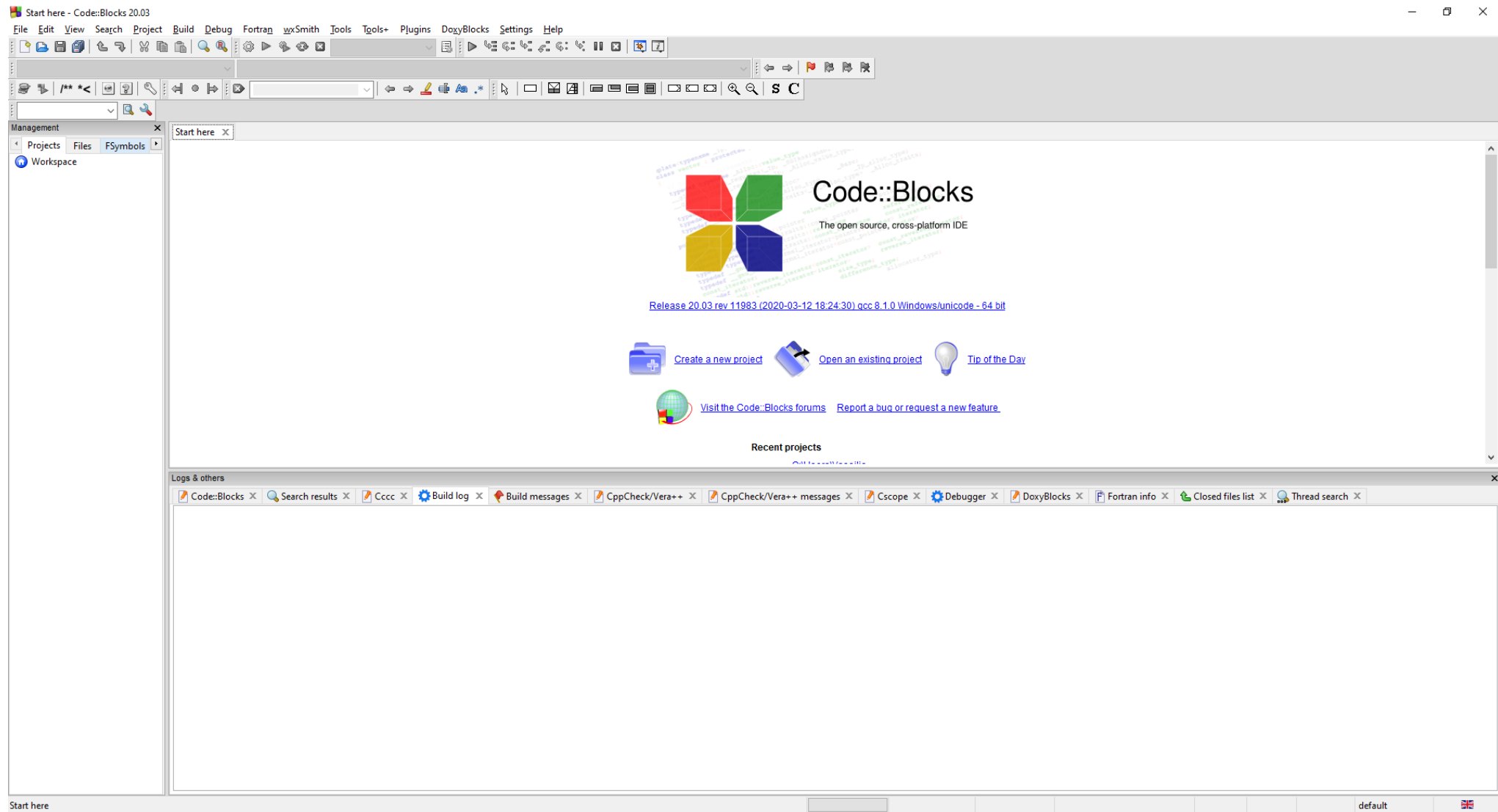
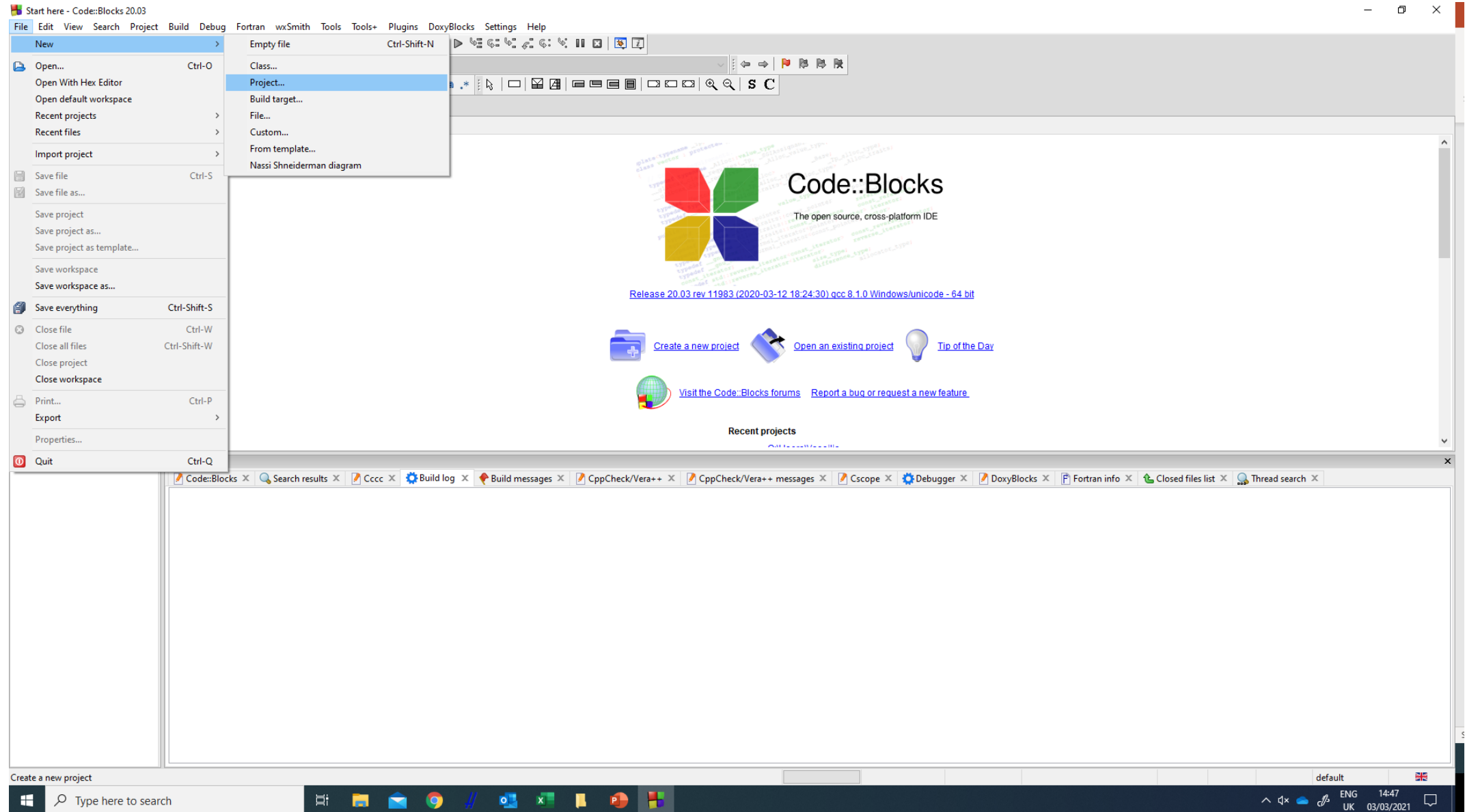


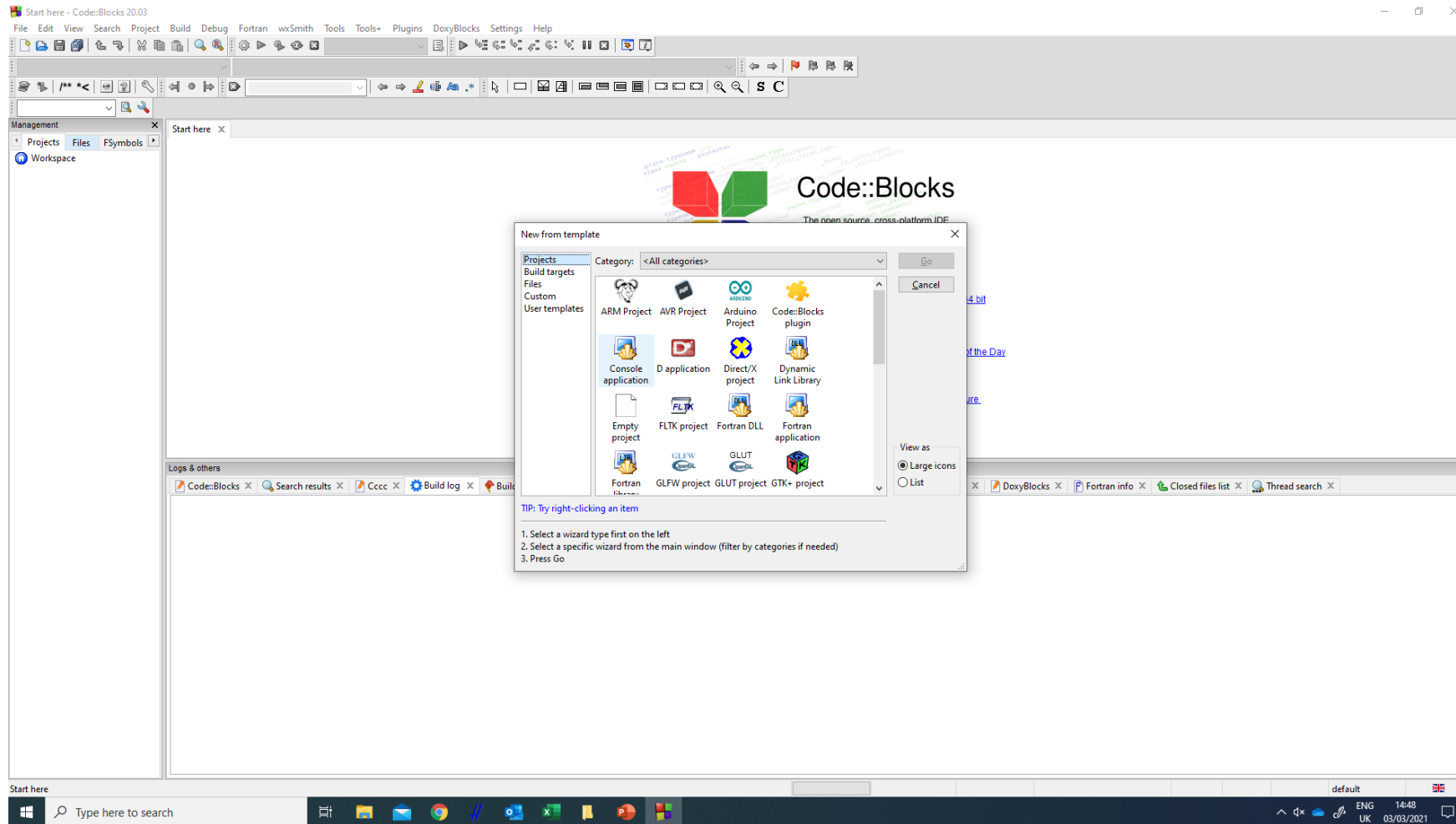
# Ξεκινάμε το code::blocks



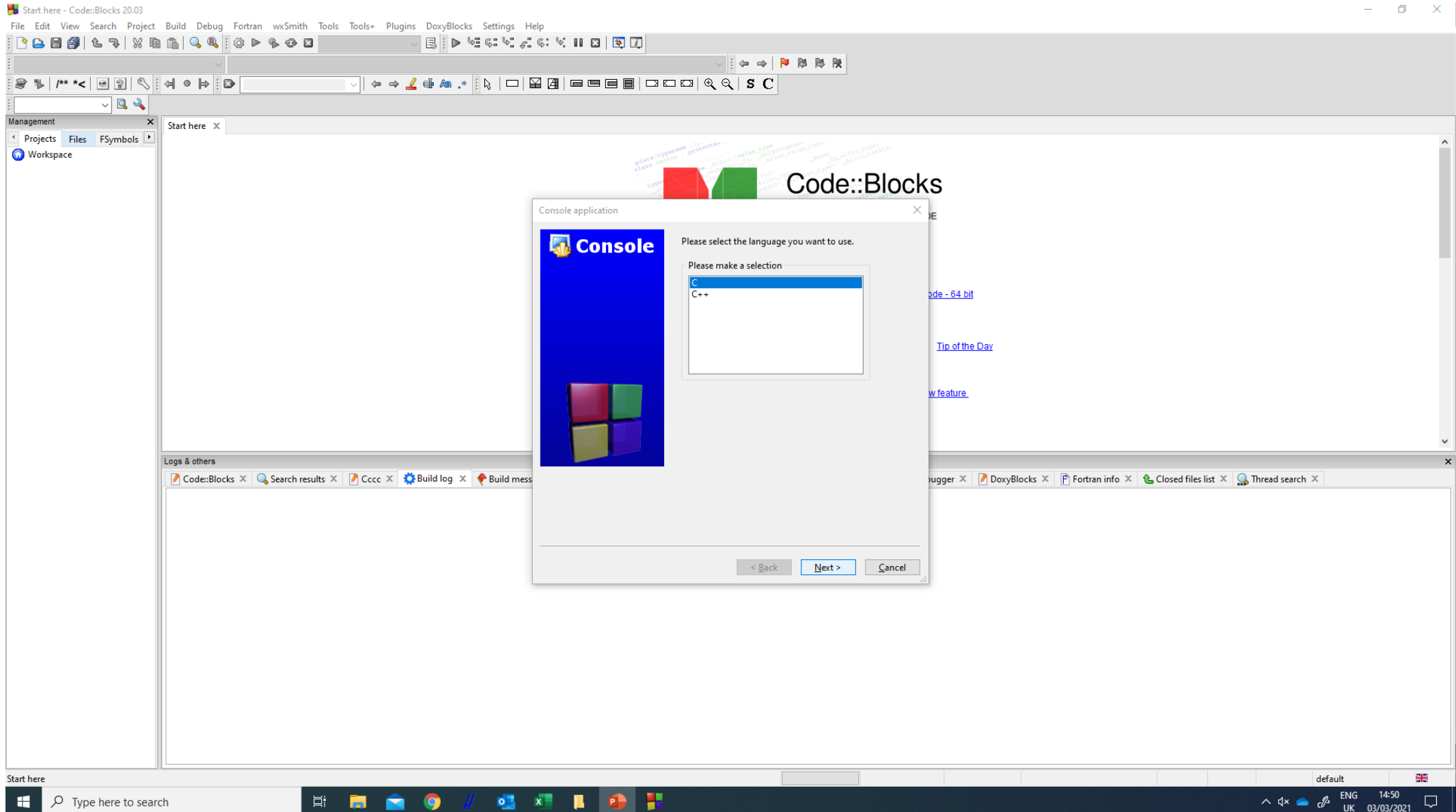
# Néo project



# Διαλέγουμε Console application



# Διαλέγουμε C, και όχι C++, πατάμε Next



The screenshot displays the Code::Blocks 20.03 IDE interface. A 'Console application' dialog box is open, prompting the user to 'Please select the language you want to use.' The dialog features a list box with 'C' selected and 'C++' below it. At the bottom of the dialog, there are three buttons: '< Back', 'Next >', and 'Cancel'. The background shows the IDE's main workspace with a 'Start here' tab, a 'Management' sidebar, and a 'Logs & others' panel at the bottom. The Windows taskbar is visible at the very bottom, showing the search bar and system tray.



Management

- Projects
- Files
- FSymbols

Workspace

Start here

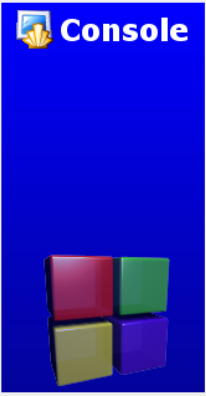
# Code::Blocks

Code - 64 bit

[Tip of the Day](#)

[New feature](#)

Console application



Please select the folder where you want the new project to be created as well as its title.

Project title:  
step01

Folder to create project in:  
C:\Users\Vassilis Paliouras\lab01\step01\

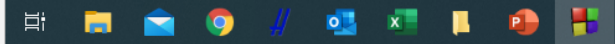
Project filename:  
step01.cbpp

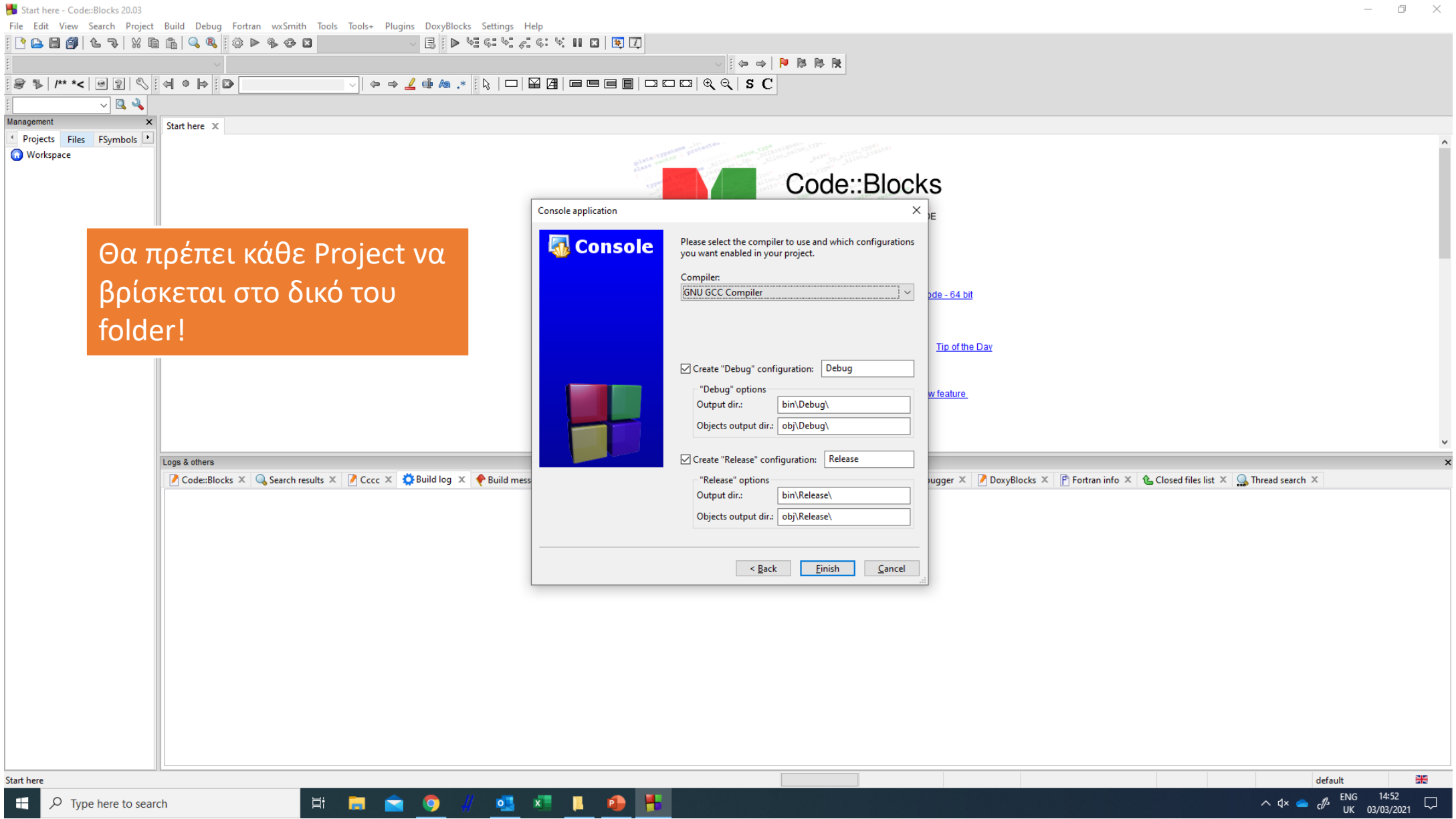
Resulting filename:  
C:\Users\Vassilis Paliouras\lab01\step01\step01\step01\

< Back   Next >   Cancel

Logs & others

- Code::Blocks
- Search results
- Cccc
- Build log
- Build mess
- Debugger
- DoxyBlocks
- Fortran info
- Closed files list
- Thread search





Θα πρέπει κάθε Project να βρίσκεται στο δικό του folder!

[step01] - Code::Blocks 20.03

File Edit View Search Project Build Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help

Debug

Management

- Projects
- Files
- FSymbols

Workspace

- step01
  - Sources

Logs & others

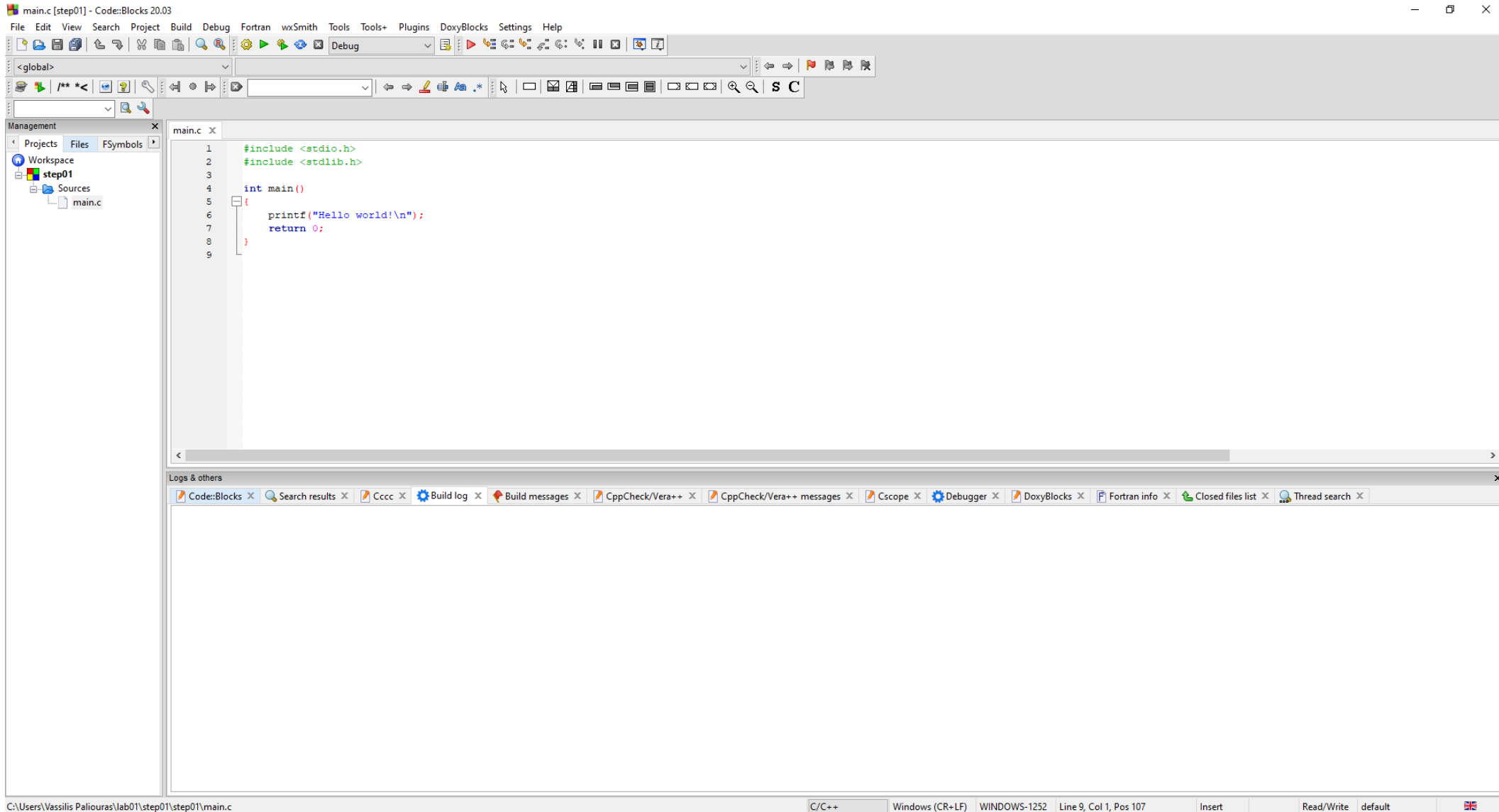
- Code::Blocks x
- Search results x
- Cccc x
- Build log x
- Build messages x
- CppCheck/Vera++ x
- CppCheck/Vera++ messages x
- Cscope x
- Debugger x
- DoxyBlocks x
- Fortran info x
- Closed files list x
- Thread search x

Welcome to Code::Blocks!

Type here to search

default ENG UK 14:53 03/03/2021

# Management>step01>sources>main.c



The screenshot displays the Code::Blocks IDE interface. The main editor window shows the following C code in `main.c`:

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 int main()
5 {
6     printf("Hello world!\n");
7     return 0;
8 }
9
```

The left sidebar shows a project tree with the following structure:

- Workspace
  - step01
    - Sources
      - main.c



## Global compiler settings



Global compiler settings



Profiler settings



Batch builds

Selected compiler

GNU GCC Compiler

Set as default

Copy

Rename

Delete

Reset defaults

Compiler settings

Linker settings

Search directories

Toolchain executables

Custom variables

Build options

Other settings

Policy:

Compiler Flags

Other compiler options

Other resource compiler options

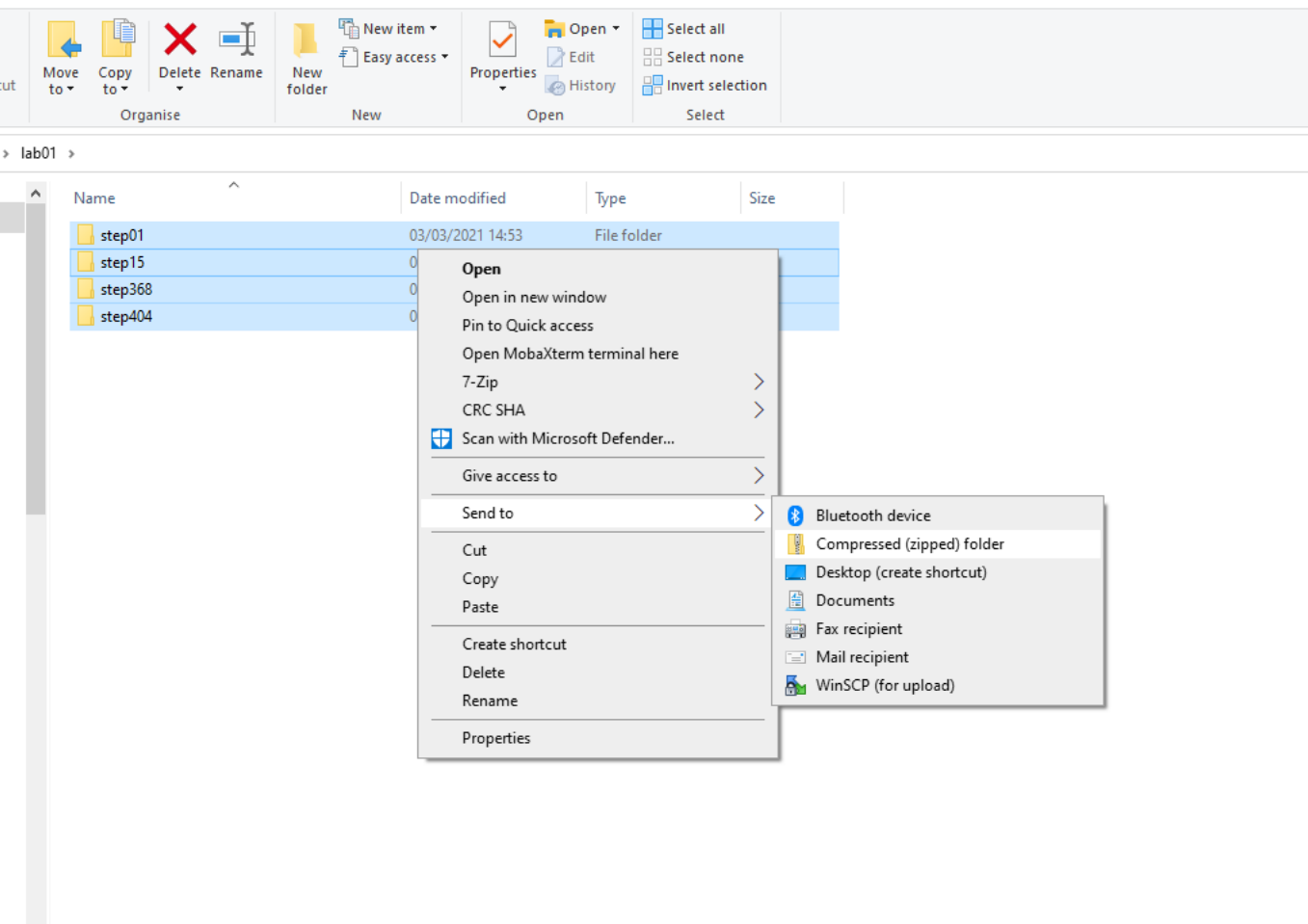
#defines

Have g++ follow the C++11 ISO C++ language standard [-std=c++11]	<input type="checkbox"/>
Have g++ follow the C++14 GNU C++ language standard (ISO C++ plus GNU extensions) [-std=gnu++14]	<input type="checkbox"/>
Have g++ follow the C++14 ISO C++ language standard [-std=c++14]	<input type="checkbox"/>
Have g++ follow the C++17 GNU C++ language standard (ISO C++ plus GNU extensions) [-std=gnu++17]	<input type="checkbox"/>
Have g++ follow the C++17 ISO C++ language standard [-std=c++17]	<input type="checkbox"/>
Have gcc follow the 1990 ISO C language standard (certain GNU extensions that conflict with ISO C90 are disabled) [-std=c90]	<input checked="" type="checkbox"/>
Have gcc follow the 1999 ISO C language standard [-std=c99]	<input type="checkbox"/>
Have gcc follow the 2011 ISO C language standard [-std=c11]	<input type="checkbox"/>
Have gcc follow the 2017 ISO C language standard [-std=c17]	<input type="checkbox"/>
In C mode, this is equivalent to -std=c90, in C++ mode, it is equivalent to -std=c++98 [-ansi]	<input type="checkbox"/>
Position Independent Code [-fPIC]	<input type="checkbox"/>
Static libgcc [-static-libgcc]	<input type="checkbox"/>
Static libstdc++ [-static-libstdc++]	<input type="checkbox"/>
Static linking [-static]	<input type="checkbox"/>
Target x86 (32bit) [-m32]	<input type="checkbox"/>
Target x86_64 (64bit) [-m64]	<input type="checkbox"/>
<b>Debugging</b>	
Optimize debugging executable (compile speed, execution speed and better debugging) [-Og]	<input type="checkbox"/>
Produce debugging symbols [-g]	<input type="checkbox"/>
<b>Profiling</b>	
Profile code when executed [-pg]	<input type="checkbox"/>
<b>Warnings</b>	
Enable all common compiler warnings (overrides many other settings) [-Wall]	<input checked="" type="checkbox"/>
Enable Effective-C++ warnings (thanks Scott Meyers) [-Weffc++]	<input type="checkbox"/>
Enable extra compiler warnings [-Wextra]	<input checked="" type="checkbox"/>
Enable warnings demanded by strict ISO C and ISO C++ [-pedantic]	<input checked="" type="checkbox"/>
Inhibit all warning messages [-w]	<input type="checkbox"/>
Stop compiling after first error [-Wfatal-errors]	<input type="checkbox"/>
Treat as errors the warnings demanded by strict ISO C and ISO C++ [-pedantic-errors]	<input checked="" type="checkbox"/>
Warn about uninitialized variables which are initialized with themselves [-Winit-self]	<input type="checkbox"/>
Warn if '0' is used as a null pointer constant [-Wzero-as-null-pointer-constant]	<input type="checkbox"/>
Warn if a class has virtual functions but no virtual destructor [-Wnon-virtual-dtor]	<input type="checkbox"/>
Warn if a function can not be inlined and it was declared as inline [-Winline]	<input type="checkbox"/>
Warn if a global function is defined without a previous declaration [-Wmissing-declarations]	<input type="checkbox"/>
Warn if a user supplied include directory does not exist [-Wmissing-include-dirs]	<input type="checkbox"/>

NOTE: Right-click to setup or edit compiler flags.

OK

Cancel



- Για να φτιάξω το zip
- Με επιλεγμένα τα folders, δεξί κλικ>Send to>Compressed (zipped) folder