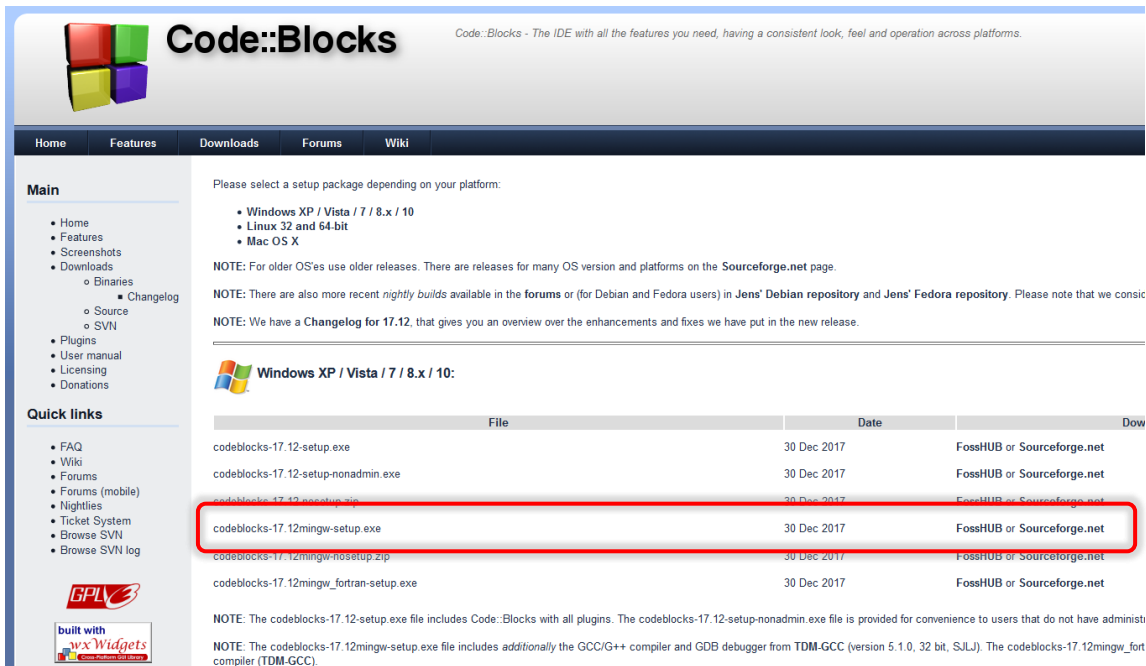


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1. Wejdź na stronę <http://www.codeblocks.org/downloads/binaries> i pobierz plik instalacyjny z kompilatorem MinGW C++: **codeblocks-17.12mingw-setup.exe**

Plik ten zawiera:

- **GCC** (GNU C Compiler) - kompilator języka C
- **G++** (GNU C++ Compiler) - kompilator języka C++
- **GDB** (GNU Project Debugger) - debugger

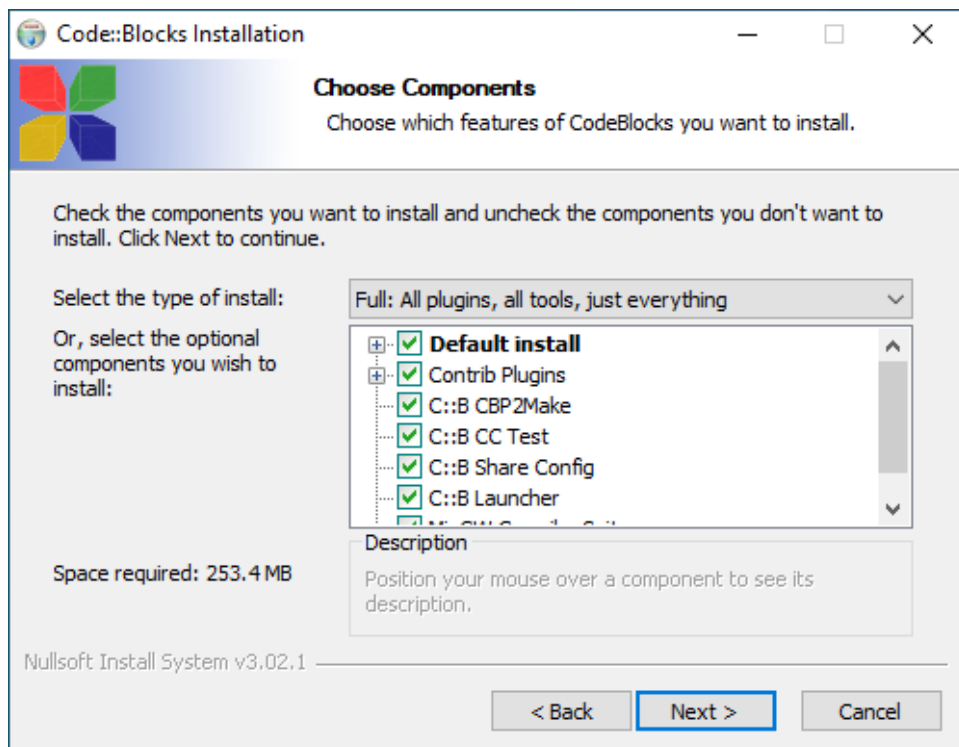


The screenshot shows the CodeBlocks website's download page. The header includes the CodeBlocks logo and the tagline "Code::Blocks - The IDE with all the features you need, having a consistent look, feel and operation across platforms." The navigation menu includes Home, Features, Downloads, Forums, and Wiki. The main content area is titled "Please select a setup package depending on your platform:" and lists three options: Windows XP / Vista / 7 / 8.x / 10, Linux 32 and 64-bit, and Mac OS X. Below this, there are two notes: one about older OS releases and another about nightly builds. A table lists the available setup packages, with the following data:

File	Date	Download
codeblocks-17.12-setup.exe	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12-setup-nonadmin.exe	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12-no-setup.zip	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12mingw-setup.exe	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12mingw-no-setup.zip	30 Dec 2017	FossHUB or Sourceforge.net
codeblocks-17.12mingw_fortran-setup.exe	30 Dec 2017	FossHUB or Sourceforge.net

Additional notes at the bottom of the page state: "NOTE: The codeblocks-17.12-setup.exe file includes Code::Blocks with all plugins. The codeblocks-17.12-setup-nonadmin.exe file is provided for convenience to users that do not have administrative rights." and "NOTE: The codeblocks-17.12mingw-setup.exe file includes additionally the GCC/G++ compiler and GDB debugger from TDM-GCC (version 5.1.0, 32 bit, SJLJ). The codeblocks-17.12mingw_fortran-setup.exe file includes additionally the GCC/G++ compiler and GDB debugger from TDM-GCC (version 5.1.0, 32 bit, SJLJ). The codeblocks-17.12mingw_fortran-setup.exe file includes additionally the GCC/G++ compiler and GDB debugger from TDM-GCC (version 5.1.0, 32 bit, SJLJ)."

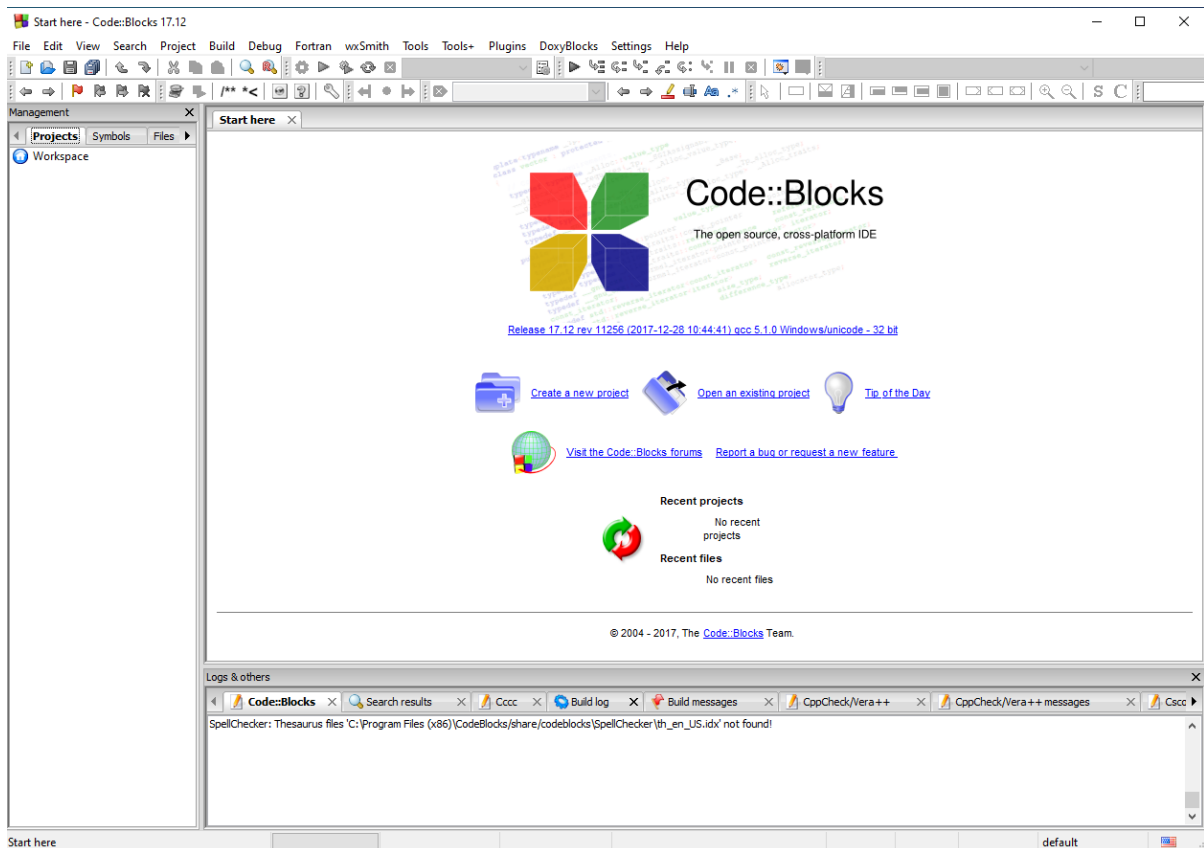
2. Uruchom plik instalacyjny i dokończ instalację z domyślnymi ustawieniami.



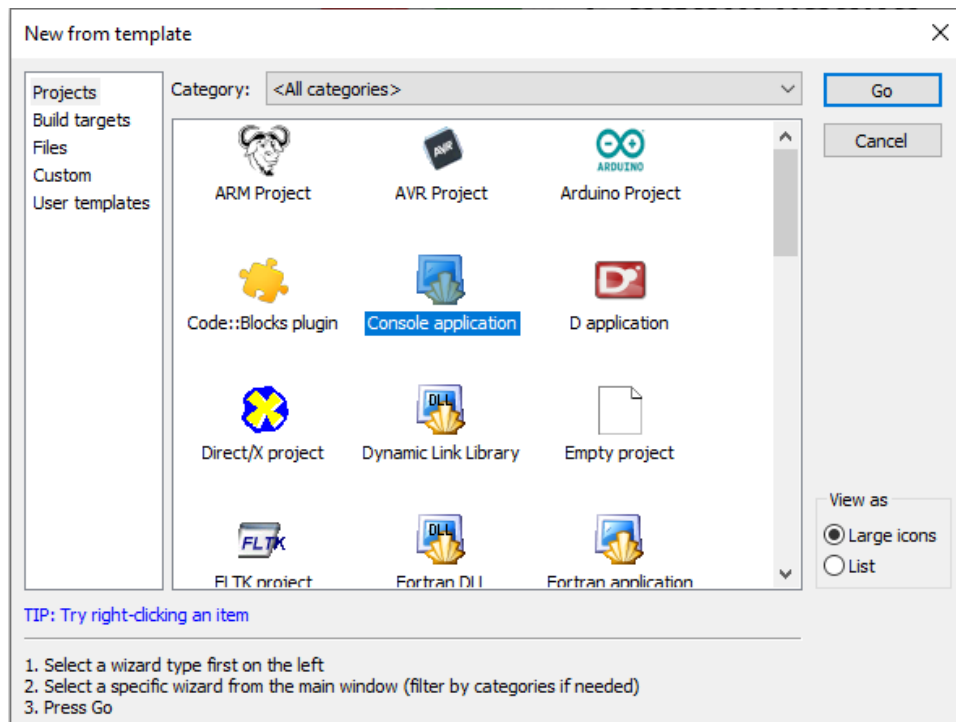
The screenshot shows the "Code::Blocks Installation" dialog box, specifically the "Choose Components" screen. The title bar reads "Code::Blocks Installation" and the window title is "Choose Components". The main text says "Choose which features of CodeBlocks you want to install." Below this, there is a section titled "Check the components you want to install and uncheck the components you don't want to install. Click Next to continue." There are two options for installation: "Select the type of install:" with a dropdown menu set to "Full: All plugins, all tools, just everything", and "Or, select the optional components you wish to install:" with a list of components. The components listed are: "Default install" (checked), "Contrib Plugins" (checked), "C::B CBP2Make" (checked), "C::B CC Test" (checked), "C::B Share Config" (checked), and "C::B Launcher" (checked). Below the list, there is a "Description" field with the text "Position your mouse over a component to see its description." At the bottom left, it says "Space required: 253.4 MB". At the bottom right, there are three buttons: "< Back", "Next >" (highlighted with a blue border), and "Cancel". The footer of the dialog box reads "Nullsoft Install System v3.02.1".

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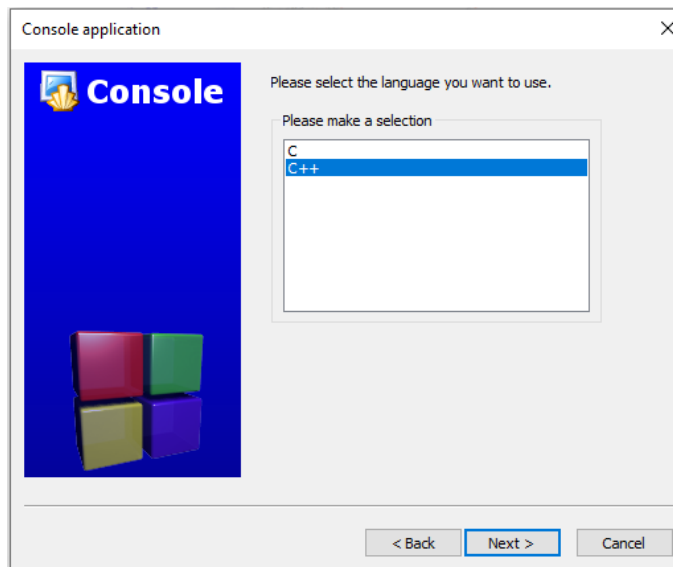
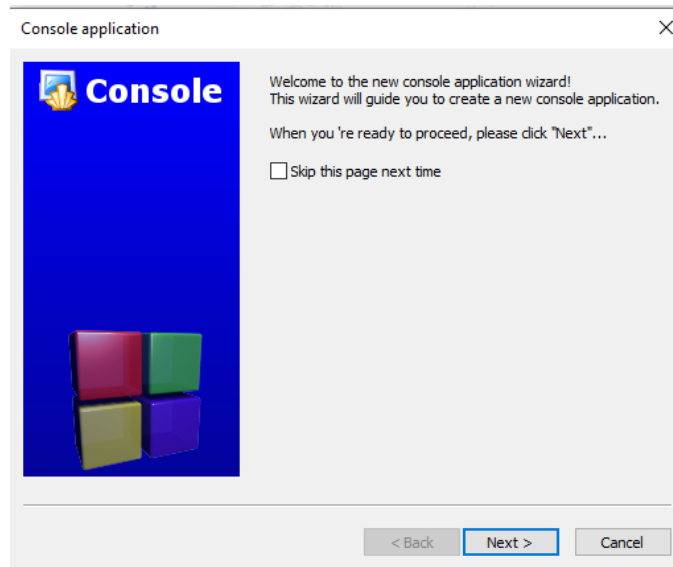
3. Po zainstalowaniu i uruchomieniu zobaczymy ekran startowy.



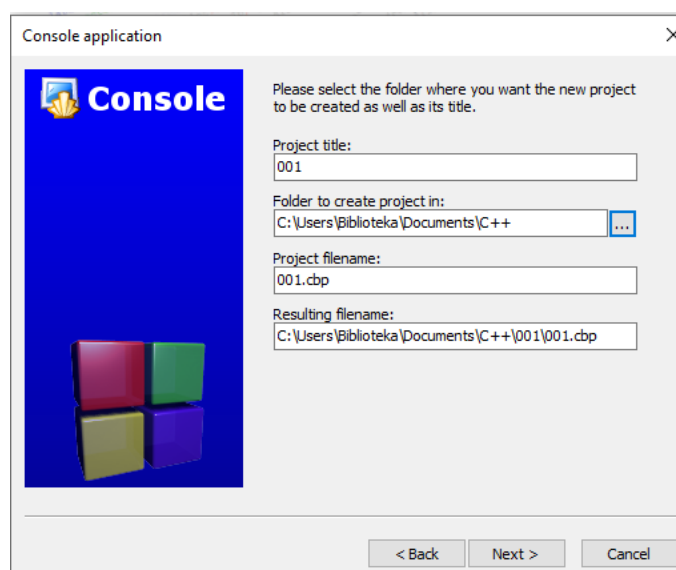
4. Wybierz typ nowego projektu **Console application**, a następnie kliknij **Go**.



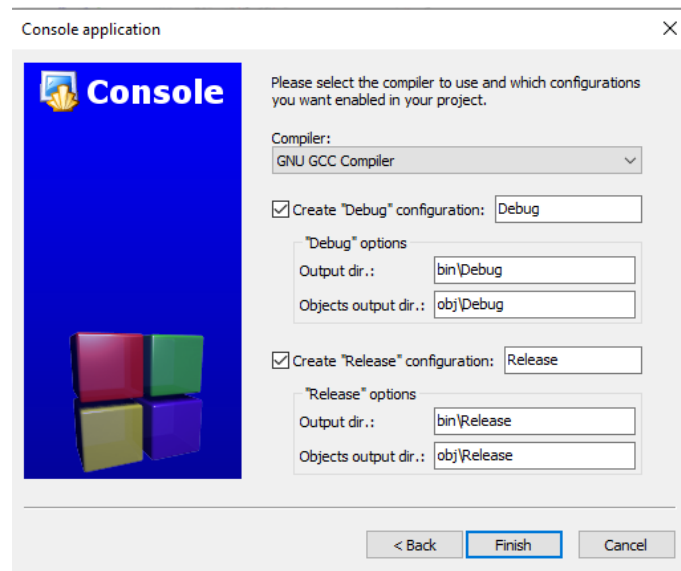
CodeBlocks 17.xx



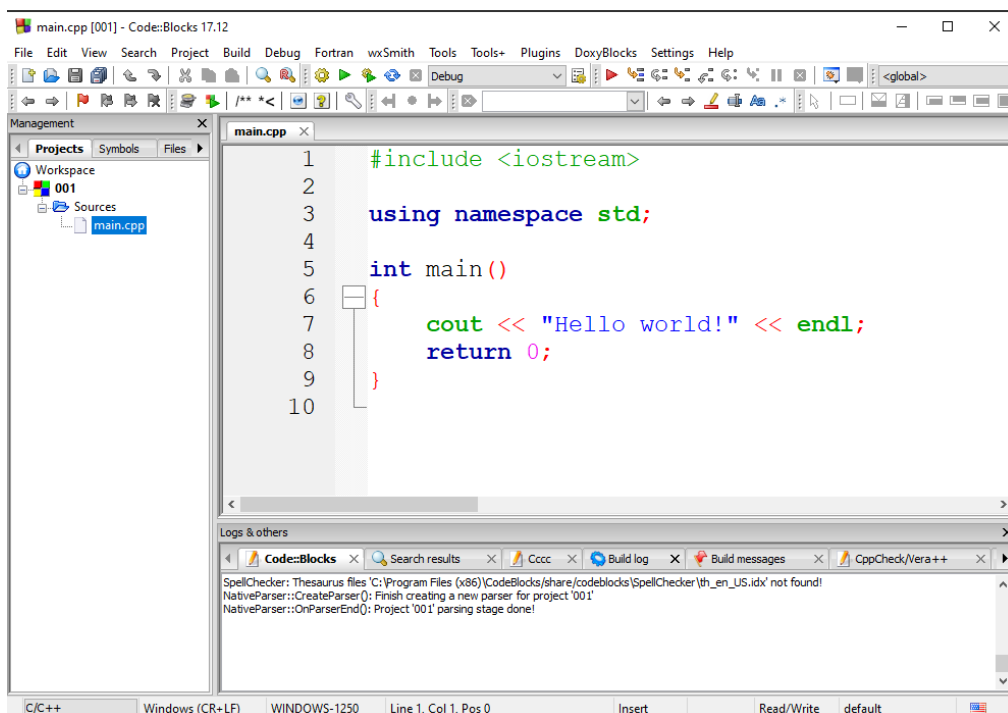
Podczas pierwszego uruchomienia, wskaż folder w którym będą zapisywane projekty.



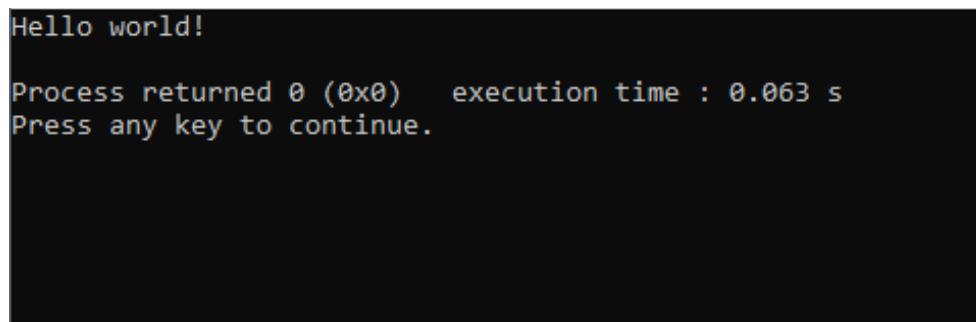
CodeBlocks 17.xx



5. Projekt uruchomi się z przykładowym kodem, który jedyne co potrafi, to wyświetlić krótki napis „Hello world”.



6. Aby uruchomić program należy w menu **Build** wybrać **Build and Run (F9)**



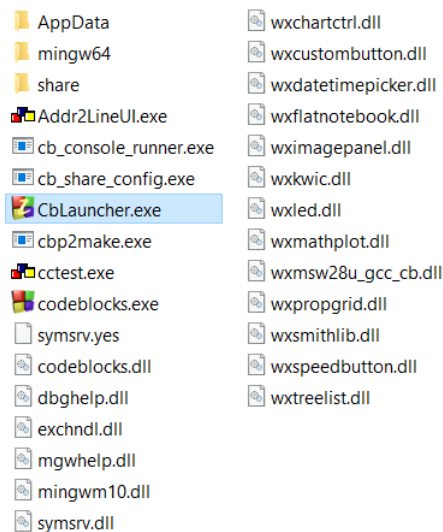
CodeBlocks 17.xx

CodeBlocks bez instalacji

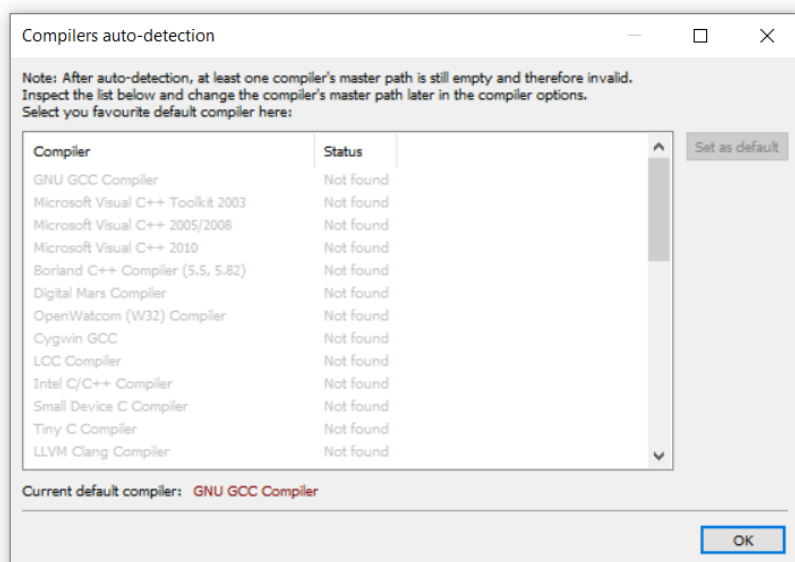
1. Pobieramy pliki

- **CodeBlocks**
<http://www.codeblocks.org/downloads/binaries> (codeblocks-17.12-nosetup.zip)
- **MinGW-w64** (for 32 and 64 bit Windows)
<https://sourceforge.net/projects/mingw-w64/files/> (x86_64-win32-seh)

2. Tworzymy folder np. *CodeBlocks* i rozpakowujemy do niego pobrane pliki



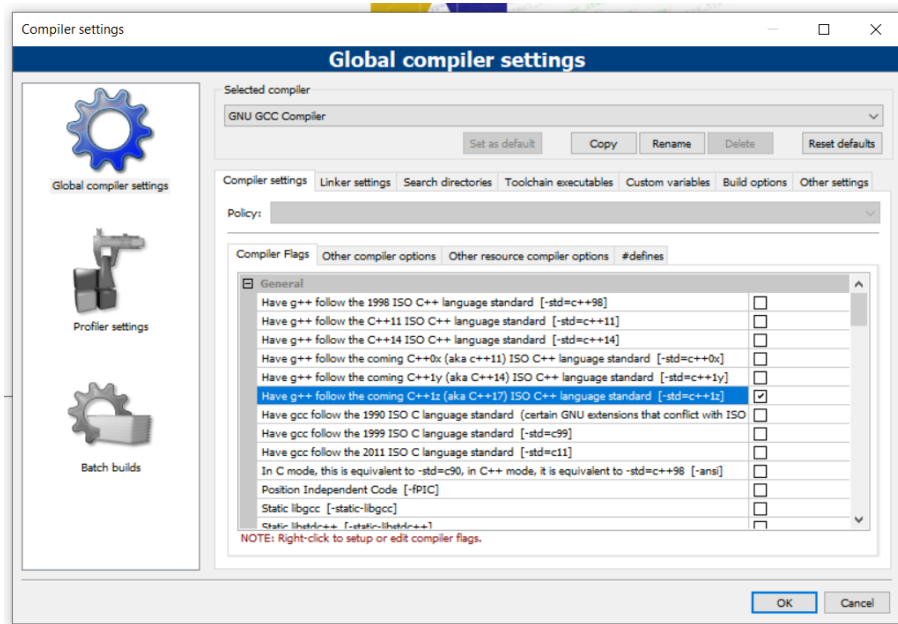
3. Uruchamiamy plik **CbLauncher.exe**



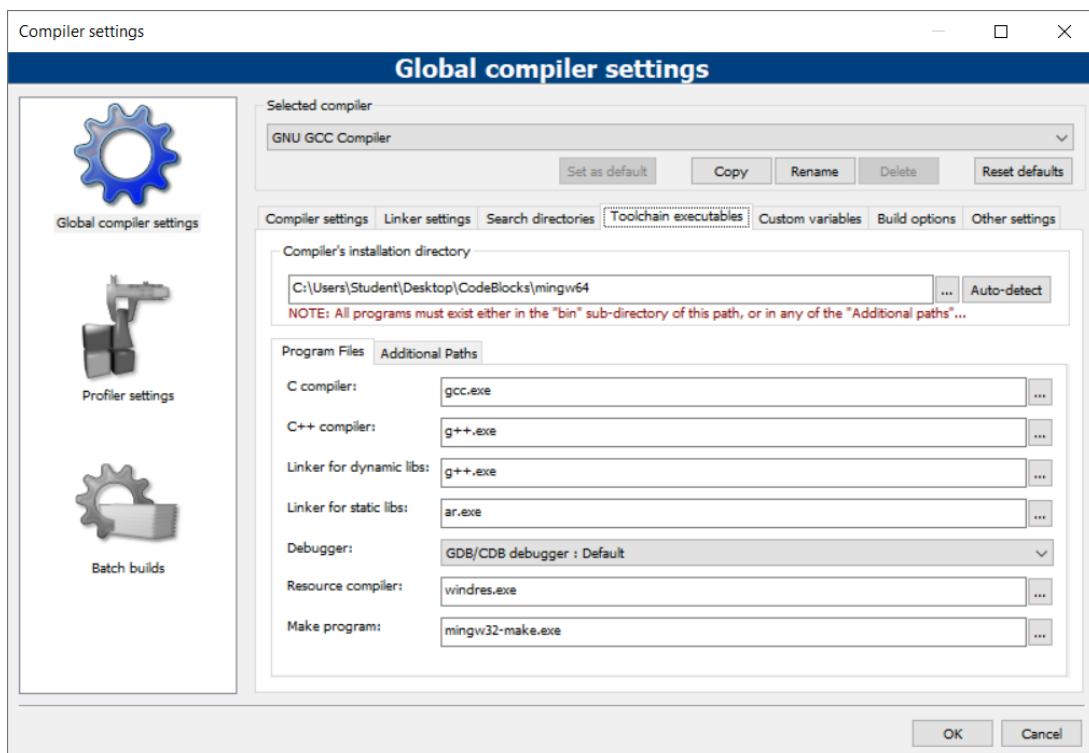
Po uruchomieniu pliku, okazuje się że CodeBlocks nie znajduje kompilatora. Ignorujemy to i przechodzimy dalej. Naprawimy to po uruchomieniu programu CodeBlocks.

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- Po uruchomieniu programu CodeBlocks zmieniamy ustawienia: **Settings / Compiler** zaznaczamy flagą standard języka C++, najlepiej najnowszy.



- W tym samym oknie Ustawień, zmieniamy zakładkę na **Toolchain executables** i zmieniamy ścieżkę kompilatora, na ścieżkę do naszego folderu CodeBlocks do folderu mingw64, np. C:\Users\Student\Desktop\CodeBlocks\mingw64



Zmieniamy pliki kompilatora C / C++ oraz linkera na takie jak na obrazku.

- Zamykamy okno ustawień i możemy przejść do tworzenia programu oraz jego kompilacji.