

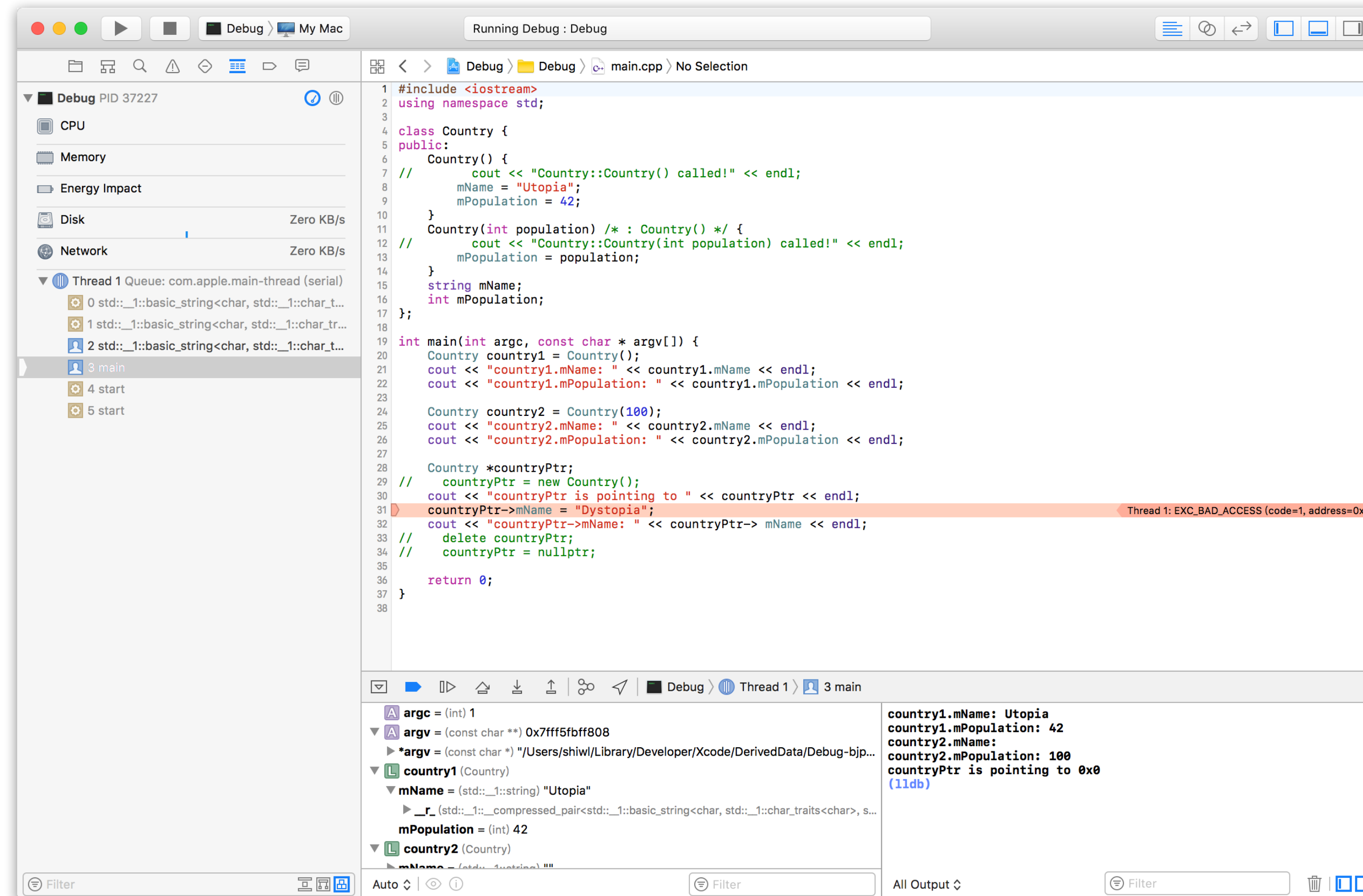
Currents: Coding with Cinder

Week 5: Video Playback / Building & Debugging a Program

Instructors

Luobin Wang (luobin@newschool.edu)

Weili Shi (weili@newschool.edu)



2 common ways to debug a program

- Output debug information to console;
- Using the debugger to step through the code.

```
# preprocess:
clang++ main.cpp -E

# assemble:
clang++ main.cpp -S

# compile:
clang++ -c main.cpp
clang++ -c function.cpp

# link:
clang++ main.o function.o -o main

# run:
./main
```

Building a program

When you use an IDE to write your program, your IDE does all these for you!

```
# compile library:  
clang++ -c function.cpp
```

```
# archive library:  
ar rc libfunction.a function.o
```

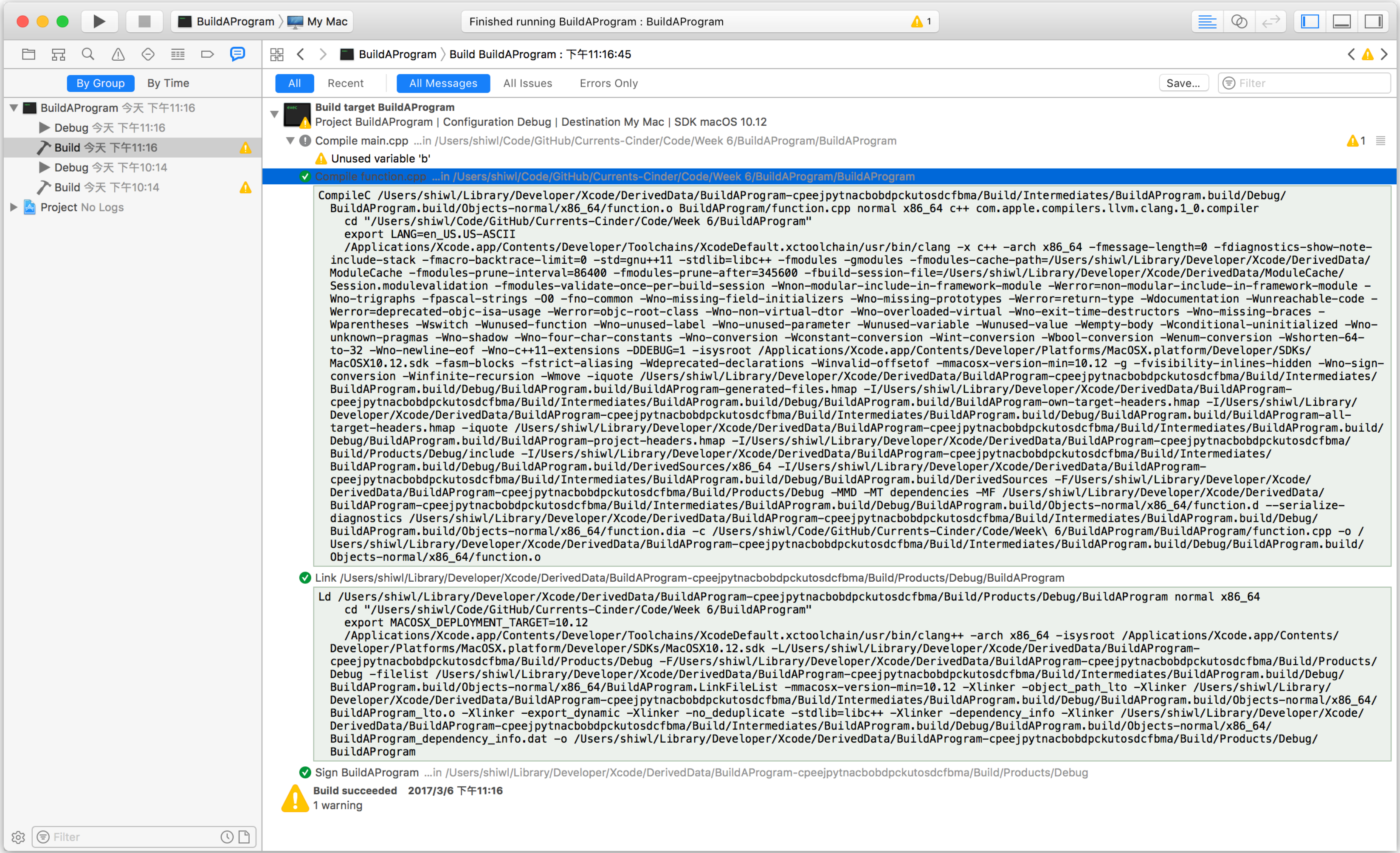
```
# compile application:  
clang++ -c main.cpp
```

```
# link application against library:  
clang++ main.o -o main -L . -l function
```

```
# run:  
./main
```

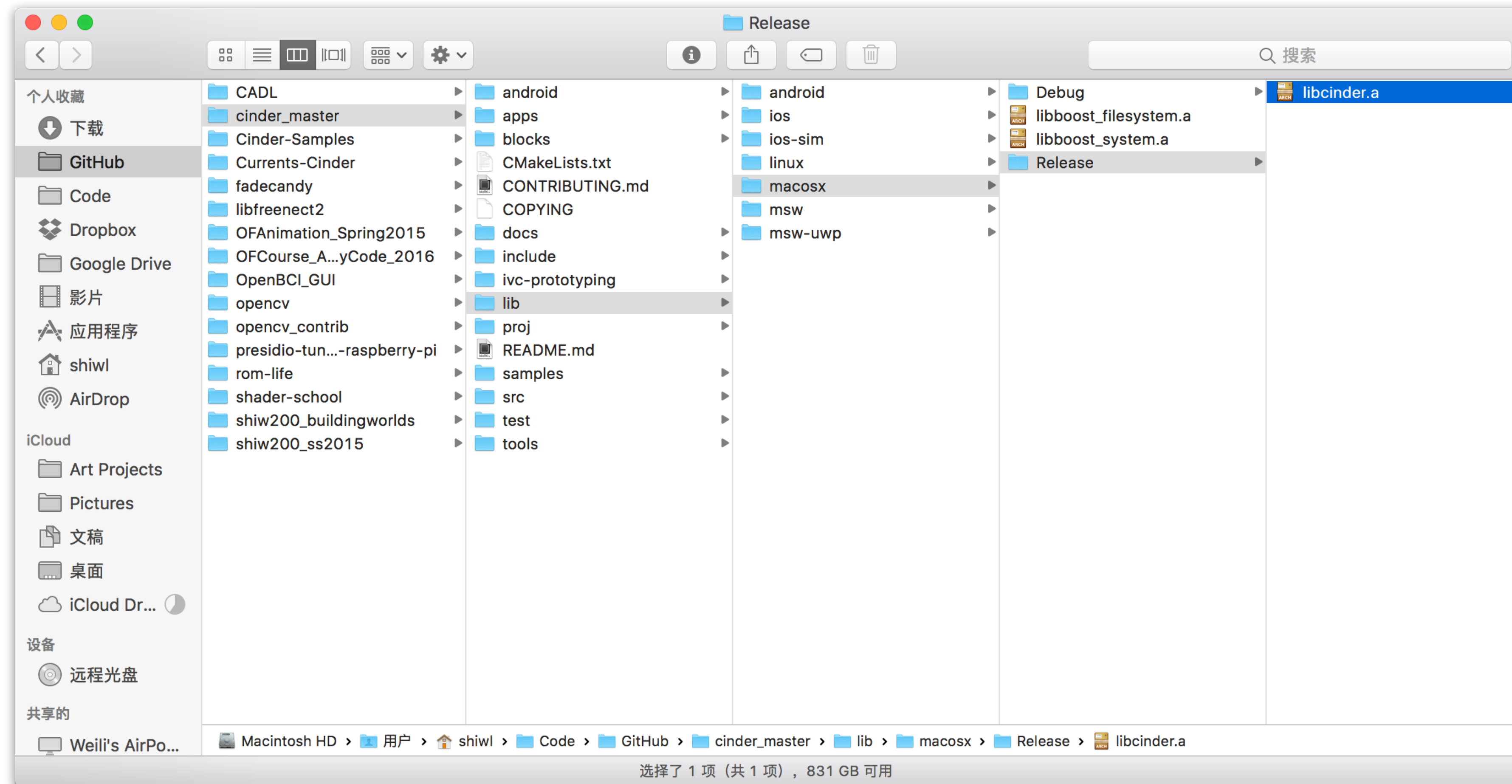
Linking your code against a library

When you use an IDE to write your program, your IDE does all these for you!



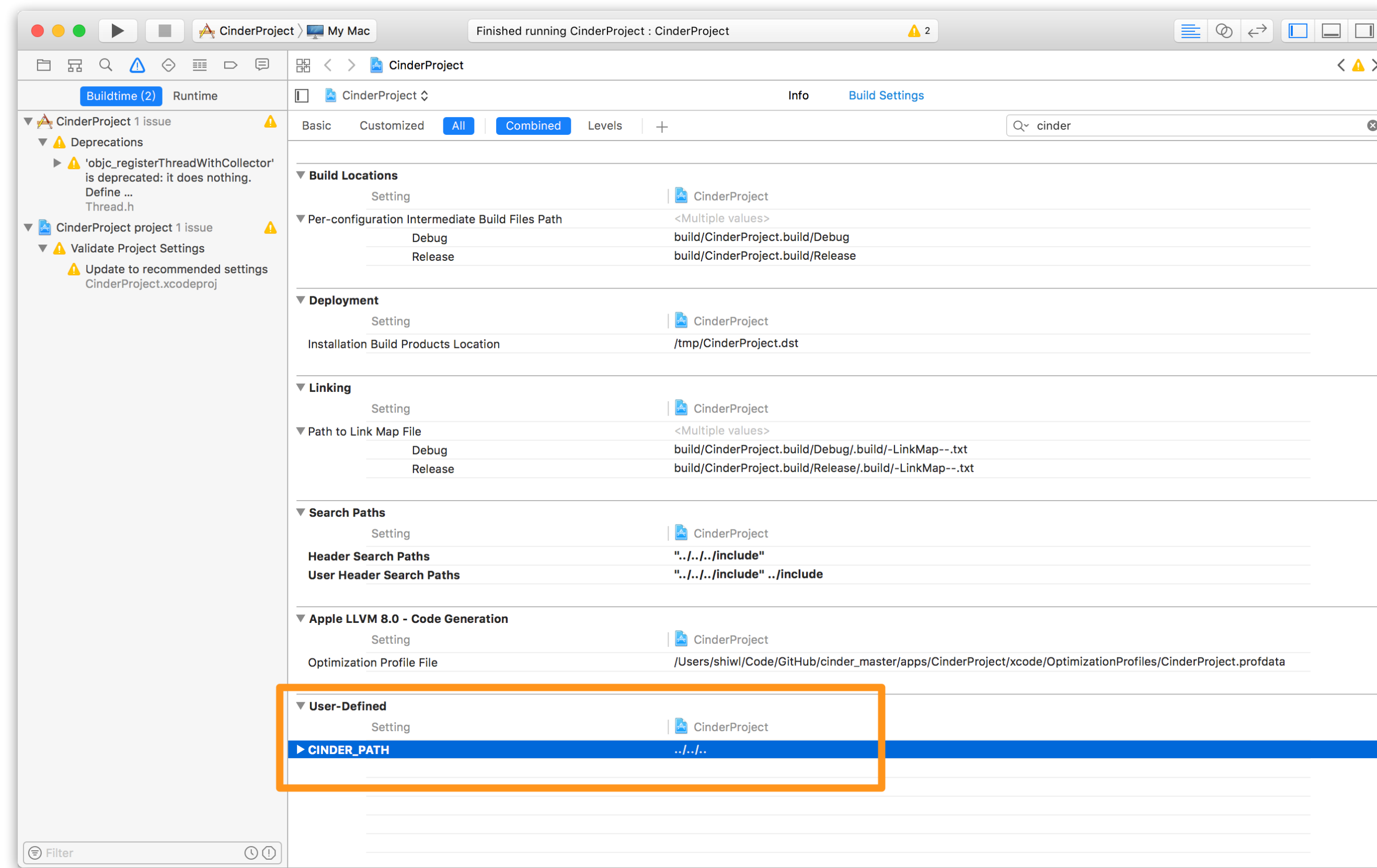
When you use an IDE....

It does all these compiling and linking jobs for you under the hood. Sweet!



Cinder is also a library

Remember that before you use Cinder for the first time, you had to build it? It was built into a library.



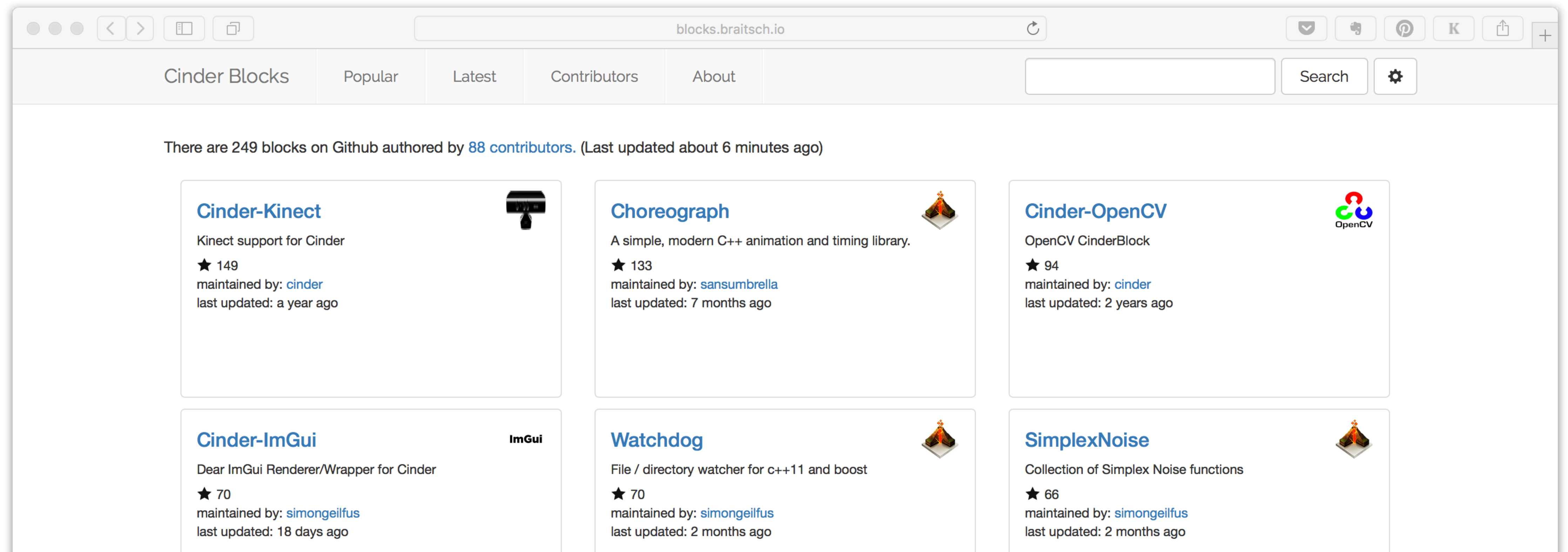
Linking your application against Cinder

If you use TinderBox to create your Cinder project, it will configure your IDE for you. However, if you moved your project to another path, you'll have to fix dependency issues.

CinderBlocks

Occasionally, you'll need libraries which provides functionalities which Cinder doesn't have. You can of course link your project against these libraries by yourself. The good news is, the Cinder community also provides prepackaged collection of code and libraries as CinderBlocks.

<http://blocks.braitsch.io>



Pretzel GUI

“A functional and good looking GUI for Cinder”

<https://github.com/cwhitney/PretzelGui>

