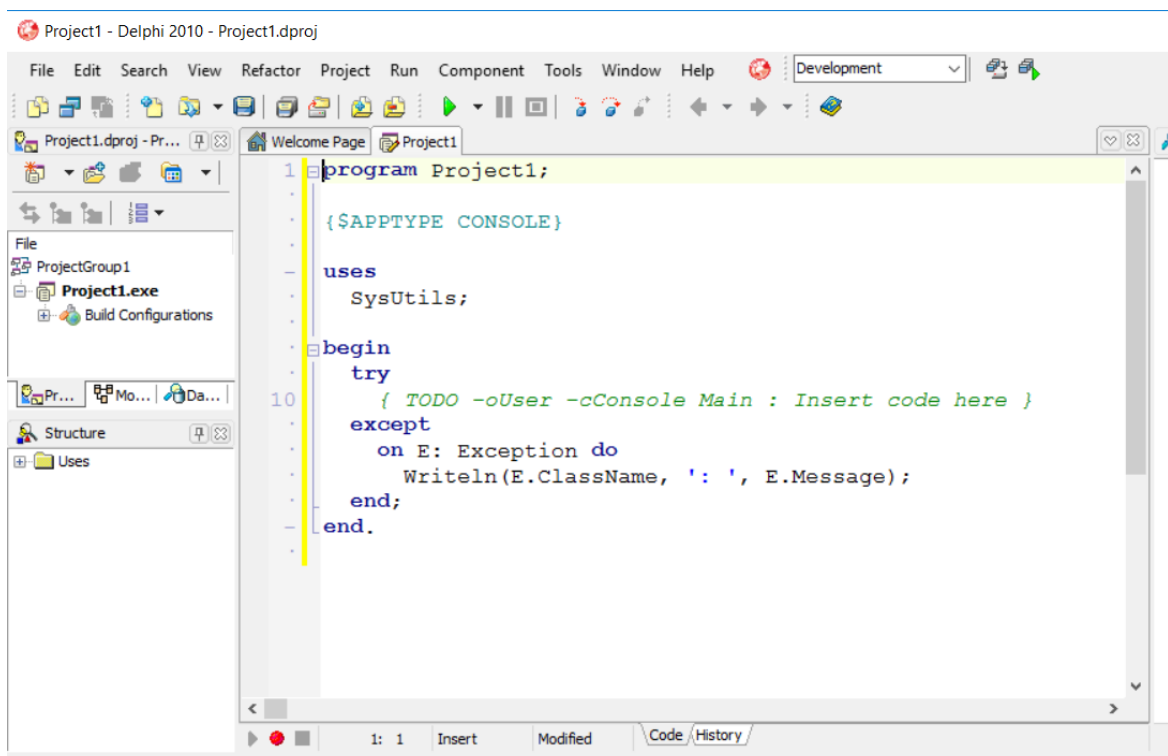
1. Going to **File** → **New**, this opens up a New Items dialogue, select **Other**



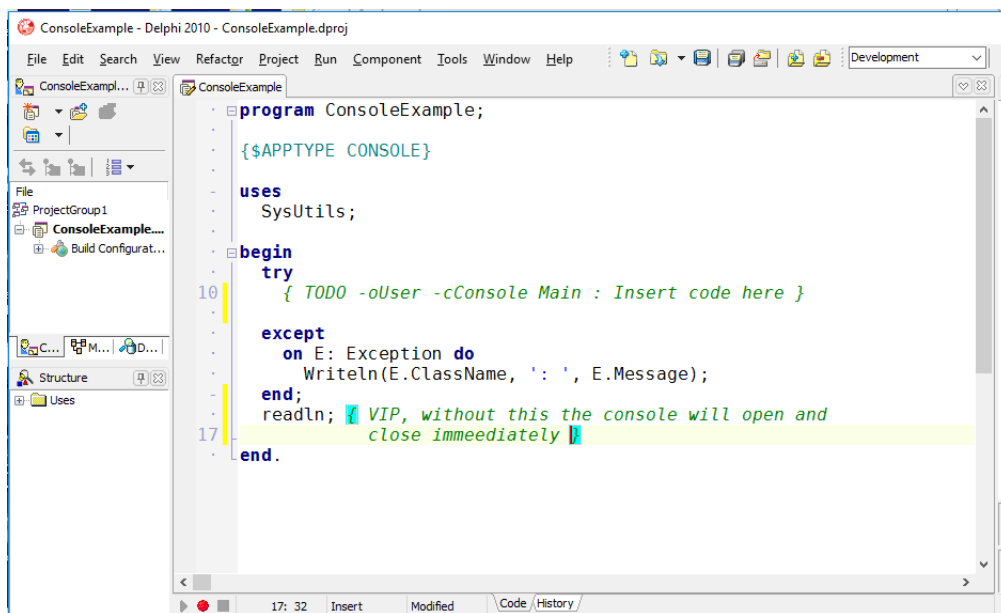
2. In the **'New items'** window select the Console Application and press **OK** (or Double click the icon) and the wizard will set-up a Delphi project ready to be compiled as a console application.



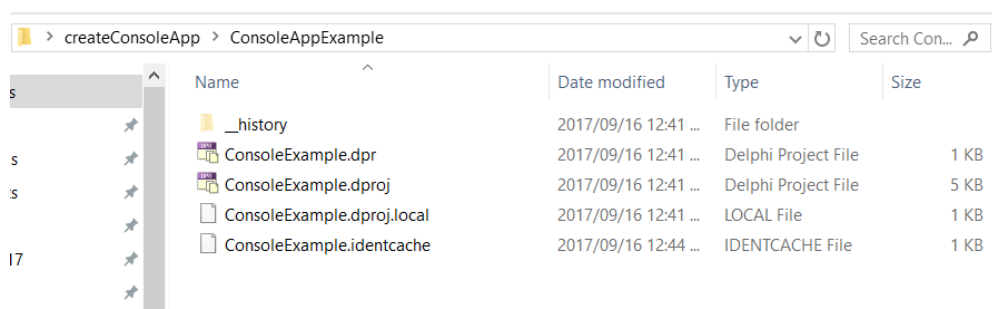
3. The console Application you will be presented with, will look like this:



4. Now select project, see highlight under ProjectGroup1, right click and select 'rename'



5. Now add the **readln;** line 16 in the illustration above and save the project,
6. To save press ctrl+shift+s, create the folder for your App and save the project in it.
Note the console only has the **.dproj** and **.dpr** file (this holds the code).
There is no **.pas** file.



7. Another way to use the console is to set up a template as follows. Note the readln;

