

Structuur II

Inleiding Eclipse CDT

Dries Harnie / Maarten Vandercammen

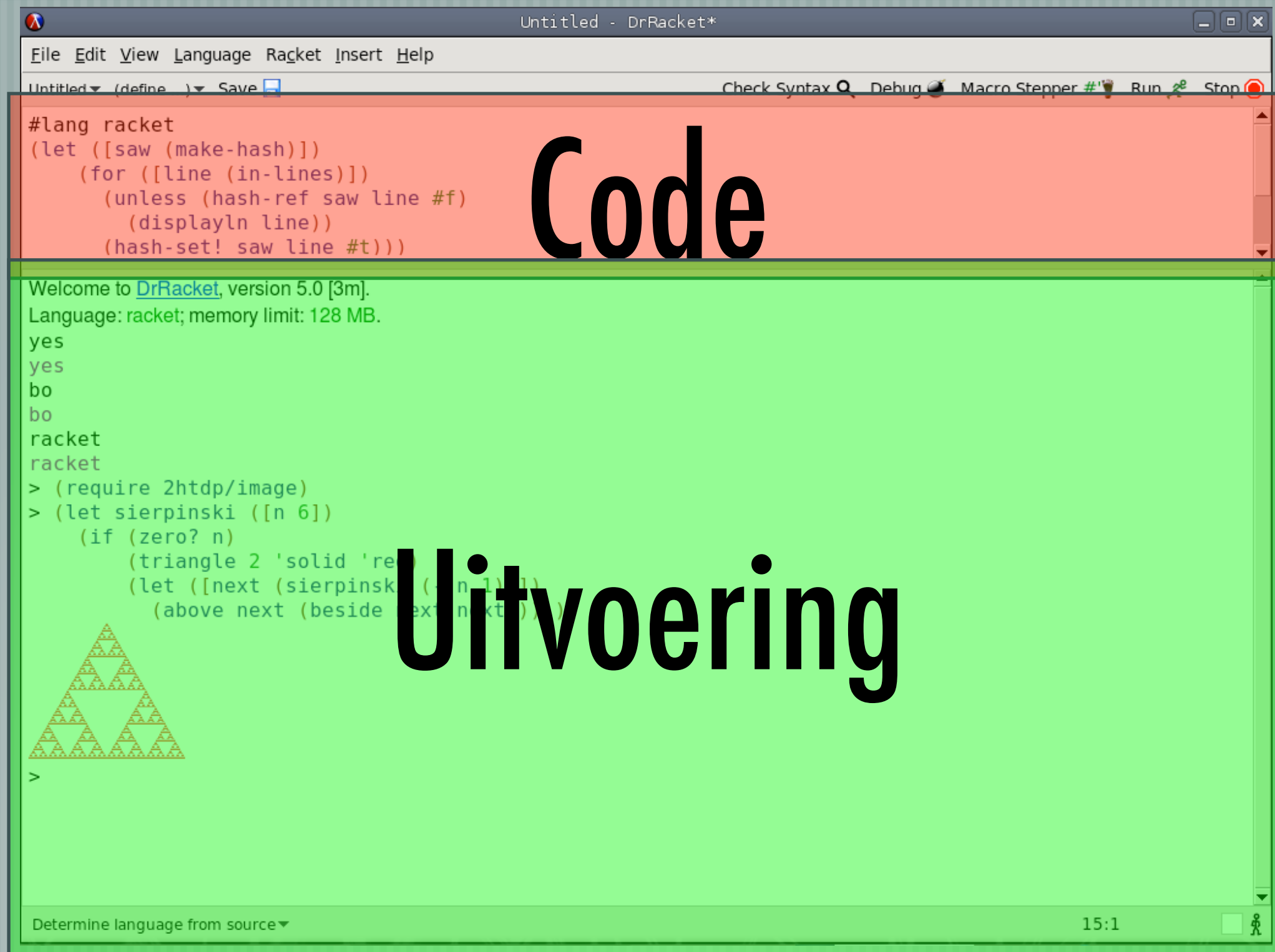
Wat is een IDE?

Eclipse is een Integrated Development Environment (IDE)

— [Een IDE combineert:

- Code editor
- Compilatie / Uitvoering
- Debugger
- File Manager

DrRacket: IDE voor Scheme



Eclipse CDT: IDE voor C/C++

The screenshot displays the Eclipse IDE interface with the following components:

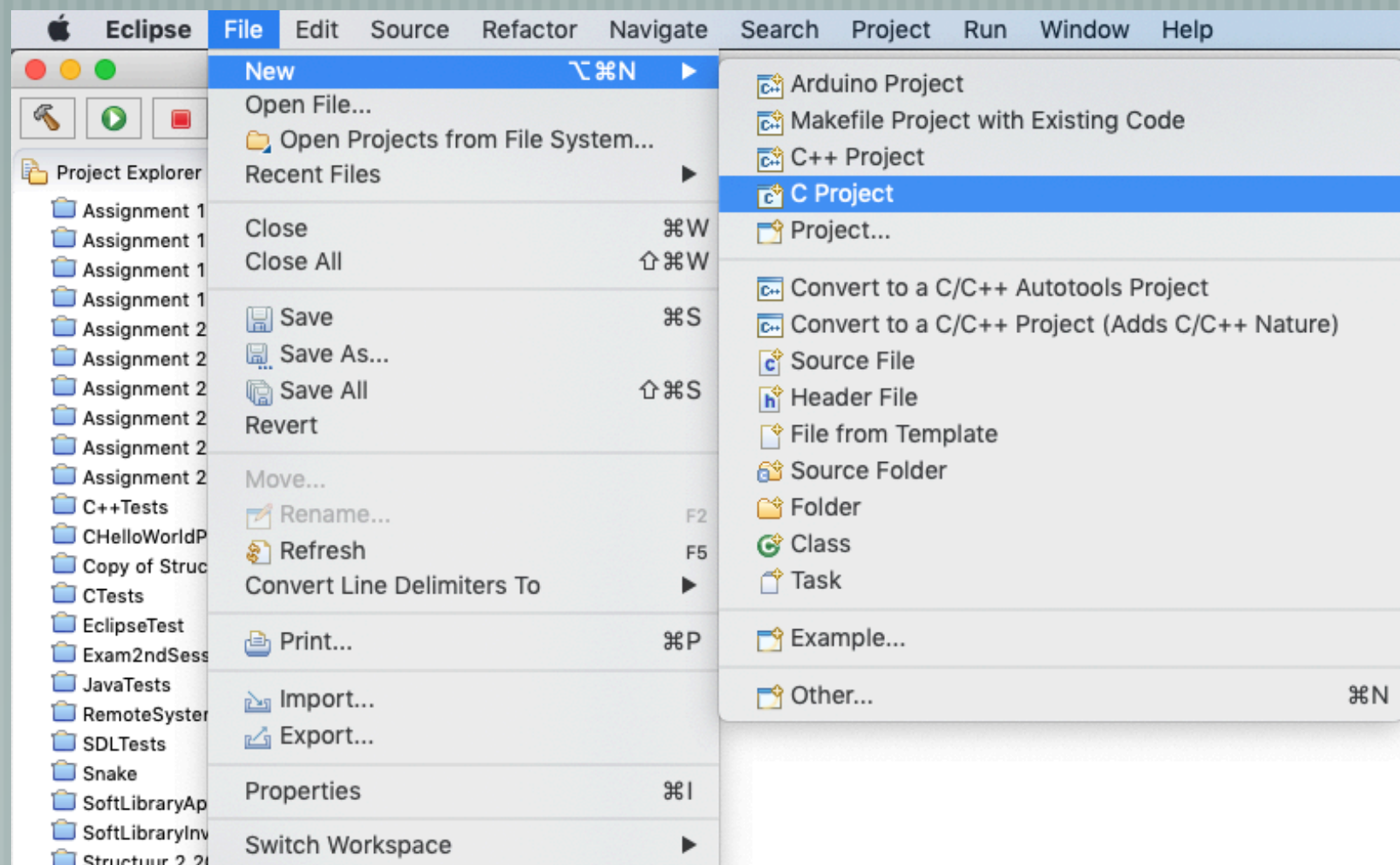
- Project Explorer (Left):** Shows a project named 'rondkijken' with a source directory 'src' containing files like 'game.cpp', 'monster.cpp', and 'main.cpp'.
- Code Editor (Center):** Displays the code for 'game.cpp'. The code includes headers, a 'Game' struct, and a 'Game::Game()' constructor. A red squiggly line under 'Yijf' on line 27 indicates a compilation error.
- Outline (Right):** Shows a list of symbols in the code, including 'Game', 'Game::Game()', and 'Game::start()'. The text 'Out-line' is overlaid on this panel.
- Problems (Bottom):** A table showing compilation errors and warnings.

Description	Resource	Path	Location	Type
cannot convert 'const char*' to 'Item*' in initialization	game.cpp	/rondkijken/src	line 27	C/C++ Problem
make: *** [out/game.o] Error 1				C/C++ Problem

The text 'Code' is overlaid on the code editor, and 'Uitvoering & Compilatieproblemen' is overlaid on the Problems panel.

Een nieuw project maken

Elk stuk code is deel van een Project



Een nieuw project maken (ctd)

C Project
Create C project of selected type

Project name:

☒ Use default location

Location:

Choose file system:

Project type:

- ▶ GNU Autotools
- ▼ Executable
 - Empty Project
 - Hello World UPC Project
 - Hello World ANSI C Project
- ▶ Executable (XL UPC)
- ▶ Shared Library
- ▶ Shared Library (XL UPC)
- ▶ Static Library
- ▶ Static Library (XL UPC)
- ▶ Others
- ▶ Makefile project

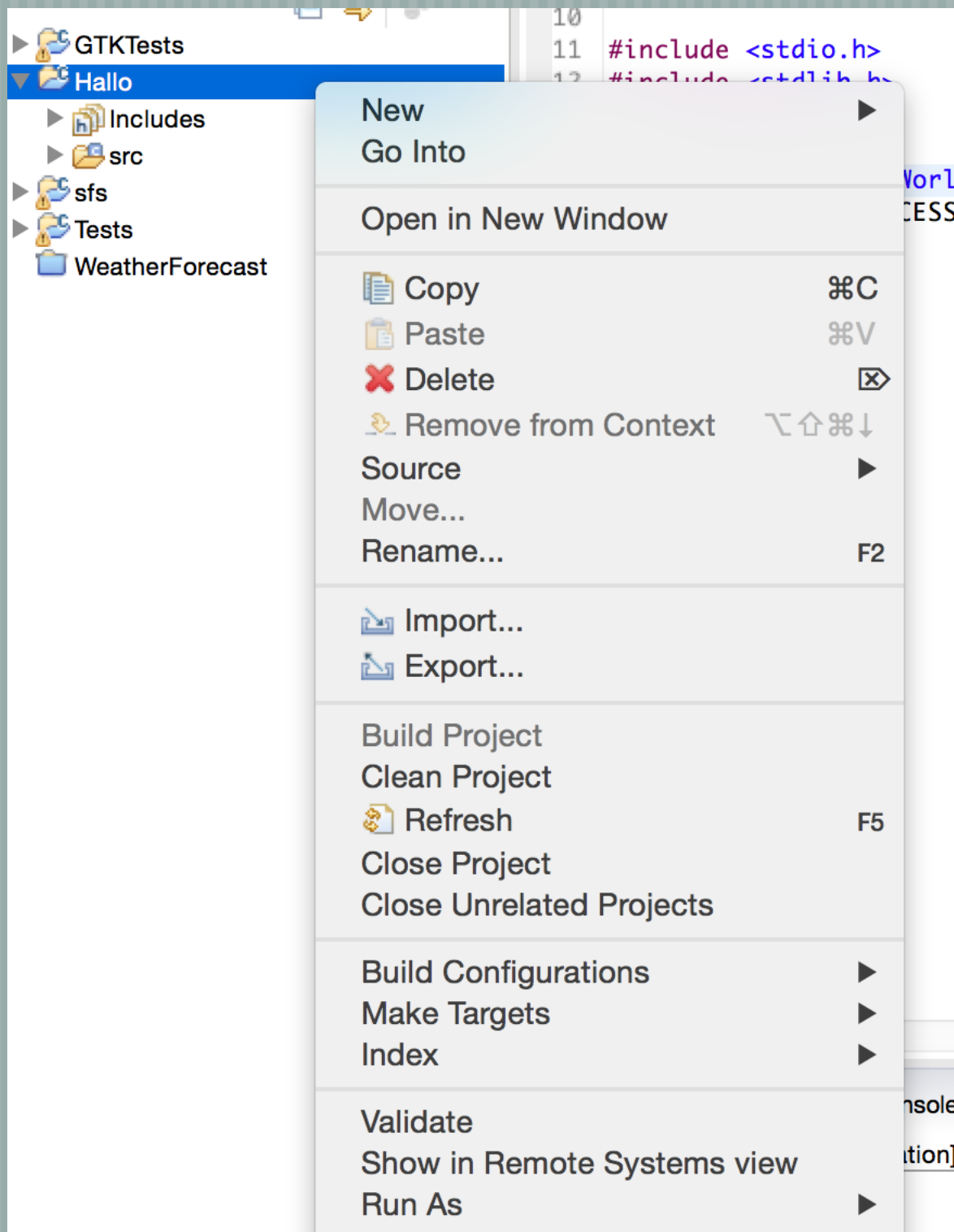
Toolchains:

- Cross GCC
- MacOSX GCC

☒ Show project types and toolchains only if they are supported on the platform

In Linux is dit "Linux GCC"

Het project uitvoeren

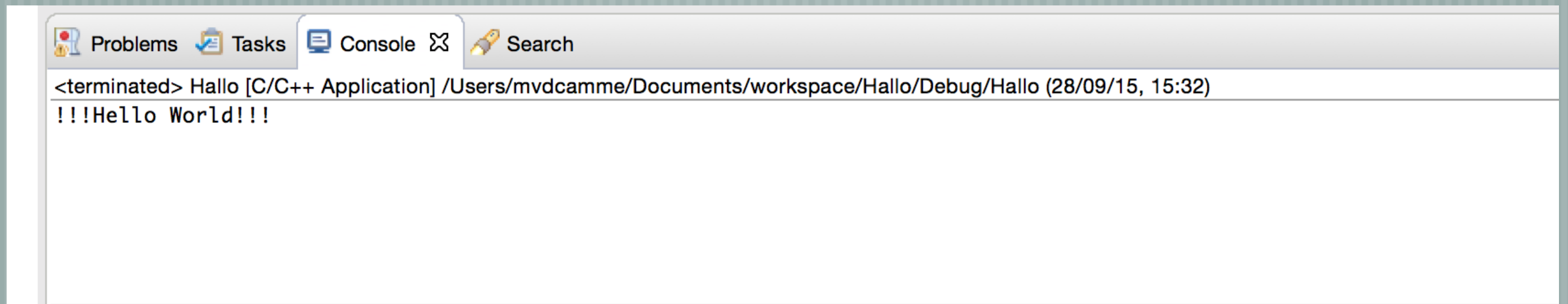


Project uitvoeren = Project compileren
(build project) + project runnen (Run
as... Local C/C++ Application)

Na het eenmaal zo uitgevoerd te hebben,
kan je Ctrl-B, gevolgd door Ctrl-F11 doen

Het project uitvoeren (ctd)

Indien succesvol...



Een nieuwe file aanmaken

Selecteer "Source File" of
"Header file"

