

# C Get Started

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# Get Started With C

To start using C, you need two things:

- A text editor, like Notepad, to write C code
- A compiler, like GCC, to translate the C code into a language that the computer will understand

There are many text editors and compilers to choose from. In this tutorial, we will use an *IDE* (see below).

# C Install IDE

An IDE (Integrated Development Environment) is used to edit AND compile the code.

Popular IDE's include Code::Blocks, Eclipse, and Visual Studio. These are all free, and they can be used to both edit and debug C code.

Note: Web-based IDE's can work as well, but functionality is limited.

We will use Code::Blocks in our tutorial, which we believe is a good place to start.

You can find the latest version of Codeblocks at <a href="http://www.codeblocks.org/">http://www.codeblocks.org/</a>. Download the <a href="mingw-setup.exe">mingw-setup.exe</a> file, which will install the text editor with a compiler.

# C Quickstart

Let's create our first C file.

Open Codeblocks and go to File > New > Empty File.

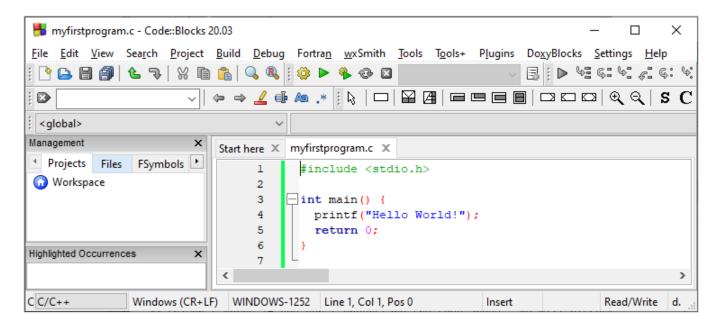
Write the following C code and save the file as myfirstprogram.c (File > Save File as):

## myfirstprogram.c

```
#include <stdio.h>
int main() {
  printf("Hello World!");
  return 0;
}
```

Don't worry if you don't understand the code above - we will discuss it in detail in later chapters. For now, focus on how to run the code.

In Codeblocks, it should look like this:



Then, go to **Build > Build and Run** to run (execute) the program. The result will look something to this:

```
Hello World! Process returned 0 (0x0) execution time : 0.011 s Press any key to continue.
```

Congratulations! You have now written and executed your first C program.

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# myfirstprogram.c

#### Code:

```
#include <stdio.h>
int main() {
  printf("Hello World!");
  return 0;
}
```

#### Result:

Hello World!

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