Very helpful link:

<https://code.visualstudio.com/docs/cpp/config-wsl>

**SUMMARY FROM THE LINK:**

In wsl terminal navigate to the directory you want to work in. Then type ‘code .’ command to open vscode.

The **code .** command opens VS Code in the current working folder, which becomes your "workspace". As you go through the tutorial, you will see three files created in a .vscode folder in the workspace:

* c\_cpp\_properties.json (compiler path and IntelliSense settings)
* tasks.json (build instructions)
* launch.json (debugger settings)

We create ‘tasks.json’ file to tell vscode how to build(compile) the program. This task will invoke the g++ compiler on WSL to create an executable file based on the source code.

We create a launch.json file to configure VS Code to launch the GDB debugger when we press F5 to debug the program. From the main menu, choose **Run** > **Add Configuration...** and then choose **C++ (GDB/LLDB)**.

We will then see a dropdown for various predefined debugging configurations. Choose **g++ build and debug active file**.

By default, the C++ extension won't add any breakpoints to your source code and the stopAtEntry value is set to false. Change the stopAtEntry value to true to cause the debugger to stop on the main method when you start debugging

## C/C++ configurations[#](https://code.visualstudio.com/docs/cpp/config-wsl#_cc-configurations)

If you want more control over the C/C++ extension, you can create a c\_cpp\_properties.json file, which will allow you to change settings such as the path to the compiler, include paths, C++ standard (default is C++17), and more.

compile in the terminal by typing (if the file name is file.cpp)

‘g++ file.cpp’

then run the file by typing

‘./file’

**IMPORTANT:**

task.json file mai jakr

Isko jo ki args ke andar h

"-g",

"${file}",

"-o",

"${fileDirname}\\${fileBasenameNoExtension}.exe"

Isme badalna h

"-g",

"${workspaceFolder}\\\*.cpp",

"-o",

"${fileDirname}\\${fileBasenameNoExtension}.exe"

Yaha bs humne

2nd line mai jo "${file}", likha h

Isko isme "${workspaceFolder}\\\*.cpp", badalna h taki wo current file ko nai current folder ke andar jitni b files h unko ek sath compile karke ek .exe file banaye

Baki yaha pe hum output file ka name

4th line mai jo

"${fileDirname}\\${fileBasenameNoExtension}.exe" ye h ise badal sakte h

For example changing

"${fileDirname}\\${fileBasenameNoExtension}.exe" to "${workspaceFolder}\\myProgram.exe" badal sakte h but mainly yo upar wala kaam karna h taki sirf single file ko compile na kare but sari files ko kare jo folder mai h