**Console programs.**

Console programs are programs that use text to communicate with the user and the environment, such as printing text to the screen or reading input from a keyboard.

Console programs are easy to interact with, and generally have a predictable behavior that is identical across all platforms. They are also simple to implement and thus are very useful to learn the basics of a programming language: The examples in these tutorials are all console programs.

The way to compile console programs depends on the particular tool you are using.

The easiest way for beginners to compile C++ programs is by using an Integrated Development Environment (IDE). An IDE generally integrates several development tools, including a text editor and tools to compile programs directly from it.

Here you have instructions on how to compile and run console programs using different free Integrated Development Interfaces (IDEs):

|  |  |  |
| --- | --- | --- |
| **IDE** | **Platform** | **Console programs** |
| **Code::blocks** | Windows/Linux/MacOS | [Compile console programs using Code::blocks](https://cplusplus.com/doc/tutorial/introduction/codeblocks/) |
| **Visual Studio Express** | Windows | [Compile console programs using VS Express 2013](https://cplusplus.com/doc/tutorial/introduction/visualstudio/) |
| **Dev-C++** | Windows | [Compile console programs using Dev-C++](https://cplusplus.com/doc/tutorial/introduction/devcpp/) |

If you happen to have a Linux or Mac environment with development features, you should be able to compile any of the examples directly from a terminal just by including C++11 flags in the command for the compiler:

|  |  |  |
| --- | --- | --- |
| **Compiler** | **Platform** | **Command** |
| **GCC** | Linux, among others... | g++ -std=c++0x example.cpp -o example\_program |
| **Clang** | OS X, among others... | clang++ -std=c++11 -stdlib=libc++ example.cpp -o example\_program |