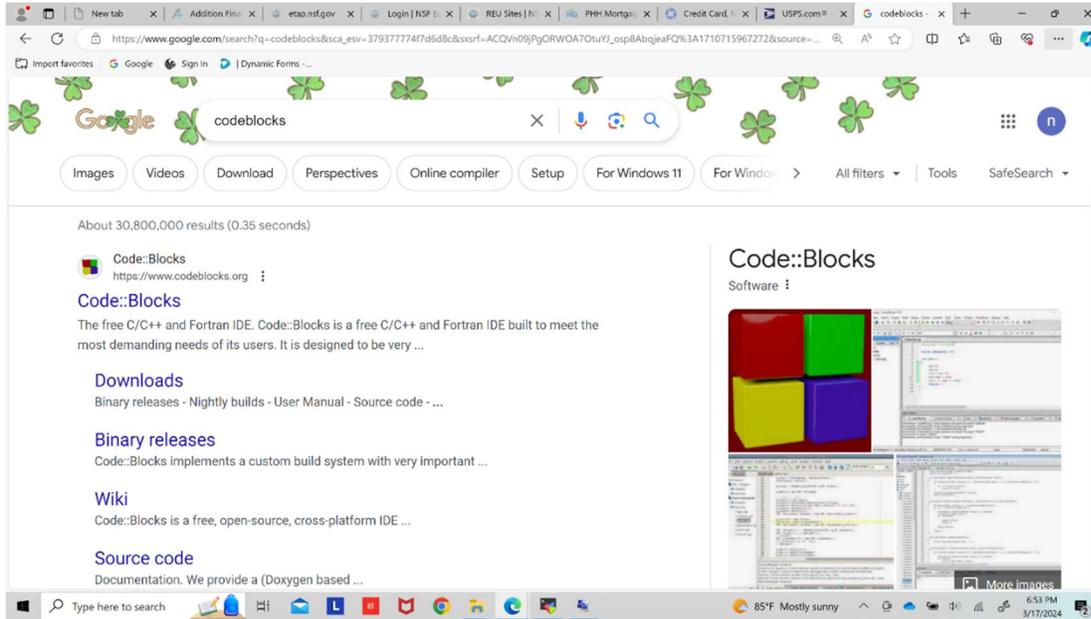
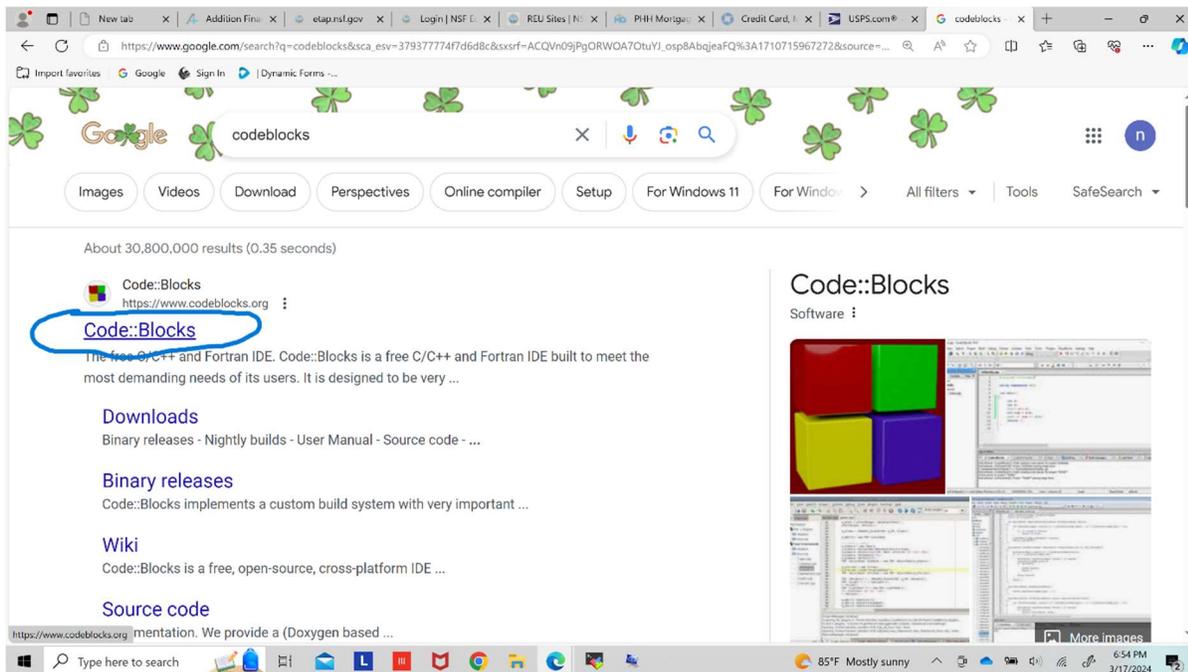


STEPS for Installing Codeblocks on Windows 11 systems

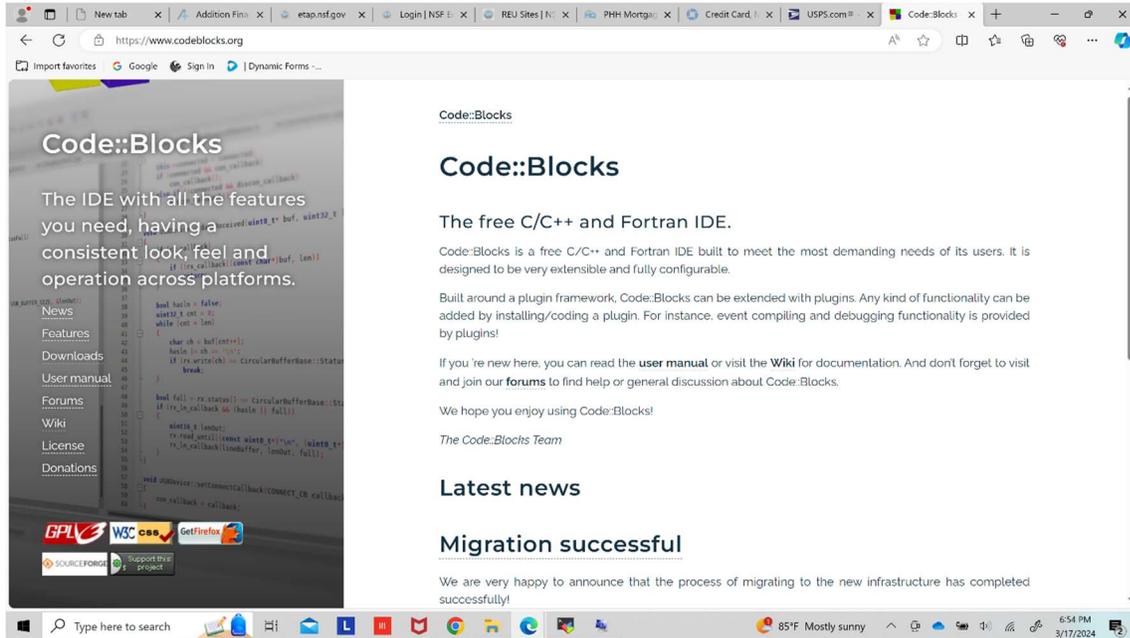
Step 1: In your browser type “codeblocks”



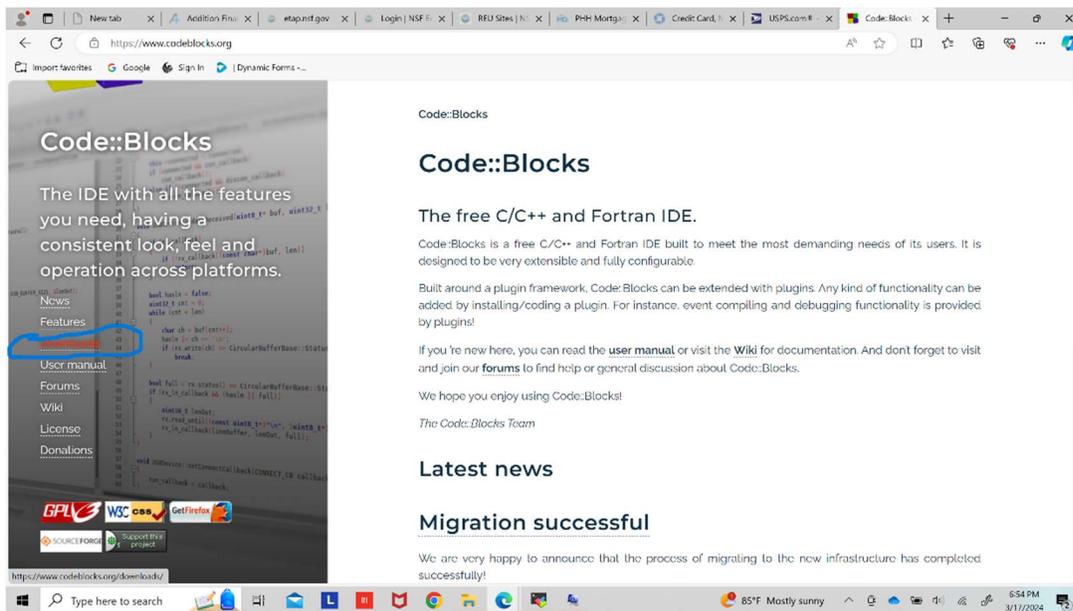
Step 2: click on the link that comes up for www.codeblocks.org



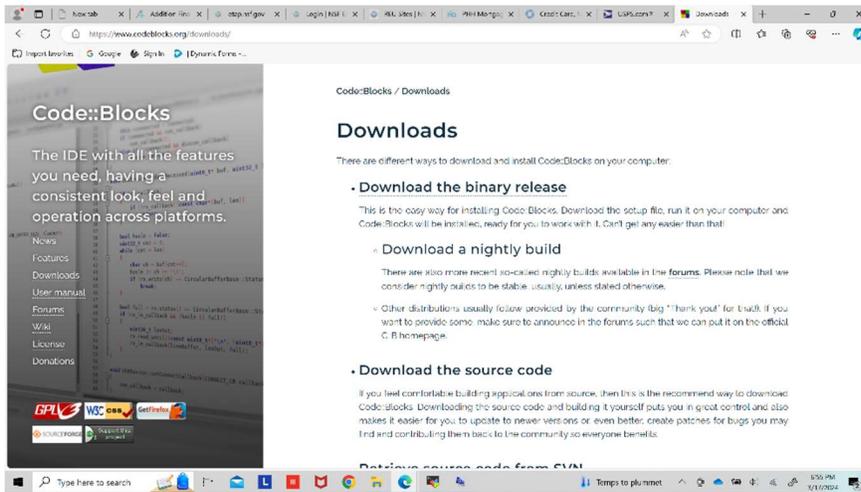
This will take you here:



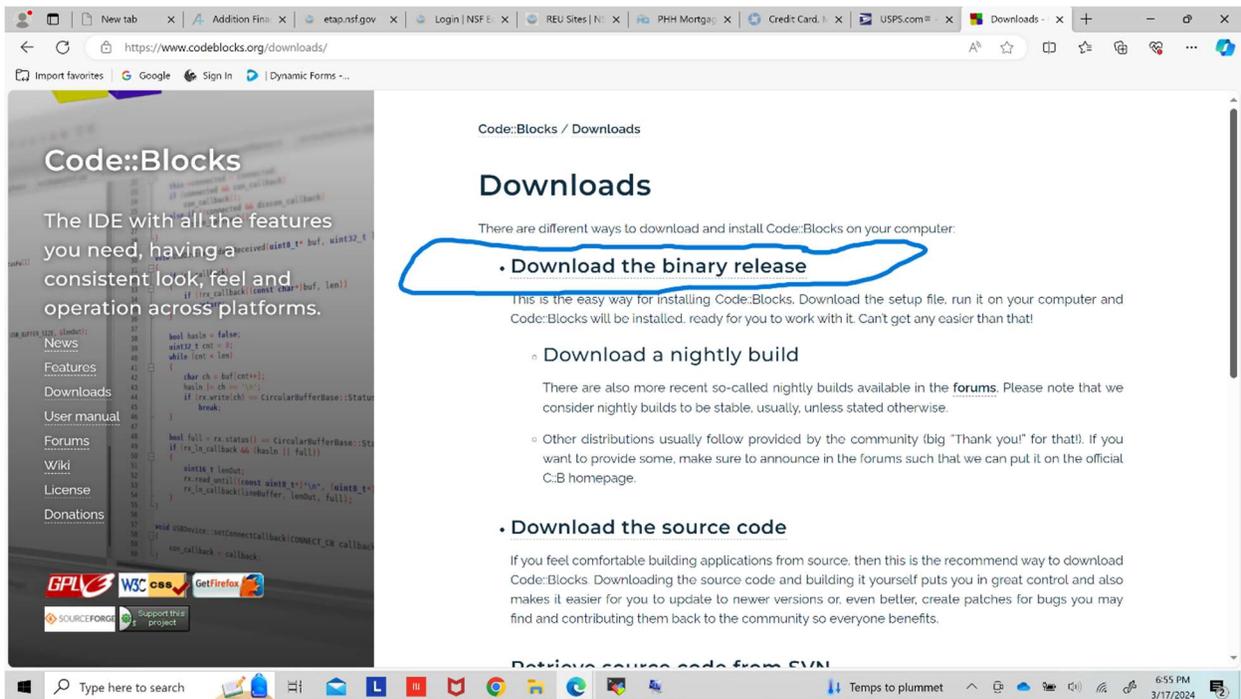
Step 3: click on Downloads on the left panel.



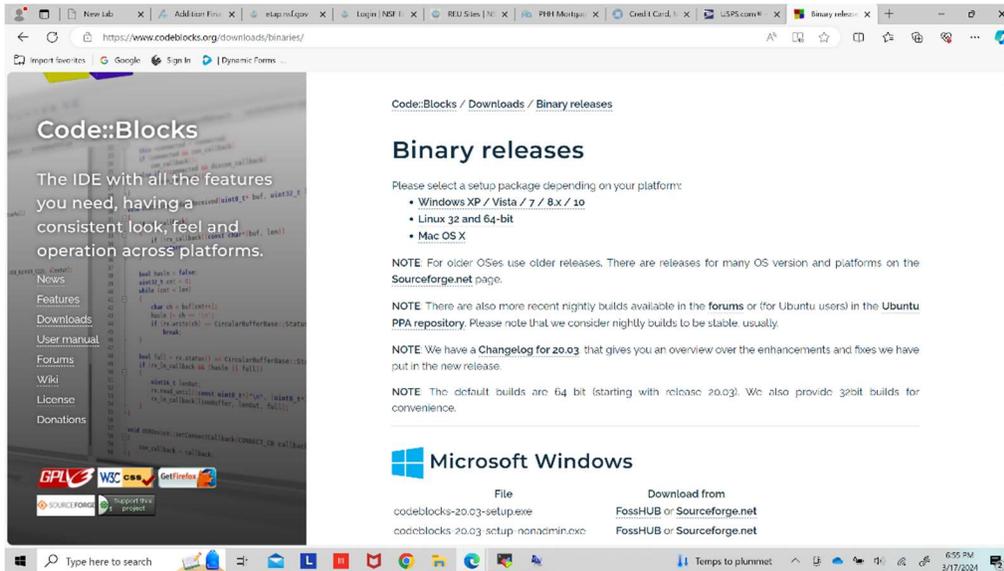
That will take you here:



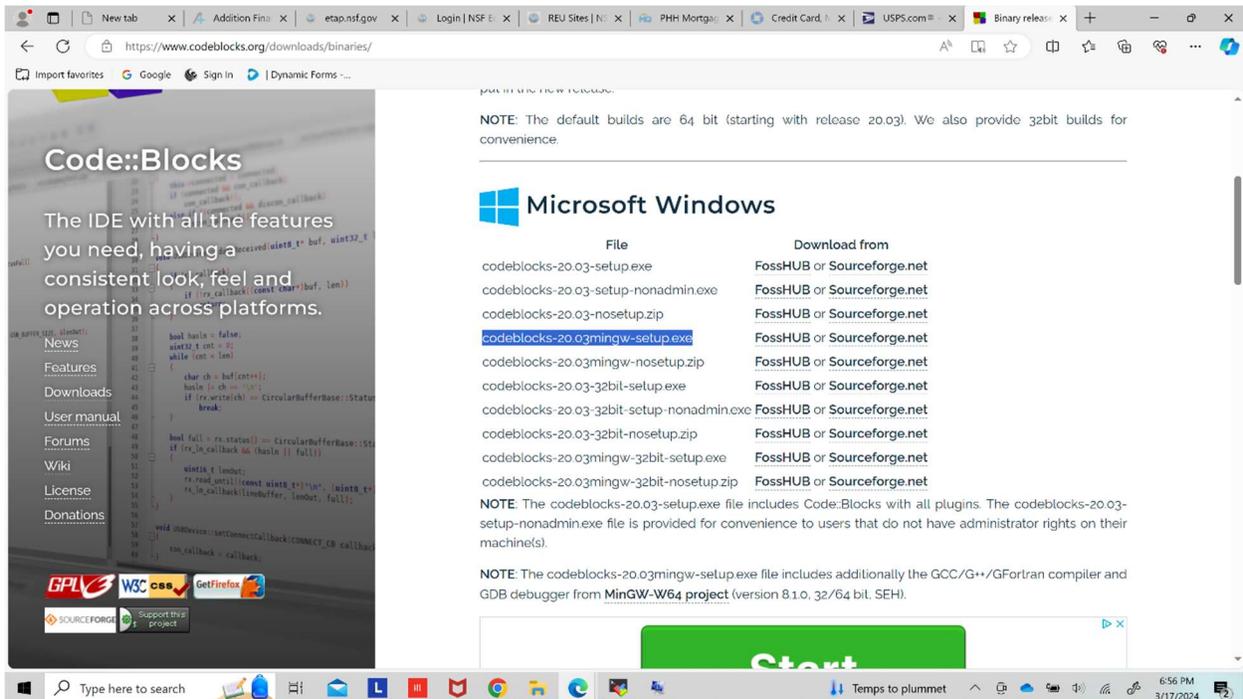
Step 4: click on "Download the binary release"



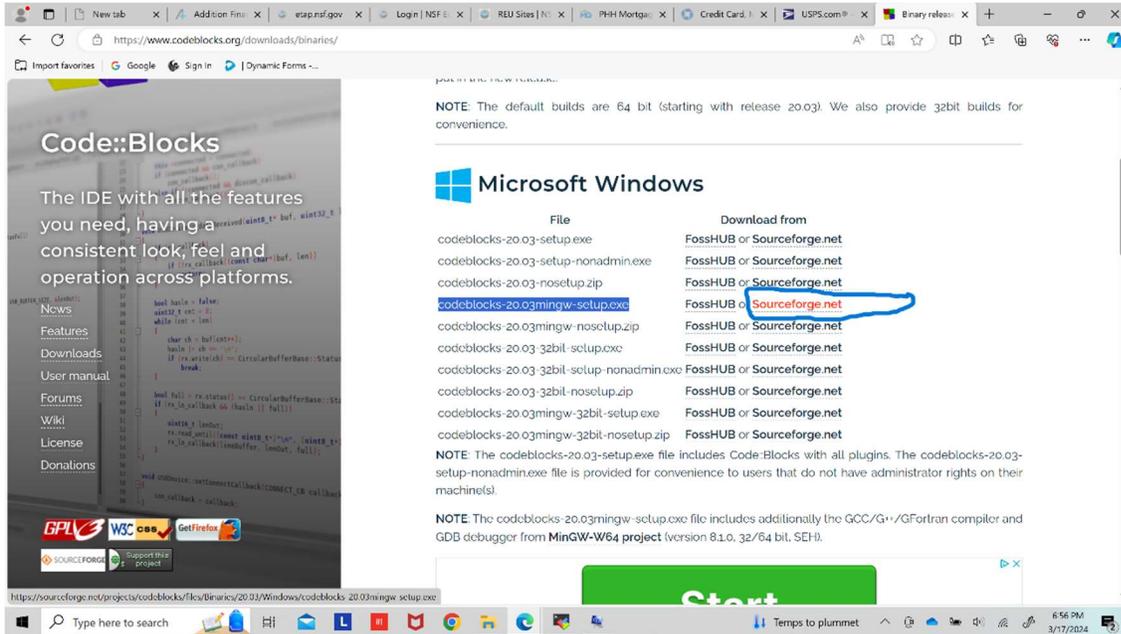
That takes you here:



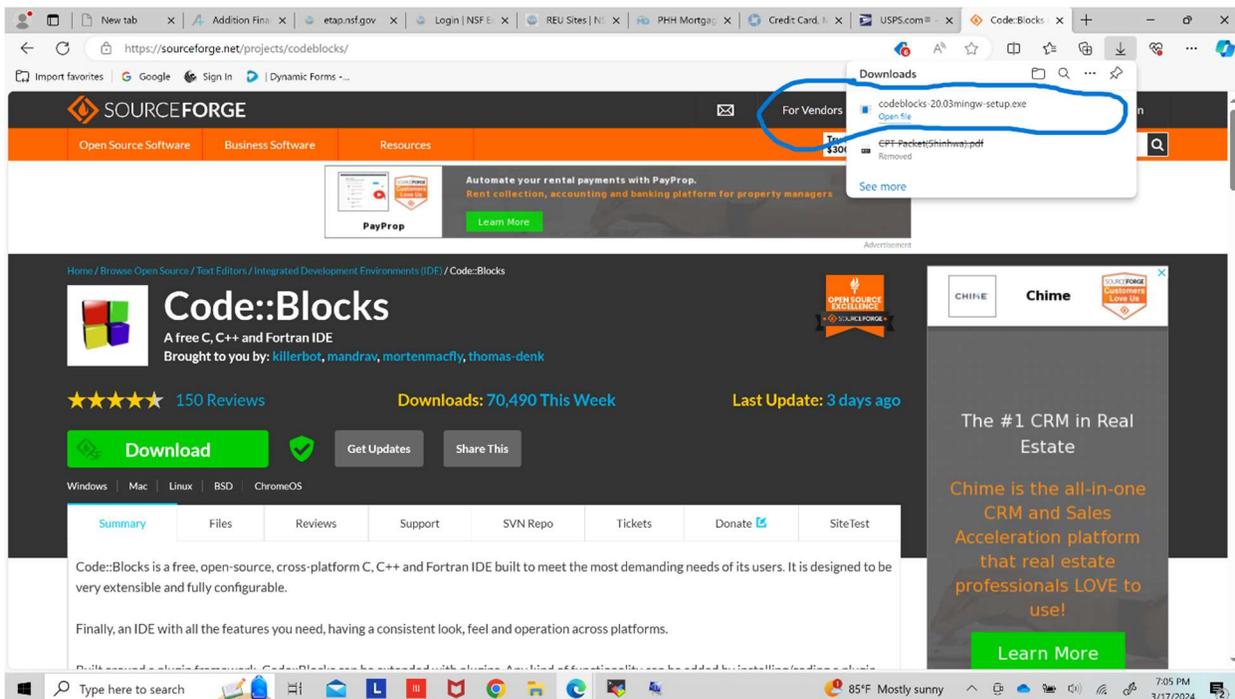
Step 5: Scroll down by about half a page; this shows:



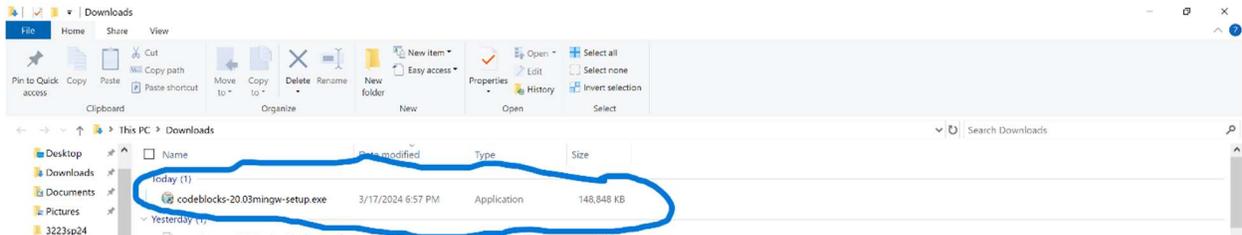
Step 6: You have to look at the line highlighted in blue above; then on that line, click on "Sourceforge.net", as shown:



Step 7: Verify that you see a download happen, as shown:



Step 8: Then navigate to your Downloads folder, and double click on this downloaded file, as shown:



Step 9: When you double clicked the .exe file, you will get a question asking if you approve of making the changes that will be made by an app from an UNKNOWN PUBLISHER, select YES.

After you selected YES for UNKNOWN PUBLISHER, the installation will begin and you will be taken to this screen:

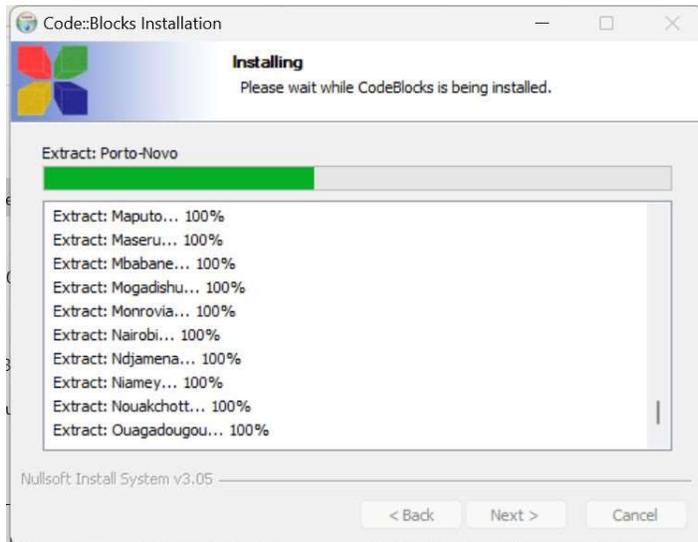


Step 10: At this screen you must select "Next", the system will then present the License Agreement, and you should click "I Agree".

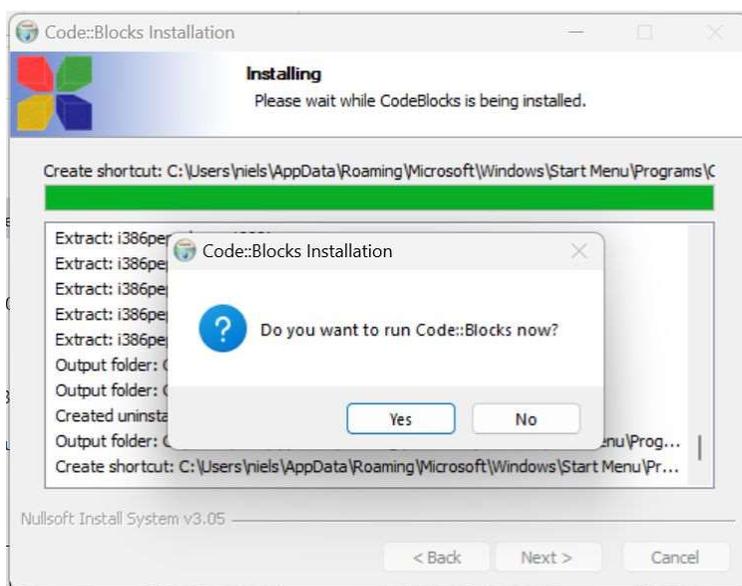
Step 11: When you click "I Agree", the system will present a CHOOSE COMPONENTS screen to you, simply click the button "Next".

Step 12: The next step will be the Choose Install Location screen; unless you have special skills and knowledge to change the defaults, simply accept the Destination Folder it gives you, accept this by clicking “Install”.

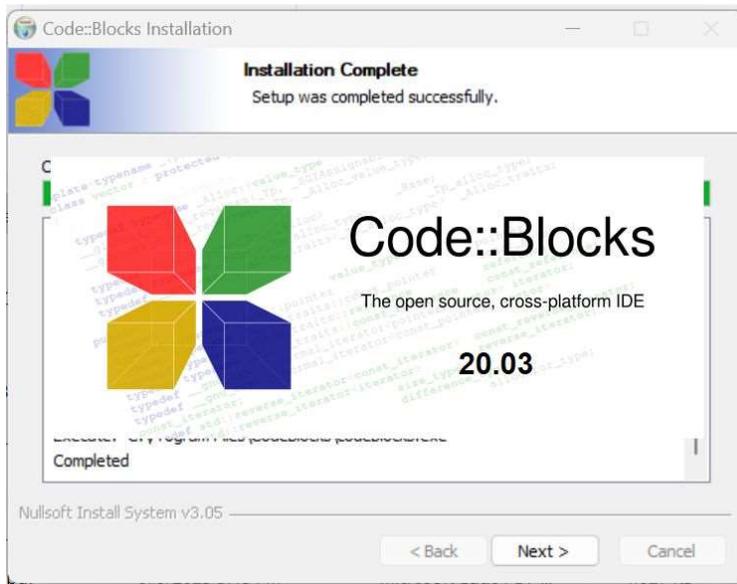
That window will then start Installing by Extracting many files that will be saved on your system. Sometime, along the way, as the green bar progresses, the screen will look like:



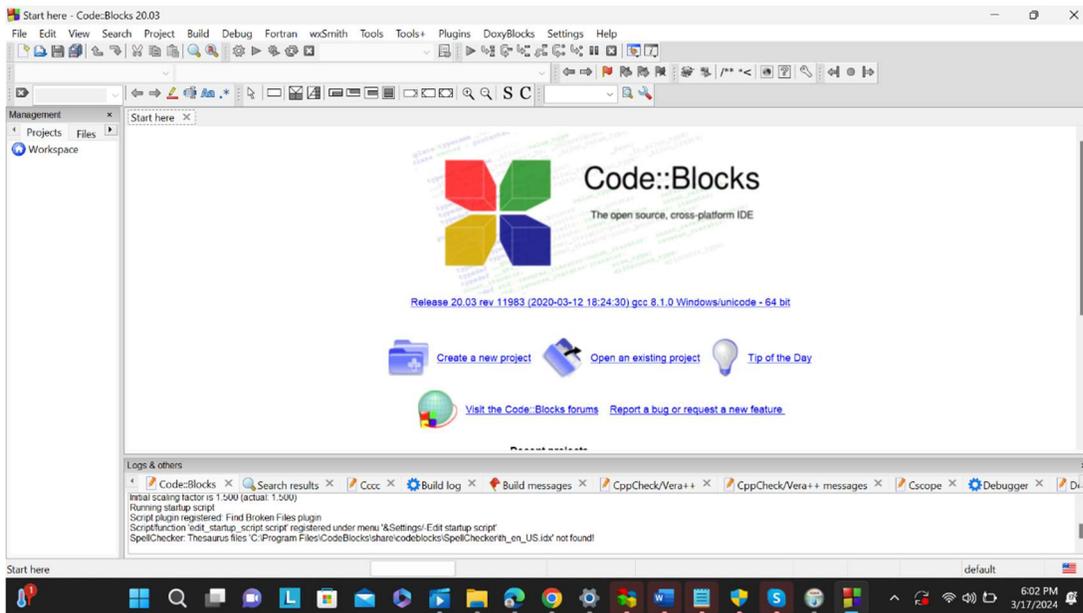
When the green bar has fully progressed, a pop-up will appear, looking like:



Step 13: Respond by clicking YES. This will take you to:



Step 14: At this step, you click Next. After clicking Next, the screen will look like:

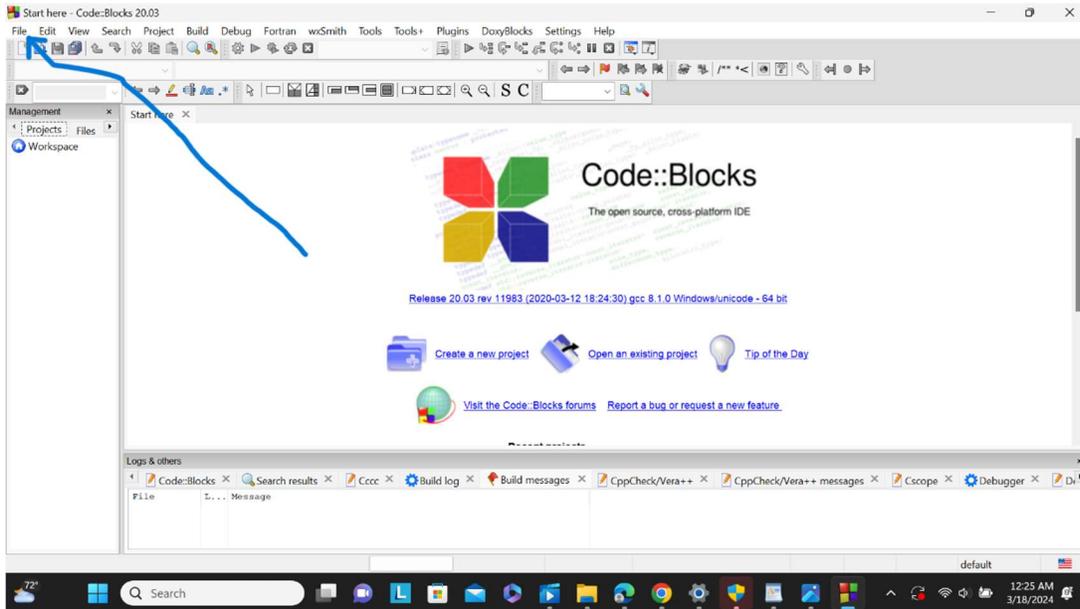


This is the general appearance everytime you start up the compiler.

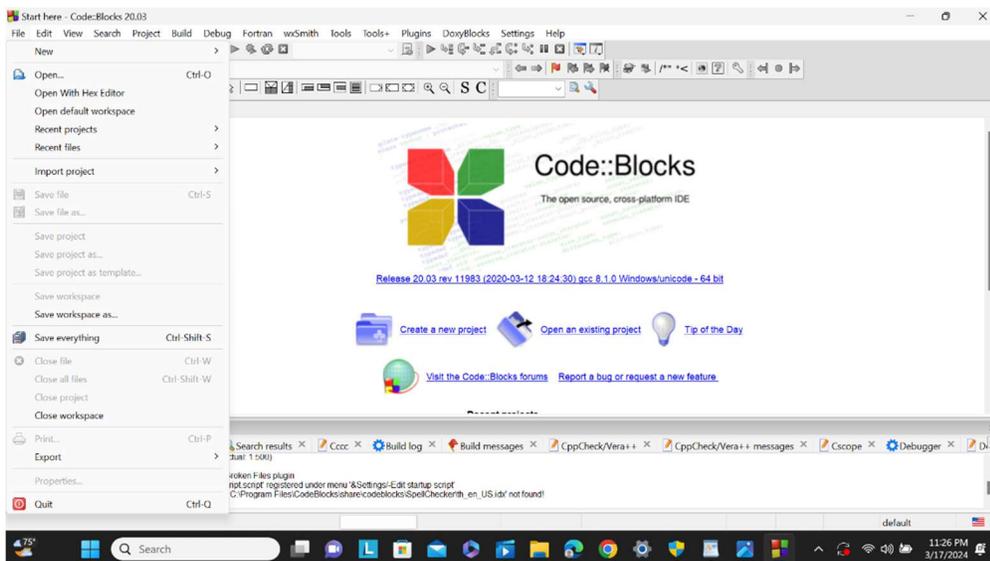
You are now ready to type in and save and run c programs in codeblocks.

Steps to type in, save , and run a program:

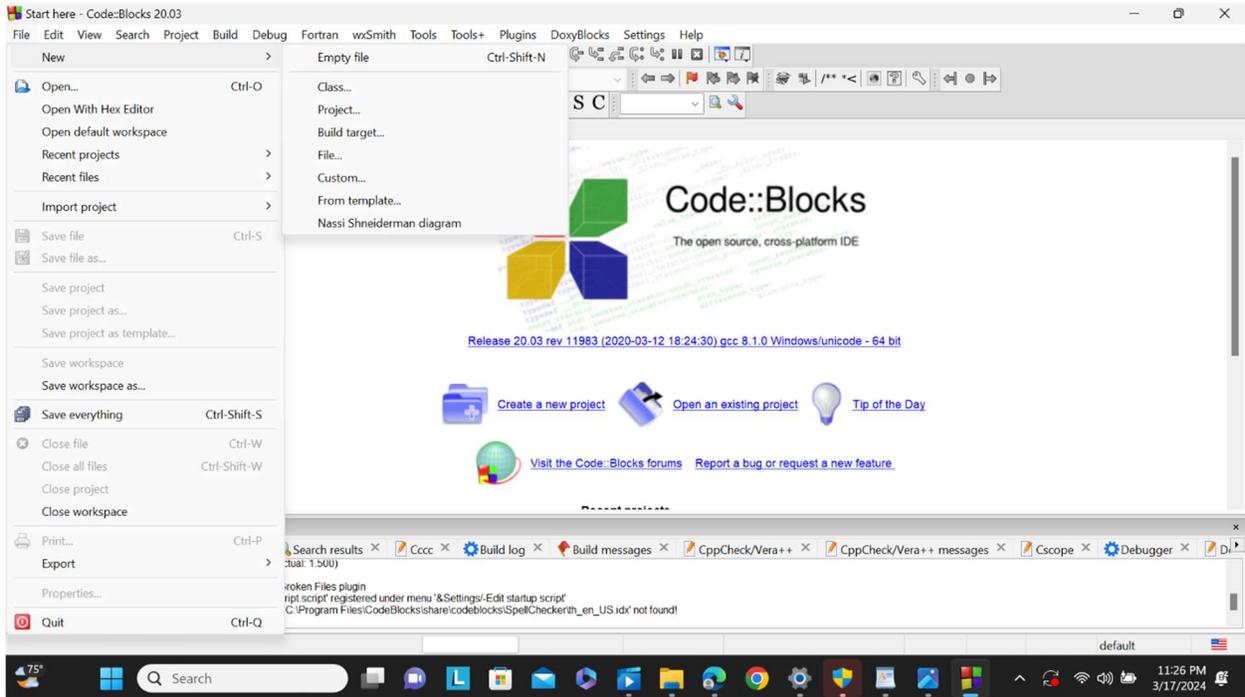
Step 101: Click the FILE button in the upper left of the page, (as shown)



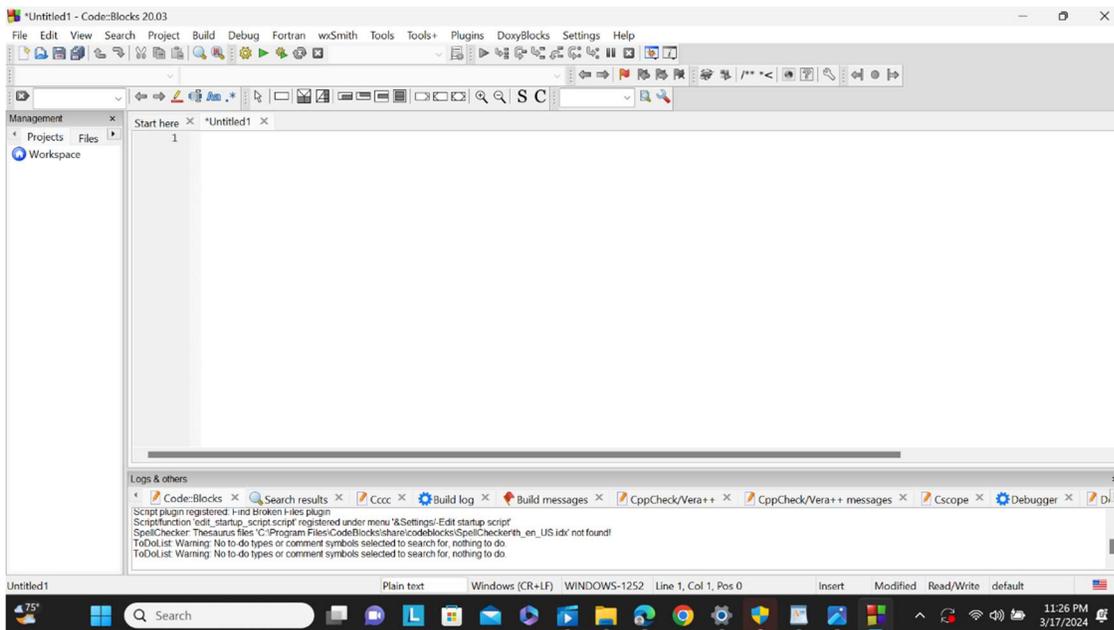
a dropdown menu will appear, as shown:



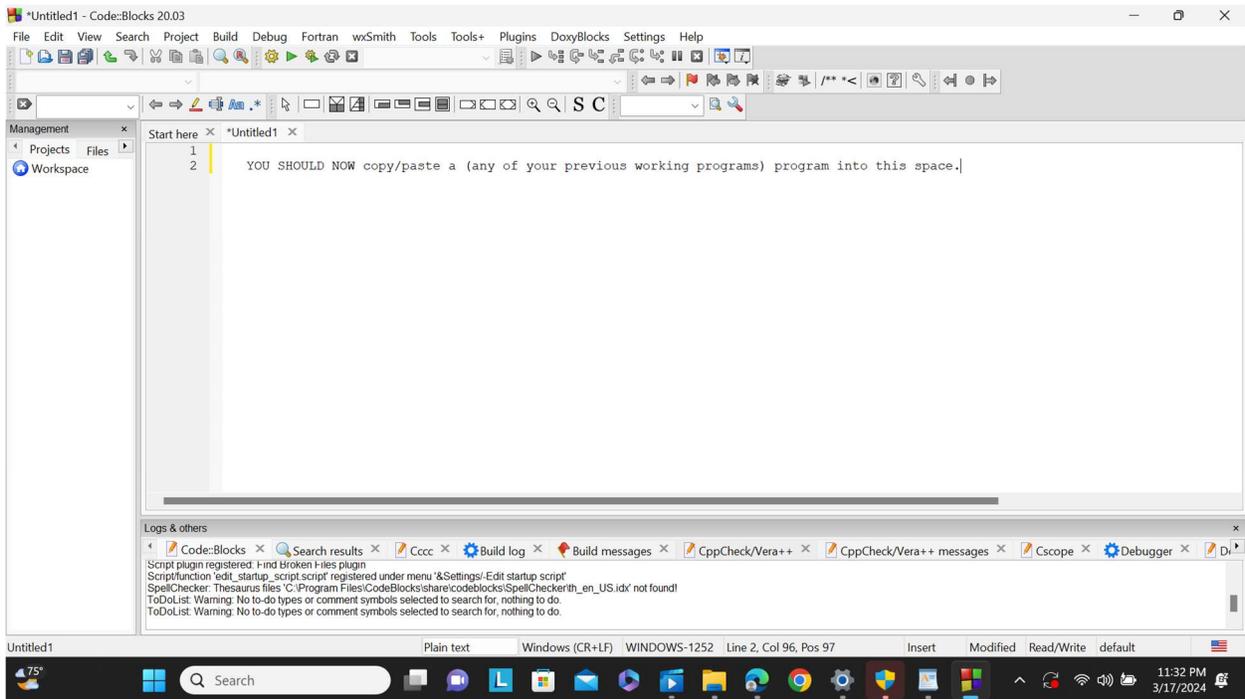
Step 102: Hover your mouse over the NEW button at the top of the dropdown, an additional pop-up will appear to the right, as shown:



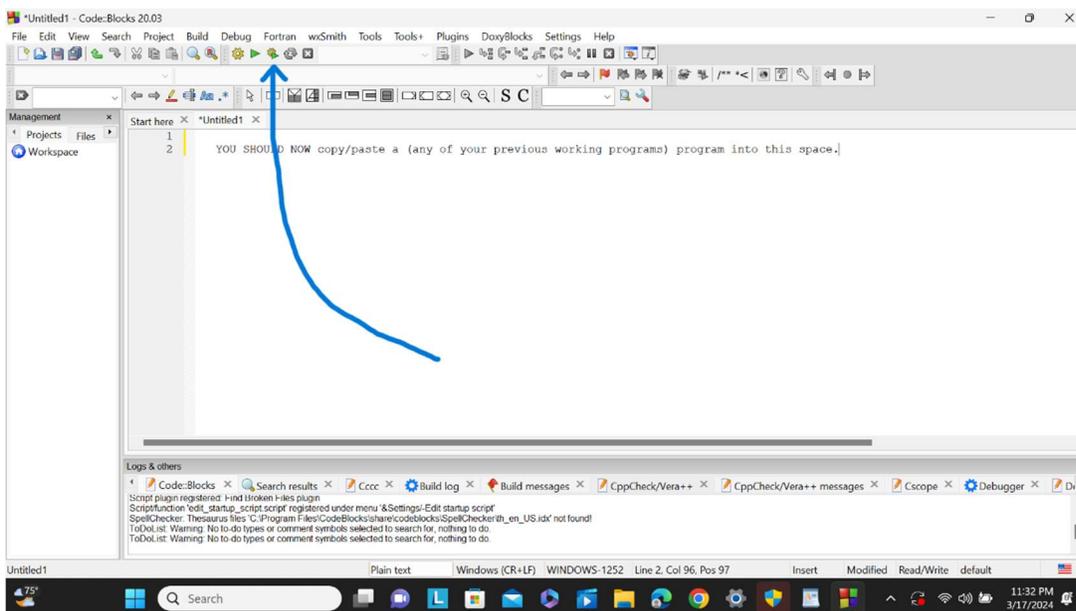
Step 103: Select “Empty File” (at the top of the new pop-up), you will see



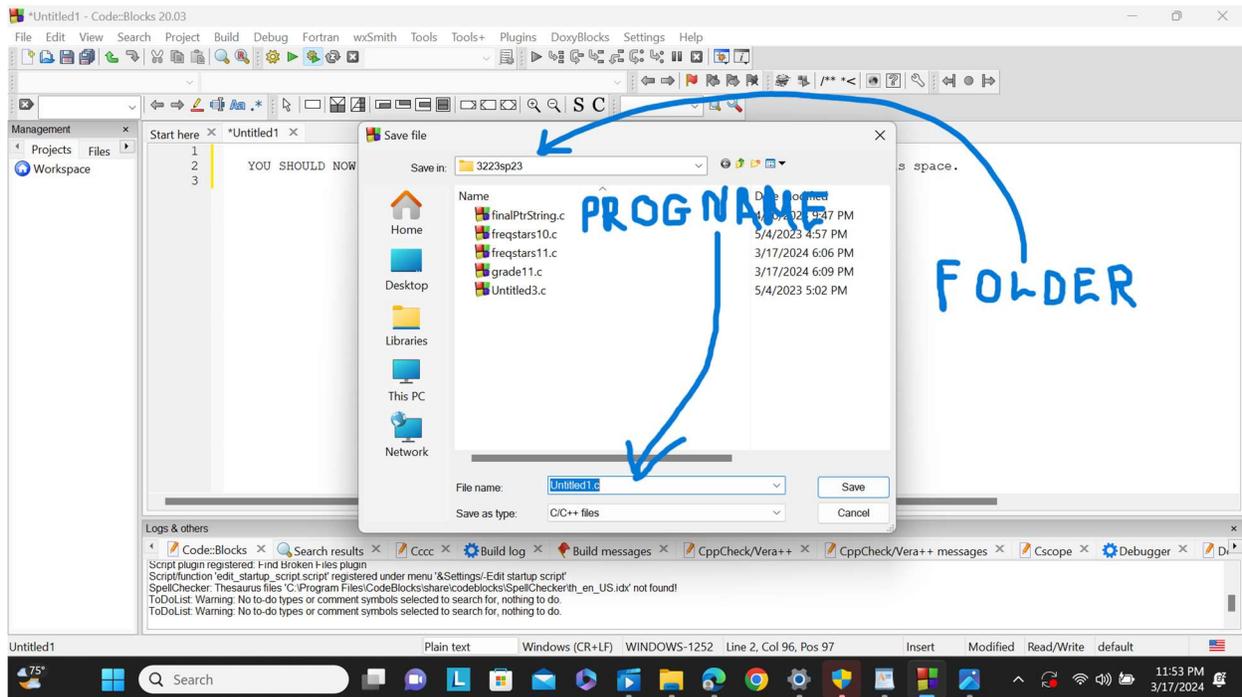
Step 104: Copy/paste your favorite fully-working small program (not involving files) into the space shown beside Line 1, as suggested in our figure here:



Step 105: After typing in (copy/paste) a clean no-error program, click the single icon that shows the gear AND green triangle together (it's the icon to the right of the plain green triangle, shown below).



Clicking the together-icon, causes a pop-up to appear asking for a correct name for your program, shown as:



Step 106: You have to replace the word Untitled1.c by a program-name (I would suggest prog1.c), leave the “Save as type” field as it is (it should say “C/C++ files”), and then click the Save button that is in the lower right. Clicking the Save button will cause the program to return to the together-icon, thus making everything run, and it will pop-up an output screen (that will also allow you to type in any input that was needed by your program). If there are any syntax errors, they will be shown instead of an output screen.

The together-icon will both Compile AND Run the program, showing success by displaying a pop-up screen with your output (and possibly space for you to type in your input).

Step 107: In the upper part of the latest pop-up window, it should tell you what folder it is saving your program in. This is very important if you need to know where your folder is (you will need to put any files that are being input for assignment Four, you will put them in the same folder as your program.)

Alternatively, if the program already exists in some known folder, then you can begin by navigating to that folder and then simply double-clicking on the program name.

Step 108: Happy programming using codeblocks!!