

Code::Blocks

Code::Blocks is a cross-platform (works with Windows, Mac OS X and Linux) integrated development environment (IDE) for writing C++ programs.

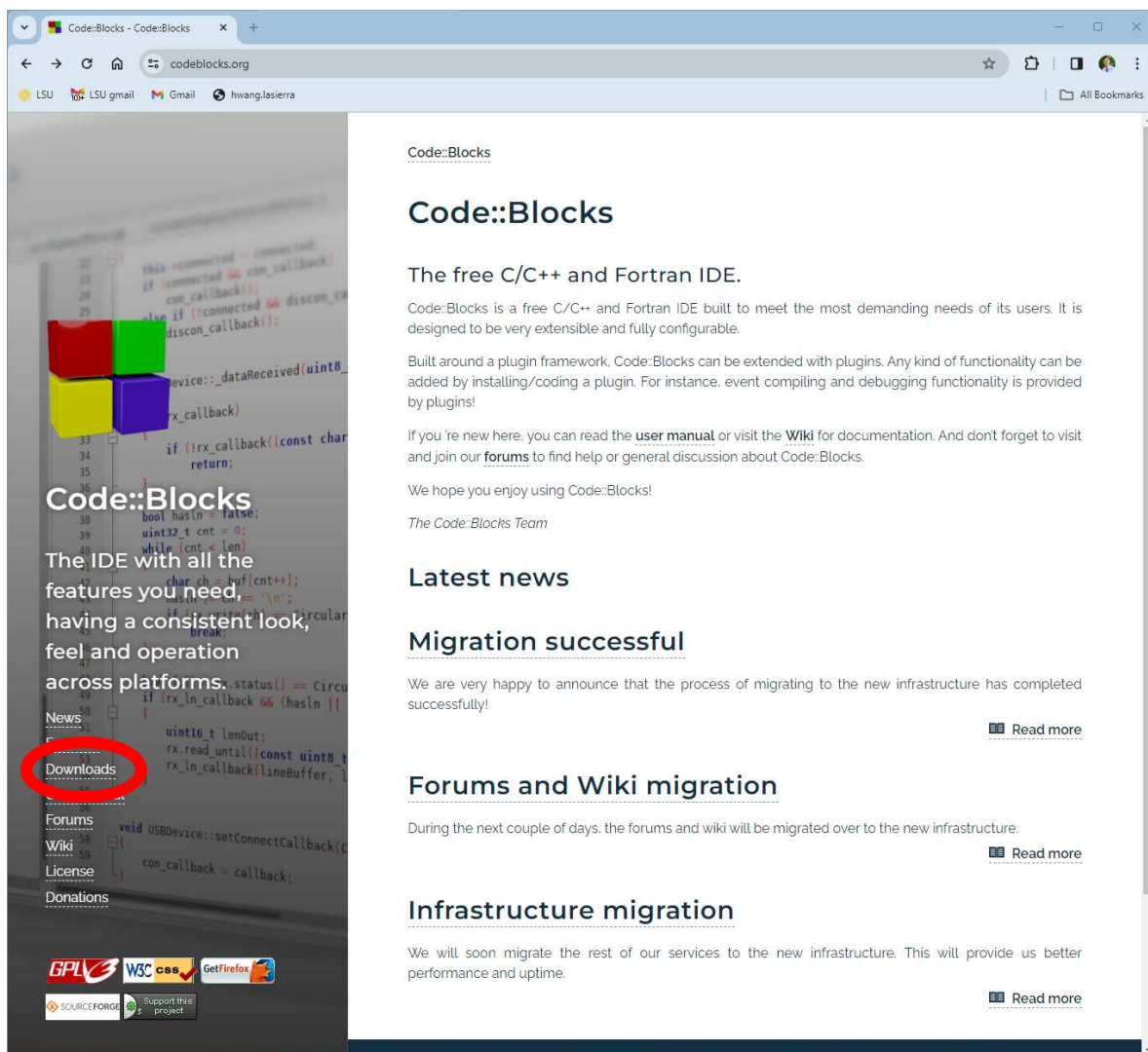
This document describes how to install Code::Blocks and write your first C++ program using Code::Blocks.

1. Download Code::Blocks

Go to Code::Blocks' main page at

<https://www.codeblocks.org/>

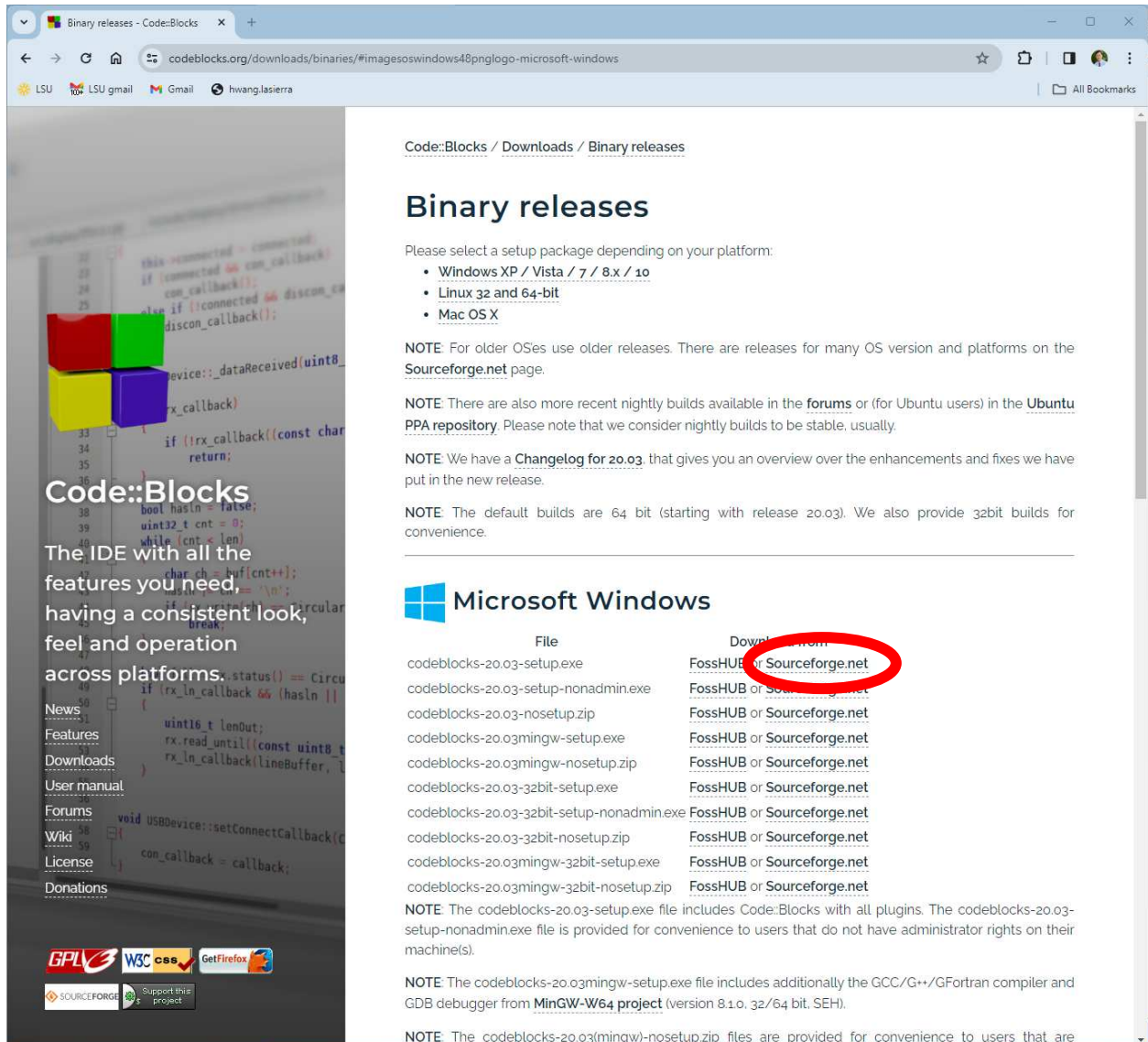
and click on the Downloads link on the left sidebar.



In the **Downloads** page, click on the **Download the binary release** link.

In the **Binary releases** page, click on the download link for the most current version for your operating system.

For Windows



Binary releases - Code::Blocks

codeblocks.org/downloads/binaries/#imagesoswindows48pnglogo-microsoft-windows

LSU LSU gmail Gmail hwang.lasierra

Code::Blocks / Downloads / Binary releases

Binary releases

Please select a setup package depending on your platform:

- Windows XP / Vista / 7 / 8.x / 10
- Linux 32 and 64-bit
- Mac OS X

NOTE: For older OSes use older releases. There are releases for many OS version and platforms on the [Sourceforge.net](#) page.

NOTE: There are also more recent nightly builds available in the [forums](#) or (for Ubuntu users) in the [Ubuntu PPA repository](#). Please note that we consider nightly builds to be stable, usually.

NOTE: We have a [Changelog for 20.03](#), that gives you an overview over the enhancements and fixes we have put in the new release.

NOTE: The default builds are 64 bit (starting with release 20.03). We also provide 32bit builds for convenience.

Microsoft Windows

File	Download from
codeblocks-20.03-setup.exe	FossHUB or Sourceforge.net
codeblocks-20.03-setup-nonadmin.exe	FossHUB or Sourceforge.net
codeblocks-20.03-nosetup.zip	FossHUB or Sourceforge.net
codeblocks-20.03mingw-setup.exe	FossHUB or Sourceforge.net
codeblocks-20.03mingw-nosetup.zip	FossHUB or Sourceforge.net
codeblocks-20.03-32bit-setup.exe	FossHUB or Sourceforge.net
codeblocks-20.03-32bit-setup-nonadmin.exe	FossHUB or Sourceforge.net
codeblocks-20.03-32bit-nosetup.zip	FossHUB or Sourceforge.net
codeblocks-20.03mingw-32bit-setup.exe	FossHUB or Sourceforge.net
codeblocks-20.03mingw-32bit-nosetup.zip	FossHUB or Sourceforge.net

NOTE: The codeblocks-20.03-setup.exe file includes Code::Blocks with all plugins. The codeblocks-20.03-setup-nonadmin.exe file is provided for convenience to users that do not have administrator rights on their machine(s).

NOTE: The codeblocks-20.03mingw-setup.exe file includes additionally the GCC/G++/GFortran compiler and GDB debugger from [MinGW-W64 project](#) (version 8.1.0, 32/64 bit, SEH).

NOTE: The codeblocks-20.03(mingw)-nosetup.zip files are provided for convenience to users that are

For Mac OS X

The screenshot shows the Code::Blocks website with a sidebar on the left containing links like News, Features, Downloads, User manual, Forums, Wiki, License, and Donations. The main content area is titled 'Linux 32 and 64-bit' and lists download links for various Linux distributions. Below this, there is a section for 'Mac OS X' with a download link for 'CodeBlocks-13.12-mac.zip'. The link 'Sourceforge.net' is circled in red. At the bottom of the sidebar, there are logos for GPL, W3C, CSS, and GetFireFox, along with a 'Support this project' button.

Distro	File	Download from
	codeblocks_20.03_amd64_oldstable.tar.xz	FossHUB or Sourceforge.net
	codeblocks_20.03_i386_oldstable.tar.xz	FossHUB or Sourceforge.net
	codeblocks_20.03_amd64_stable.tar.xz	FossHUB or Sourceforge.net
	codeblocks_20.03_i386_stable.tar.xz	FossHUB or Sourceforge.net
	codeblocks-20.03-1.el6.rpms.tar	FossHUB or Sourceforge.net
	codeblocks-20.03-1.el7.rpms.tar	FossHUB or Sourceforge.net

Mac OS X

CodeBlocks-13.12-mac.zip FossHUB or Sourceforge.net

NOTES:

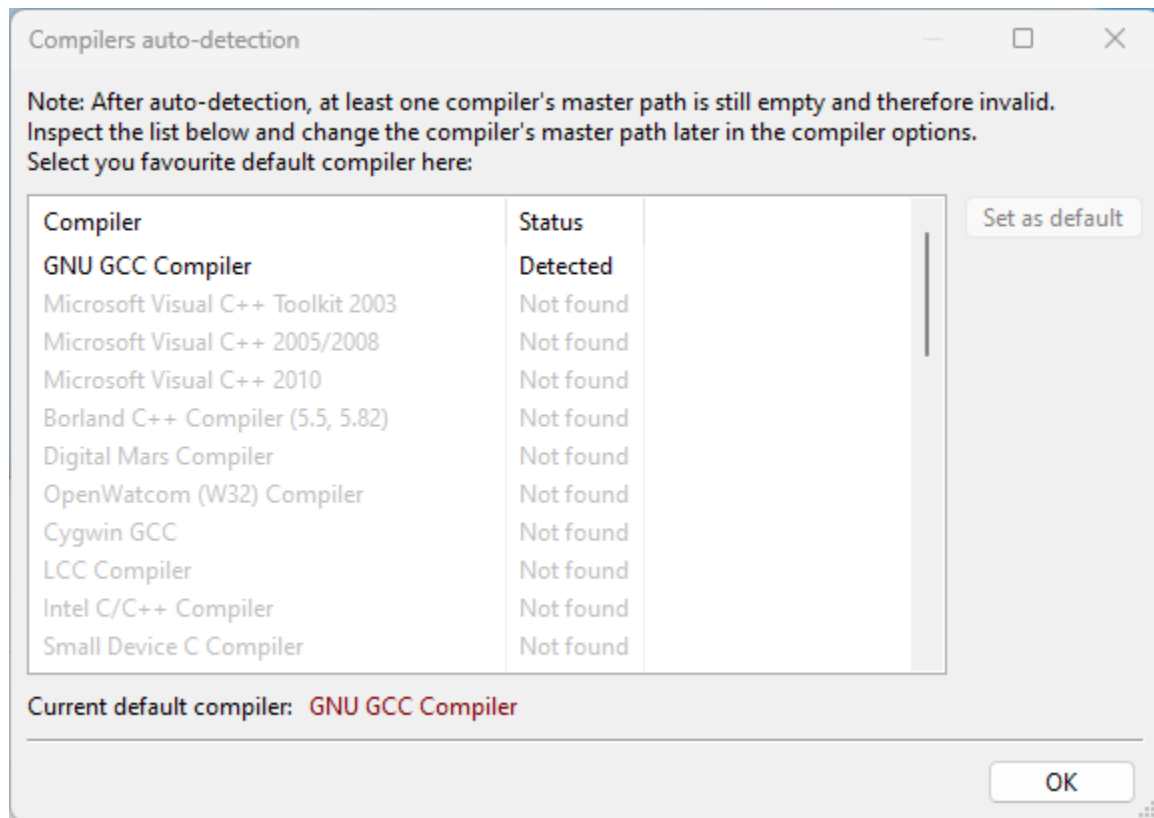
- Code::Blocks 20.03 for Mac is currently not available due to issues caused by Apple hardening their install packages and lack of Mac developers. We could use an extra Mac developer to work on these issues.
- The provided download contains an Application Bundle (for the i386 architecture) built for Mac OS X 10.6 (and later), bundling most Code::Blocks plugins.

2. Install Code::Blocks

For Windows

After the download, run the installation file **codeblocks-20.03mingw-setup.exe**. Accept all the defaults. It'll take about a minute or two.

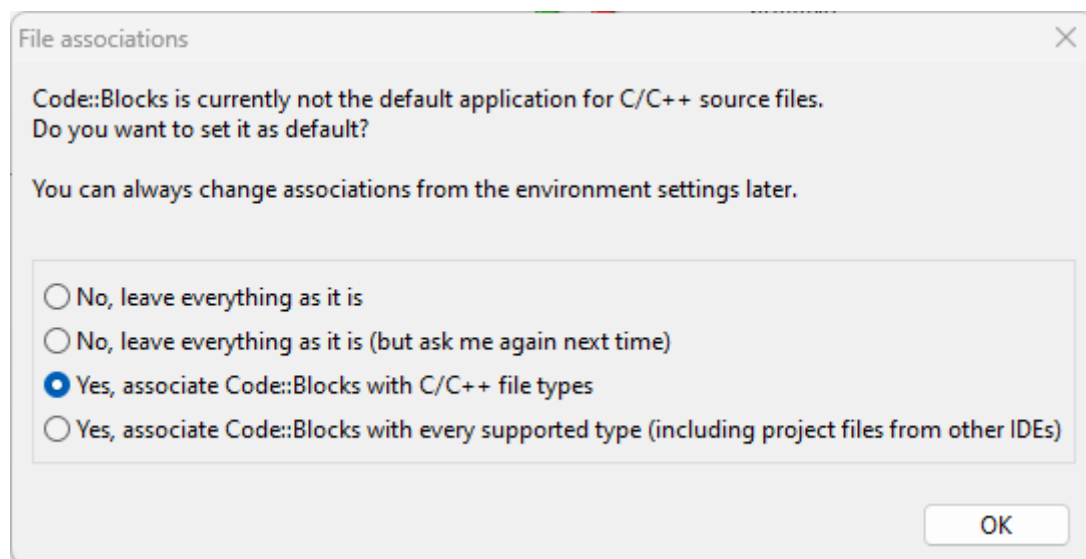
After the installation, it will auto detect a C++ compiler that is already installed on your computer. It must find one or else it will not work.



Click **OK**.

3. Run Code::Blocks

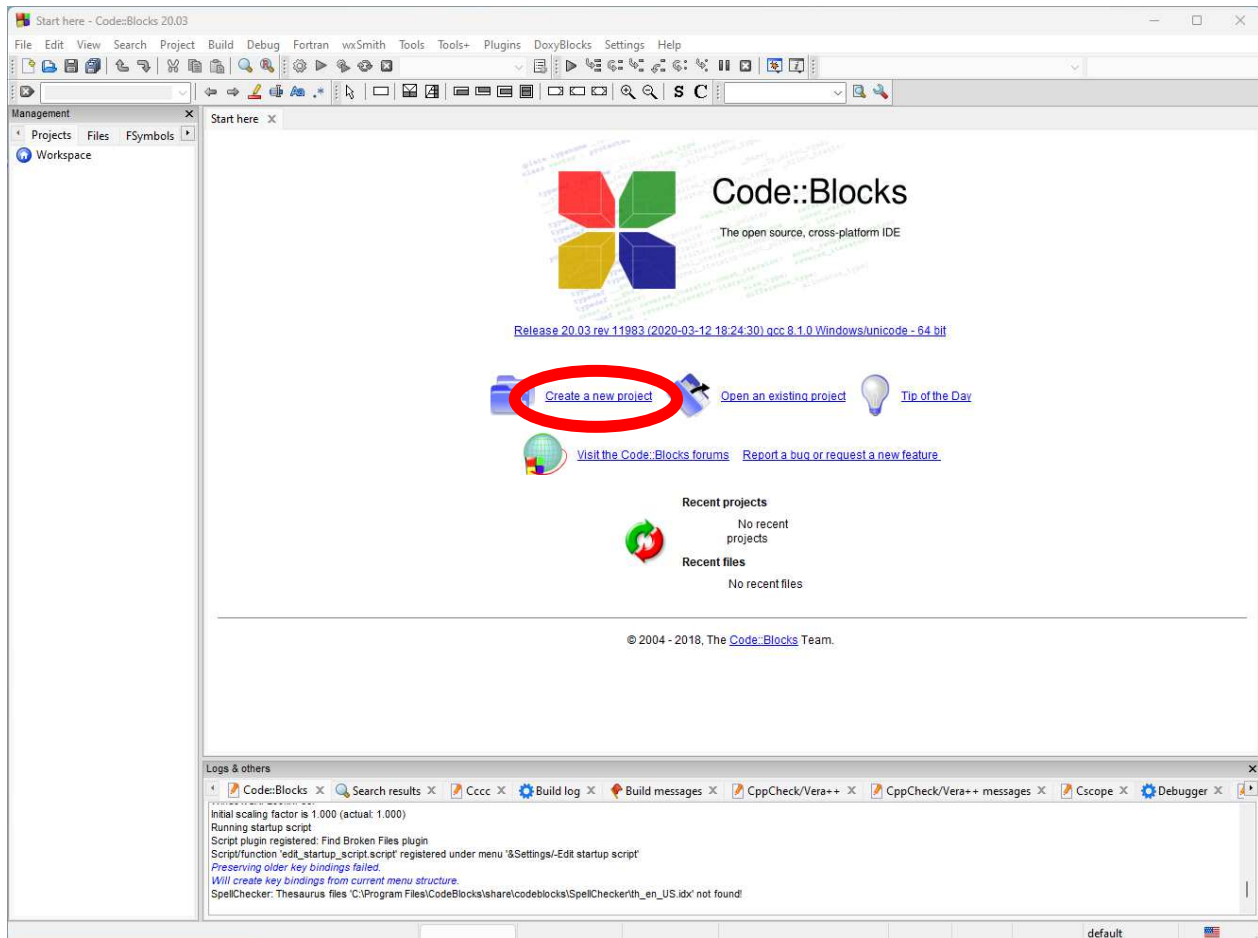
The first time you run Code::Blocks you might see this window



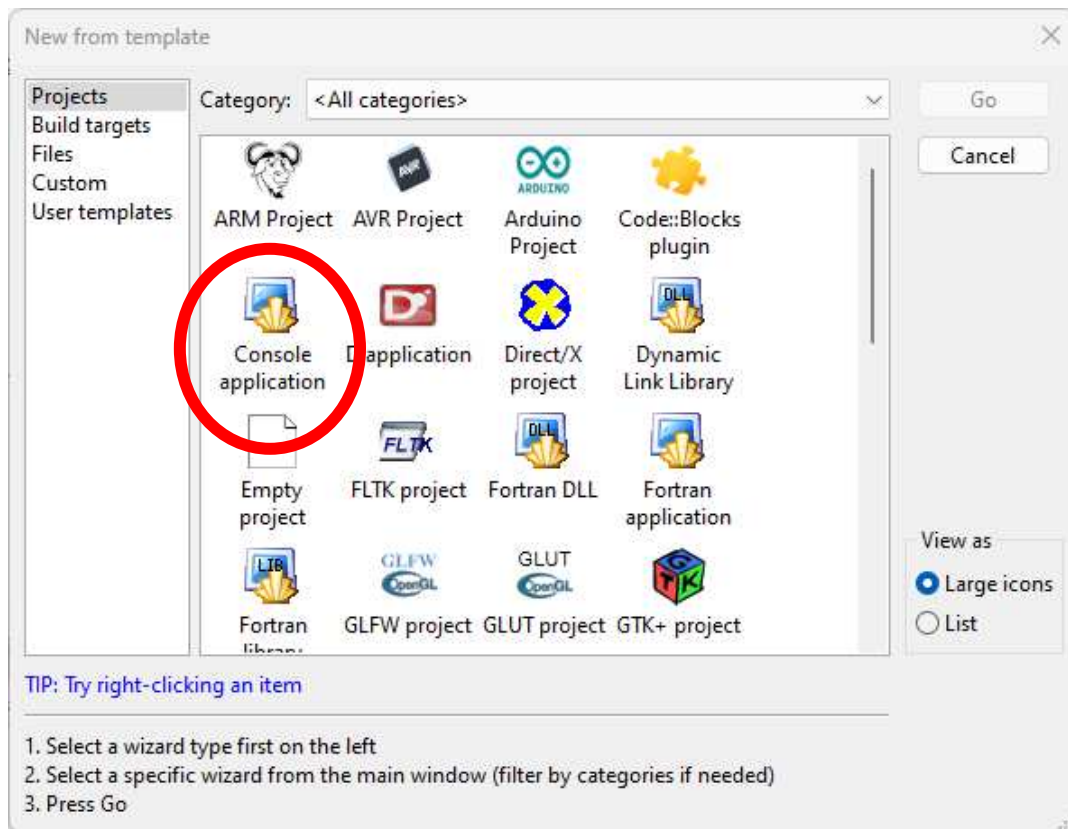
You can select to associate C++ files with Code::Blocks. Click **OK**.

4. Writing your first C++ program

In the main Code::Blocks window click **Create a new project**.



In the **New from template** window select the **Console application** icon and then click **Go**.



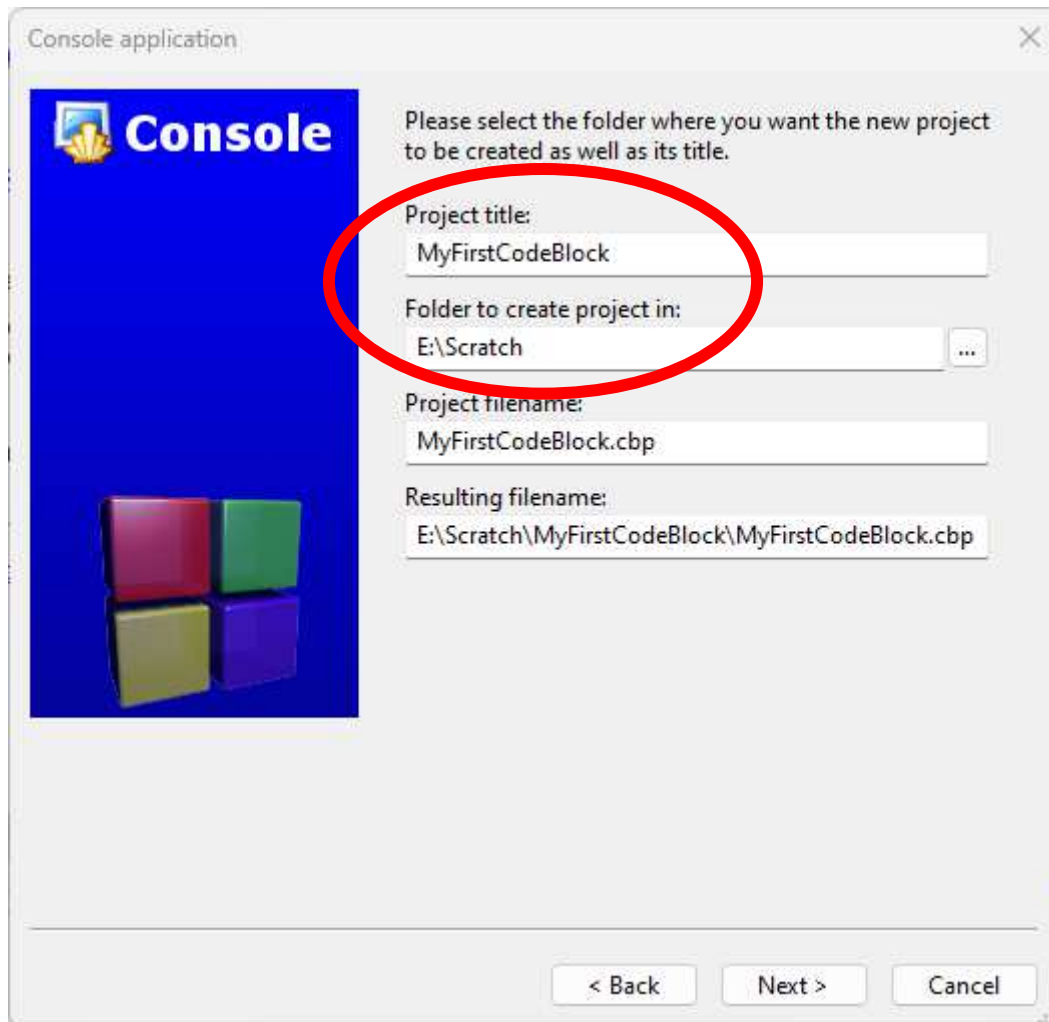
In the next window, you can check the **Skip this page next time** option and click **Next**.



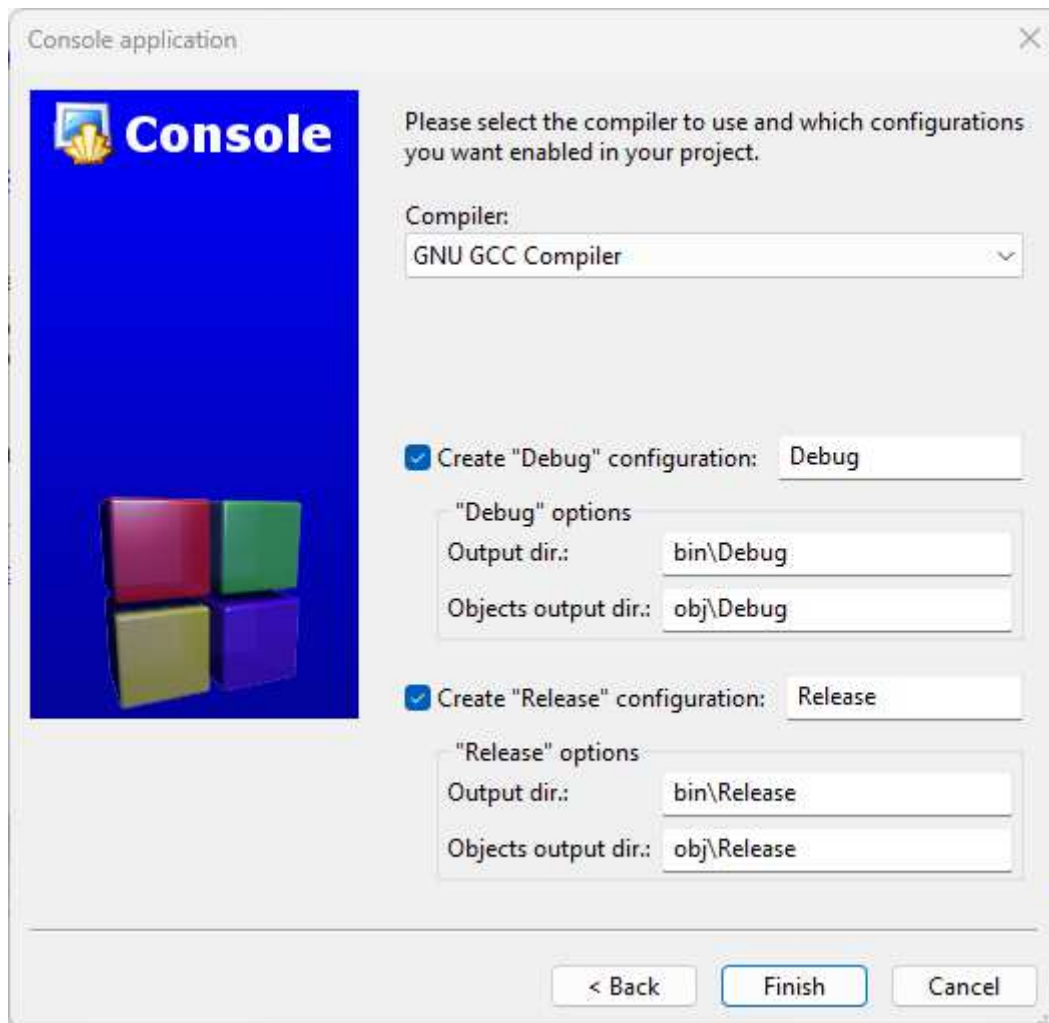
In the next window, make sure the **C++** option is selected and click **Next**.



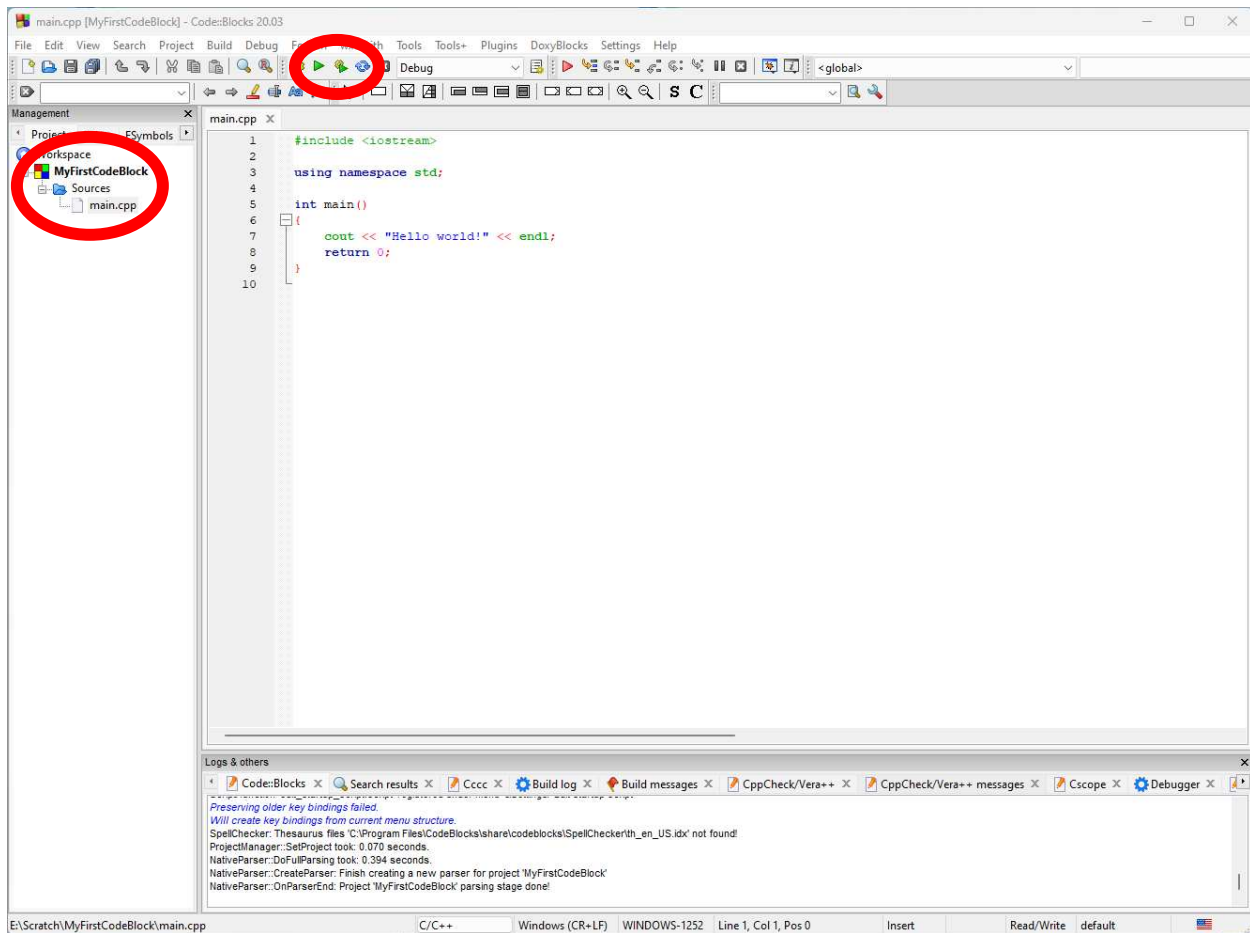
In the next window type in your project title and the location where you want to store the project, and then click **Next**. Don't change the last two fields. In the example below, the project title is **MyFirstCodeBlock** and I'm storing it on the **E:** drive under the **Scratch** directory.



In the next window just leave everything as it is and click **Finish**.



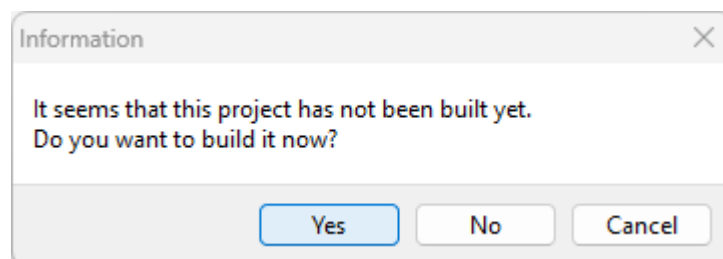
You will see this main workspace window. Open up the **Sources** folder and double-click on the **main.cpp** file. It will show the contents of the file on the right.



Click on the green/yellow  **Build and run** icon to build and run the program.

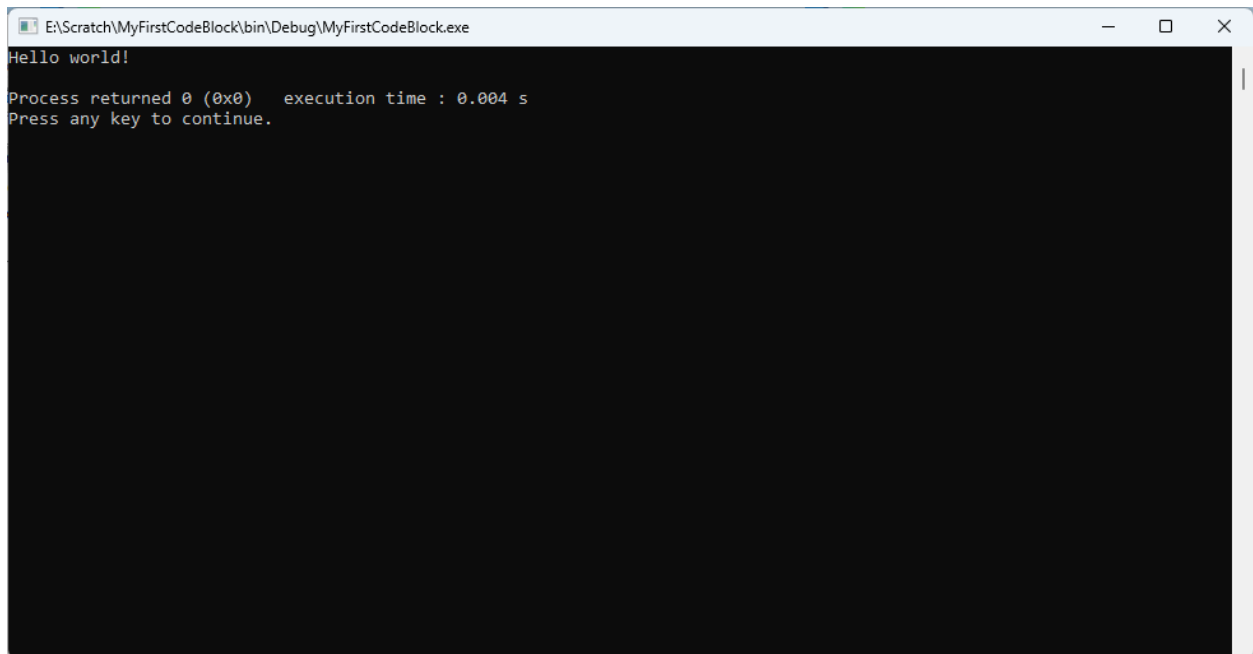
It is very important that each time after you have made changes to your program that you do a **build** before you run it otherwise, the run will not reflect your changes. In other words, the run command does not re-compile your program with the changes.

If you see the message then click **Yes** to build the program.



You can also access these commands from the menu under **Build**.

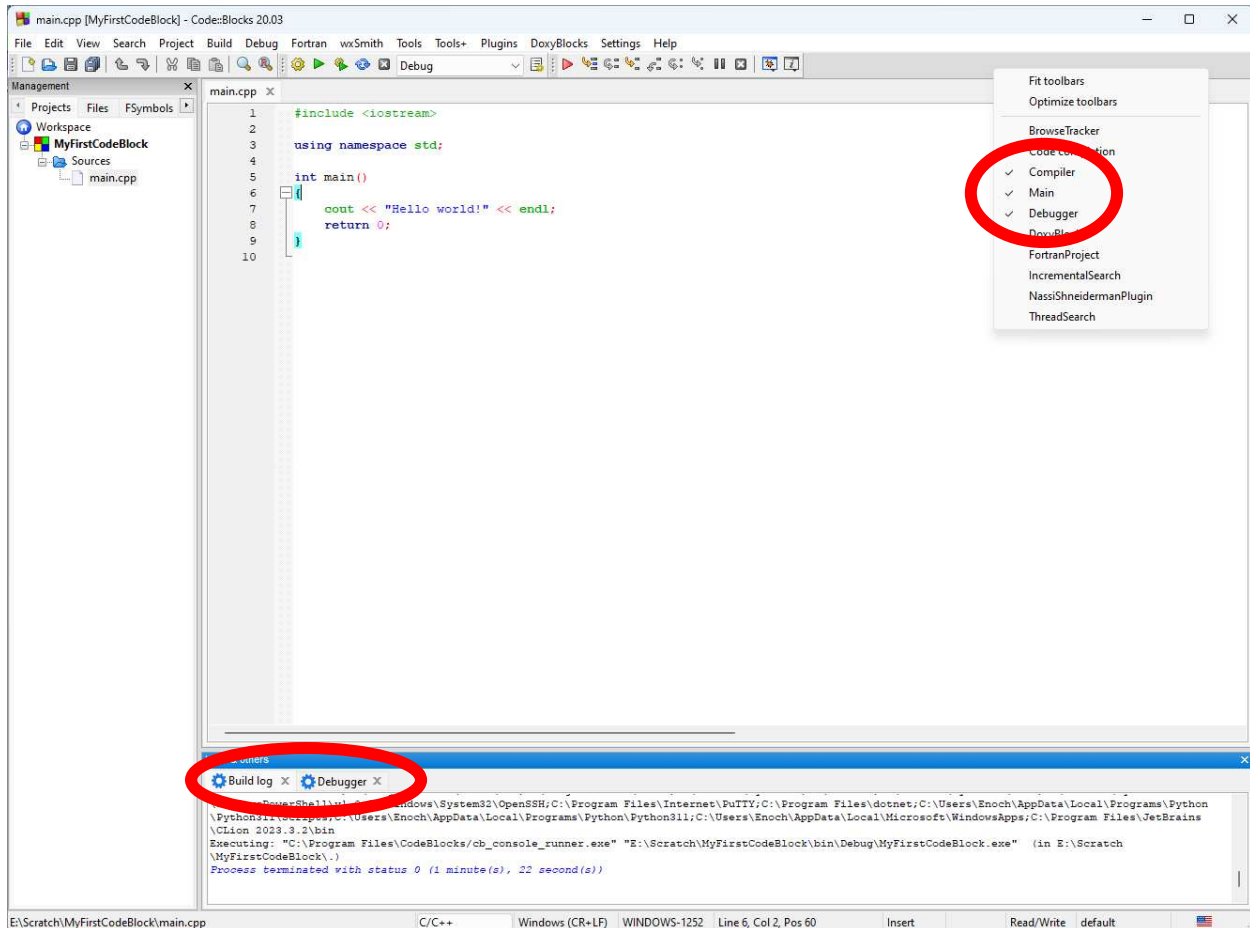
A console window will appear to display the outputs from your program. Press any key to close this window.



```
E:\Scratch\MyFirstCodeBlock\bin\Debug\MyFirstCodeBlock.exe
Hello world!
Process returned 0 (0x0) execution time : 0.004 s
Press any key to continue.
```

5. Customizing the IDE toolbars

Code::Blocks contains many other tools that we will not use, so we can remove them from the IDE window. Right-click on the toolbar area. In the pop-up menu uncheck all items except for **Compiler**, **Main** and **Debugger**.



We can also remove several of the information windows at the bottom, such as Search results, Cccc, Build log, Build messages, CppCheck/Vera++, CppCheck/Vera++ messages, Cscope, DoxyBlocks, Fortran info, Closed files list and Thread search.

6. Multiple files

To add another file to your project, click on the **New** icon and select **File...**

In the next window select whether you want a header file (.h) or a source file (.cpp).

In the next window type in the filename and the full path. It's easier if you just click on the ... icon and then just type in the filename. This way the full path will be automatically filled in for you.

Make sure you check the **Add file to active project** for both Debug and Release.

