

1 On Windows OS

2 On Mac OS

3 main() in .c file

Start your first project

Xu Liu

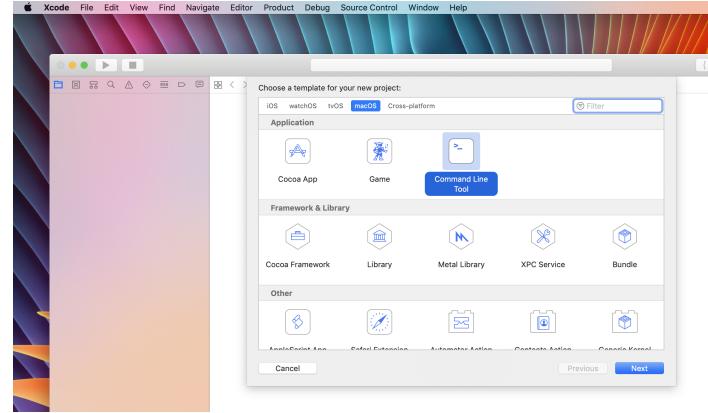
1 On Windows OS

- Create your first project on Visual Studio (eg. VS 2010)
 - An introduction can be found in link
(<https://github.com/xliusufe/teaching/blob/master/c/createFirstProject.pdf>)

2 On Mac OS

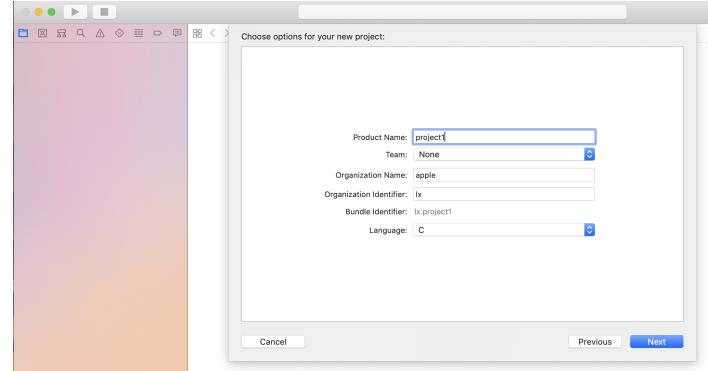
- Create your first project on Xcode
 - Open Xcode, and then click on "File".

- get the screen



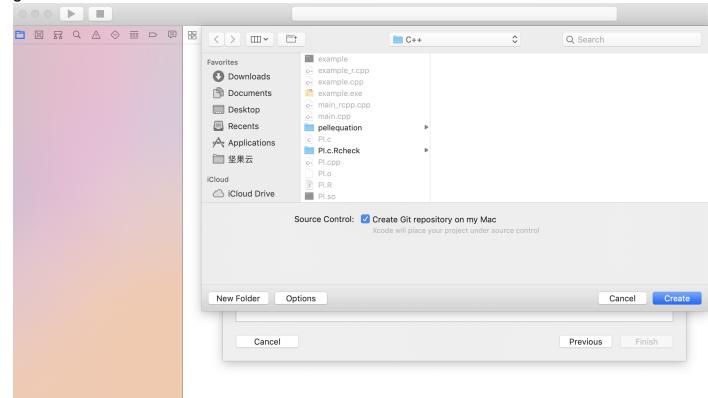
- Click on "next"

- input your first project name, such as "project1"
- choose "C" on "Language", which is default. You can choose "C++" if you want to create a c++ project
- get the screen



- Click on "next"

- choose a path for your project1, such as /Applications/C++/pellequation
- ge the screen

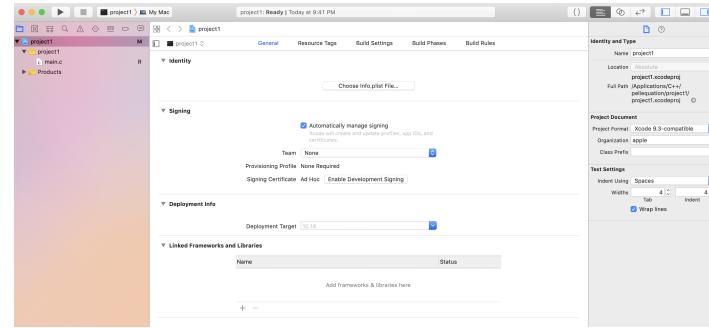


1 On Windows OS

2 On Mac OS

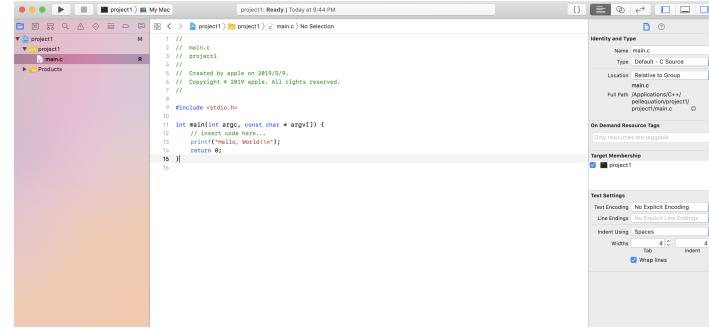
3 main() in .c file

▪ and the screen



◦ Click on "main.c" under "project1" on the left

▪ get the screen



• Congratulations! you have created your first project named "project1" with "main.c"

◦ Start coding

3 main() in .c file

3.1 Examples

• In .c file, such as "main.c", we can code main() as follows

◦ Example 1

```
#include<stdio.h>
int main()
{
    int a,b;
    a = 3;
    b = 4;
    printf("a+b=%d\n",a+b);

    fflush(stdin);
    getchar();
    return 0;
}
```

◦ Example 2

```
#include<stdio.h>
int main(int argc, char* argv[])
{
    int a,b;
    a = 3;
    b = 4;
    printf("a+b=%d\n",a+b);

    fflush(stdin);
    getchar();
    return 0;
}
```

◦ Example 3

```
#include<stdio.h>
main(int argc, char* argv[])
{
    int a,b;
    a = 3;
    b = 4;
    printf("a+b=%d\n",a+b);

    fflush(stdin);
    getchar();
}
```

◦ Example 4

1 On Windows OS

2 On Mac OS

3 main() in .c file

```
#include<stdio.h>
main() {
    int a,b;
    a = 3;
    b = 4;
    printf("a+b=%d\n", a+b);

    fflush(stdin);
    getchar();
}
```

3.2 In the final examination, please use Example 1 only

- Some lines can be deleted
 - "#include<stdio.h>" can be deleted if you have no input and output
 - "fflush(stdin);" can be deleted if you have no input, such as "scanf("Input a = %d",&a);"
 - "getchar();" can be deleted if you use "Start Without Debugging" under the button "Debug"
- In the final examination, both "fflush(stdin);" and "getchar();" can be ignored
 - Like this

```
#include<stdio.h>
int main() {
    int a,b;
    a = 3;
    b = 4;
    printf("a+b=%d\n", a+b);

    return 0;
}
```