

# Installation de Code ::Blocks

1. Pour installer Code blocks sur votre ordinateur personnel, aller à l'adresse <https://www.codeblocks.org/downloads/binaries/>
2. Choisir l'exécutable pour Windows AVEC mingw :

[Code::Blocks](#) / [Downloads](#) / [Binary releases](#)

## Binary releases

Please select a setup package depending on your platform:

- [Windows XP / Vista / 7 / 8.x / 10](#)
- [Linux 32 and 64-bit](#)
- [Mac OS X](#)

**NOTE:** For older OSes use older releases. There are releases for many OS version and platforms on the [Sourceforge.net](#) page.

**NOTE:** There are also more recent nightly builds available in the [forums](#) or (for Ubuntu users) in the [Ubuntu PPA repository](#). Please note that we consider nightly builds to be stable, usually.

**NOTE:** We have a [Changelog for 25.03](#), that gives you an overview over the enhancements and fixes we have put in the new release.

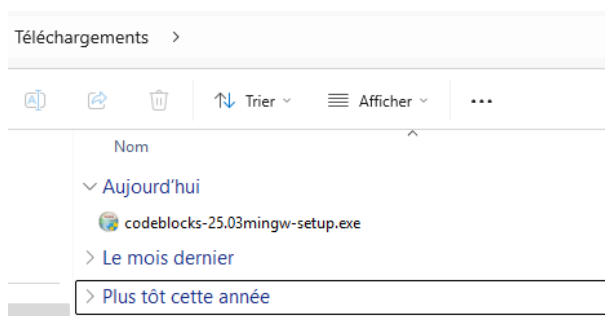
**NOTE:** The default builds are 64 bit (starting with release 20.03). We also provide 32bit builds only for convenience.

## Microsoft Windows (64 bit, default)

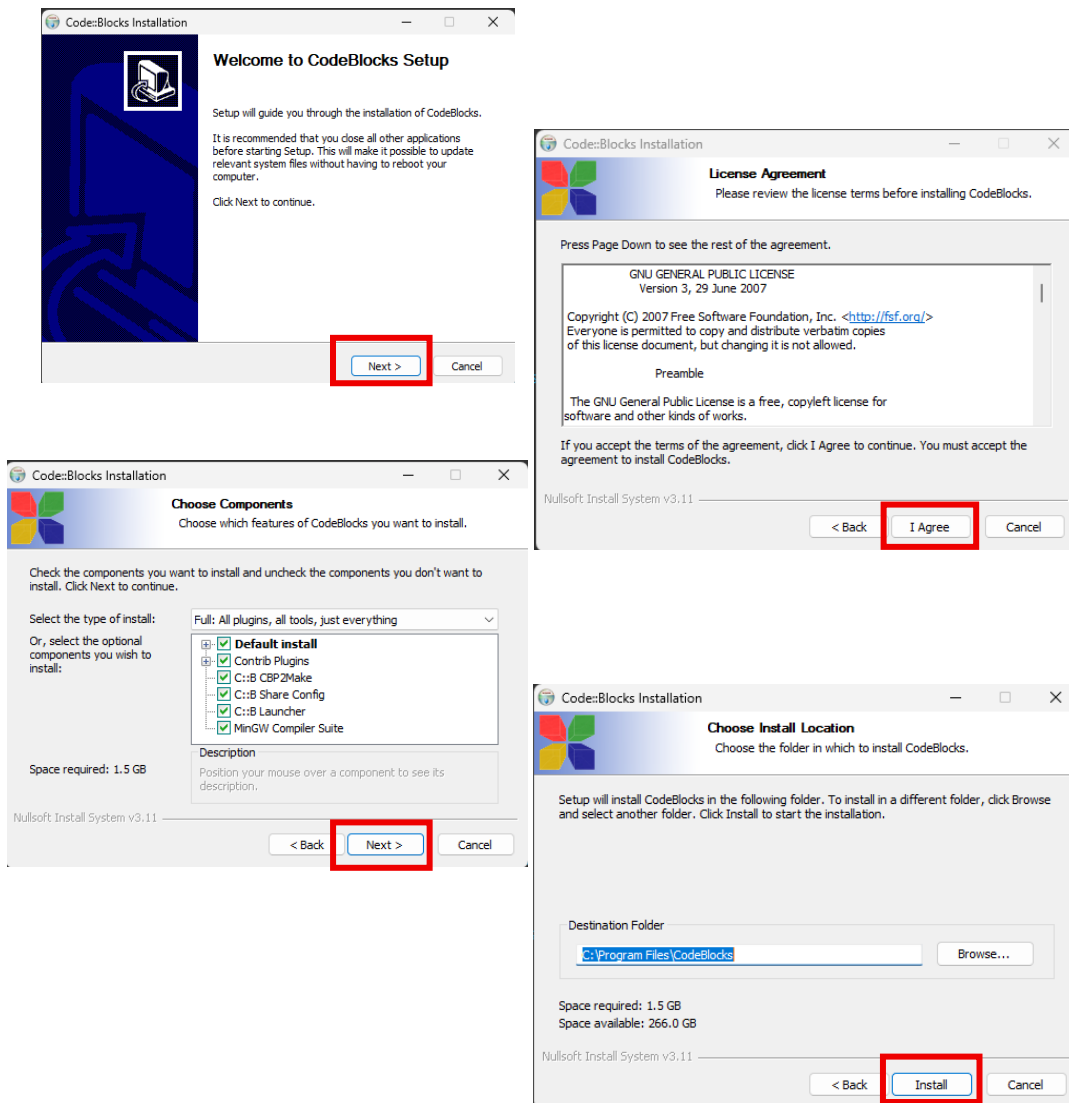
File	Download from
codeblocks-25.03-setup.exe	<a href="#">Sourceforge.net</a>
codeblocks-25.03-setup-nonadmin.exe	<a href="#">Sourceforge.net</a>
codeblocks-25.03-nosetup.zip	<a href="#">Sourceforge.net</a>
codeblocks-25.03mingw-setup.exe	<a href="#">Sourceforge.net</a>
codeblocks-25.03mingw-nosetup.zip	<a href="#">Sourceforge.net</a>

**NOTE:** The codeblocks-25.03-setup.exe file includes Code::Blocks with all plugins. The codeblocks-25.03-setup-nonadmin.exe file is provided for convenience to users that do not have administrator rights on their machine(s).

3. Puis, cliquer sur Download (gros bouton vert)
4. L'installateur est maintenant dans votre dossier de téléchargement



## 5. Procéder à l'installation



L'installation peut prendre quelques secondes à quelques minutes. Quand l'installation est complétée, faire Next puis Finish.

## 6. Vous êtes maintenant prêts et prêtes à utiliser votre éditeur de code!

