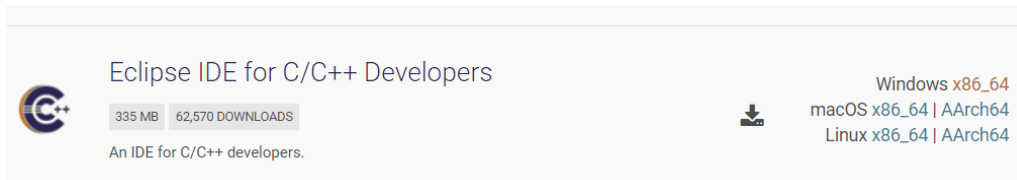


CPSC 2150 Lab #0

1. Set up the environment:

1) Download a portable version (no installation) of Eclipse version from the following link:
<https://www.eclipse.org/downloads/packages/>

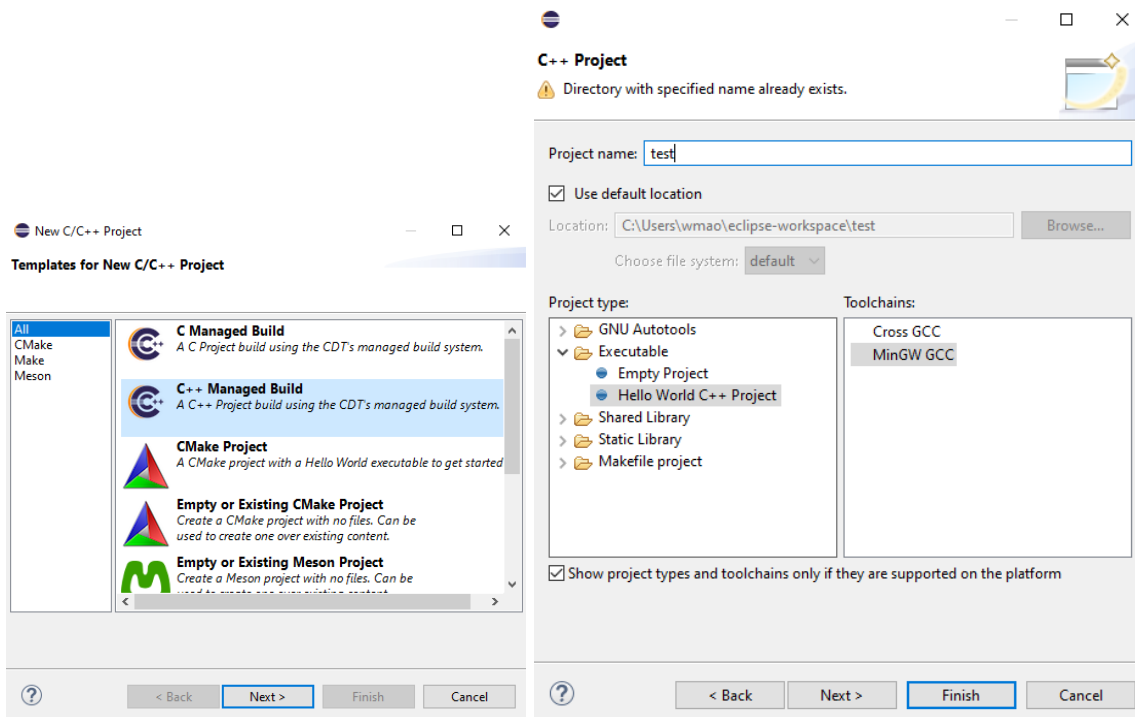


2) Install MinGW through TDM-GCC, which packages MinGW and related tools and it sets up the environment paths: <https://jmeubank.github.io/tdm-gcc/download/>

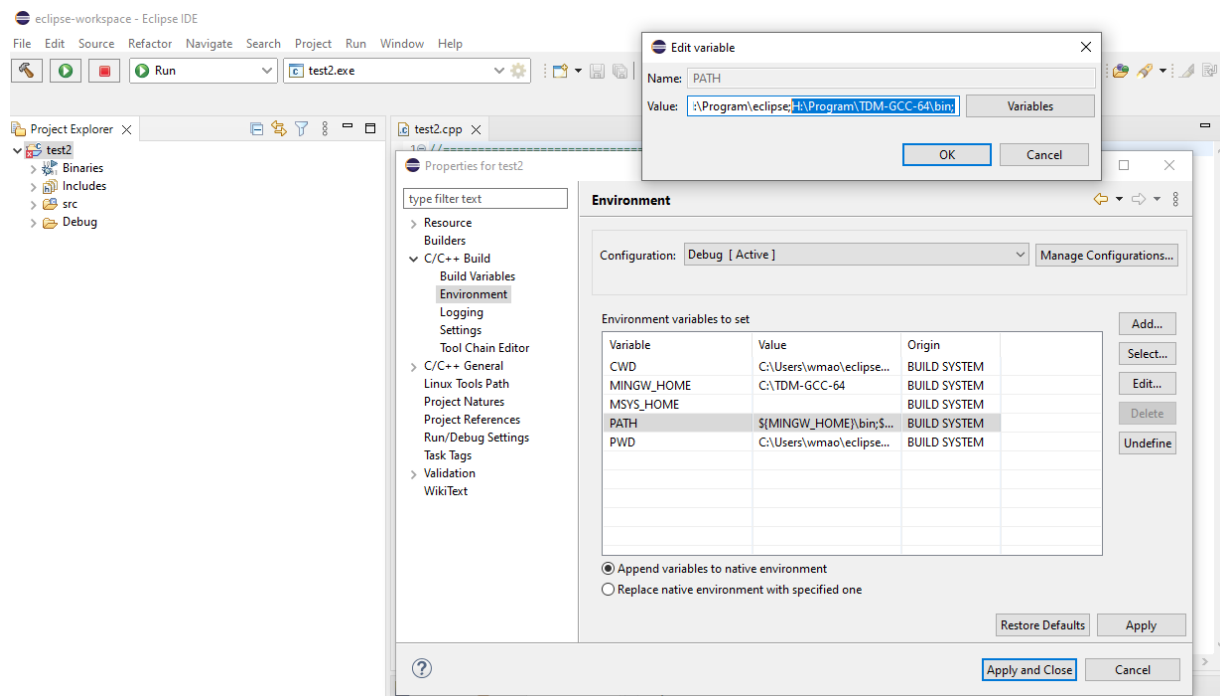
tdm64-gcc-10.3.0-2.exe

64+32-bit MinGW-w64 edition. Includes GCC C/C++, GNU binutils, mingw32-make, GDB (64-bit), the MinGW-w64 runtime libraries and tools, and the windows-default-manifest package.

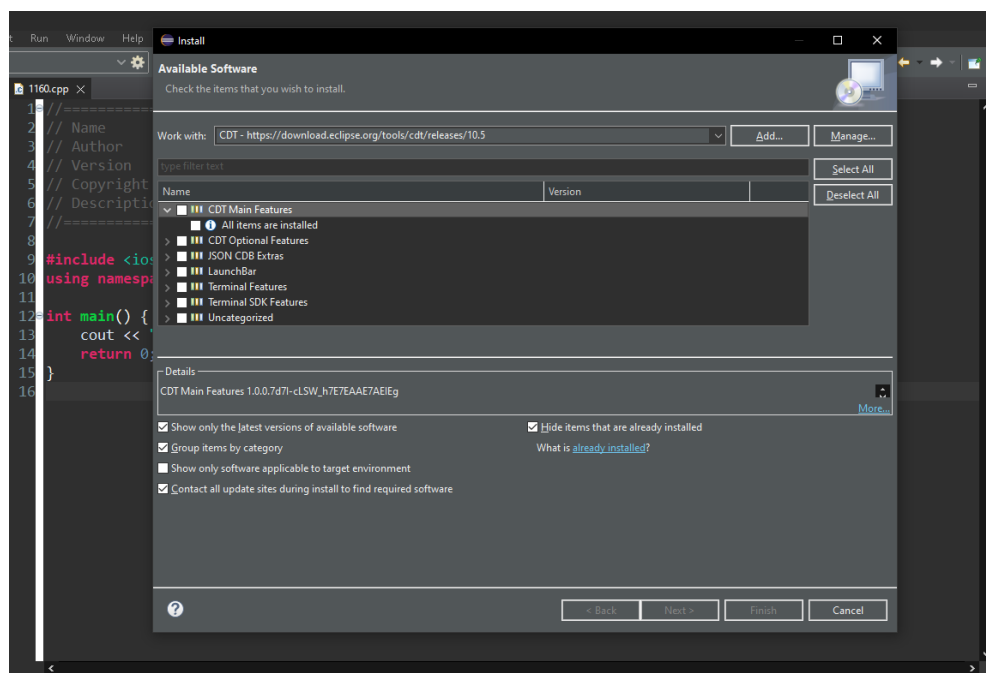
3) To create a new project: File→New → C++ Project→C++ Managed Build; select MinGW GCC for Toolchains.



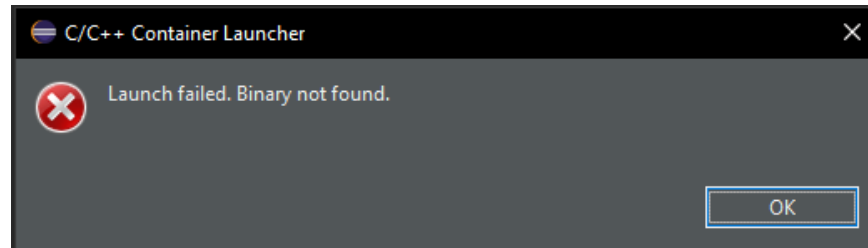
4) Right click the project and select “Properties→C/C++ Build→Environment”. Add “...\TDM-GCC-64\bin;” to C/C++ Build Environment PATH.



5) To install Eclipse CDT, click “Help” in Eclipse and select “Install New Software...”; type CDT next to “Work with:” and find the newest release; click “Add” and select all the items underneath “CDT Main Features”; click “Next.”



6) Press Ctrl +B to “Build Project” and then use the “Run” button if the following window pops up when running the program.



If the above problem occurs, right click the project and select “Properties→C/C++ Build→Settings→Binary Parsers” to make sure “PE64 Windows Parser” is checked and moved to the top for Windows and “Mach-O 64 Parser” is checked and moved to the top for MacOS.

2. Exercises

Try the examples in the path folder “Slides Code (src) / Object-Oriented_Programming” on the course shell.

3. Finish Quiz 0 (Office Hours).

There will be points for this quiz.

4. Submissions (If you are asked to submit your lab code):

- 1) Submit to D2L (Assessments/Assignments/Lab#) a zip/archive file containing the .cpp you have written, and all other files needed to run the program.
- 2) Use your first name initial and family name to name the zip file. For example, Sheldon Cooper’s lab 0 should be named SCooper_Lab0.zip.