Directions for Downloading Code::Blocks (Windows)

1. Go to <u>http://www.codeblocks.org/downloads</u>.

2. On the menu to the left, under the "Downloads" section, select "Binaries."

3. For Windows, select the second file, "codeblocks-10.05mingw-setup.exe", which is 74.0 MB, to download. To do this, hit either the "BerliOS" or "Sourceforge.net" link on the row with the second file name.

4. You'll be redirected to another page. Hit the download button on this page.

5. When asked, simply run the file. (You can also save it to your desktop and then double click the icon and run it from there.) The speed with which this download and installation occurs will vary based on your network connection.

6. Accept all the defaults given and give permission for the installer to run.

7. In a few seconds, you should get a prompt that asks you if you want Code::Blocks opened. This signals the completion of the installation. (You may open the application if you like, of course. Otherwise, at a later time, you can open it from the list of all programs.)

Basic Directions for creating a .c file, compiling and running the corresponding executable

1. Open Code::Blocks

2. Go to the File menu, select "New", and from that menu select "Empty File."

3. Type in your program.

4. Go to the File menu, select "Save file as", and create a name for the file and make sure the type the file is saved as is "C/C++ files."

5. Go to the Build menu and select "Build." This should produce some output in Code::Blocks in the bottom that starts with the word, "Compiling." If this works, move to step 7.

6. If step 5 doesn't seem to work, then go to the Settings menu and select "Compiler and debugger..." Then, simply hit the "Reset defaults" button near the top right part of the dialog box that pops up.

7. Go to the build menu and select "Run." So long as your program compiled correctly, this should run your program and show the output in a separate DOS window. If you are not happy with the results, edit your program, Save, Build and Run again.