

# Running Your Program

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Now that you have compiled your program, you are ready to run it. You can run your program much like any other program—by typing its name at the command prompt. However, unlike many programs you have used so far, the directory in which your program is located is not part of the `PATH`—the environment variable that specifies which directories to look in to run a program. Therefore, you have to specify which directory to find the program in as part of the name. Since the program is in the current directory, you can just put `./` before the program's name (for example, `./myProgram`)—telling the command shell to run the *myProgram* program in the current directory. If you are unfamiliar with the command shell, directories, path names, or environment variables, you can review them in the UNIX reading in the previous module.

You can also run your program from inside various tools which are intended to help you test and debug the program. Two incredibly useful tools are *gdb*, the GNU Debugger (we will discuss debugging a little later, and *gdb* in particular), and *valgrind*, which emulates the computer but tracks more information about what your program is doing to report errors that may otherwise go undetected.