Obtaining, Installing, and Using the DEV C++ Compiler
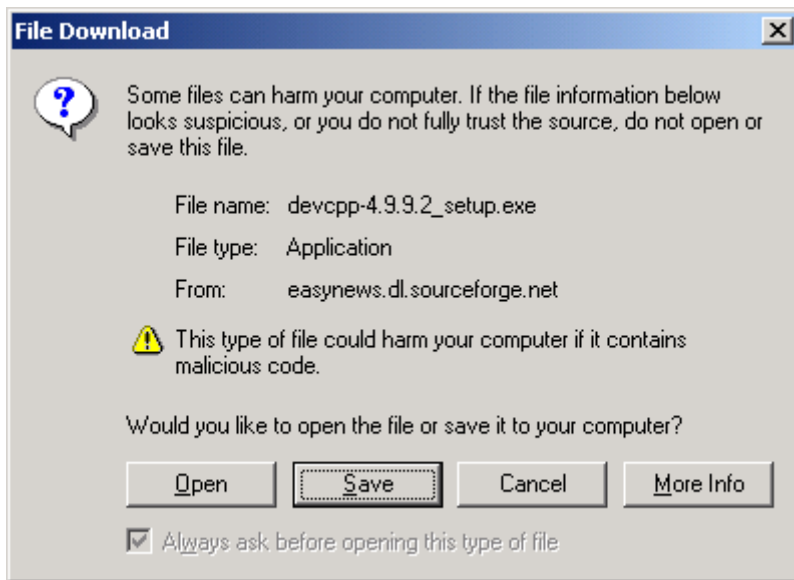
Revision 10 – 4 June 2014

A. HOW TO GET THE DEV-C++ COMPILER

Dev-C++ is or was a free product of bloodshed.net, whose website has disappeared. However, Dev-C++ remains available from these alternative sources:

http://bloodshed-dev-c.en.softonic.com

Follow the instructions on the site to download the file. You may see a pop-up window rather like this:

If you see this or something comparable, select Save. You will see a standard Save As window. Select the folder you want to save the file to, and click Save.

You should now have on your hard drive a file named devcpp-4.9.9.2_setup.exe. The size of the file is 9,326,468 bytes.

If you are unable to download Dev-C++ from either site, or the file length is not as noted, contact your instructor.

B. HOW TO INSTALL DEV-C++

Note: It is NOT necessary to log on to an administrator account in order to install Dev-C++. If you install Dev-C++ in a user account, it will be available only to that account. If you do install from an administrator account and wish to make it available accounts, you must follow a short procedure for each user account. This procedure is included at the end of this installation procedure.
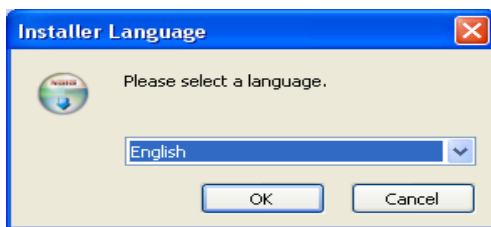
1.   Log onto your account.

2.   Click on the downloaded Dev-C++ executable (devcpp-4.9.9.2_setup.exe) and follow the default instructions. (These instructions refer to Dev-C++ installer version 5 beta 9 release 4.9.9.2)
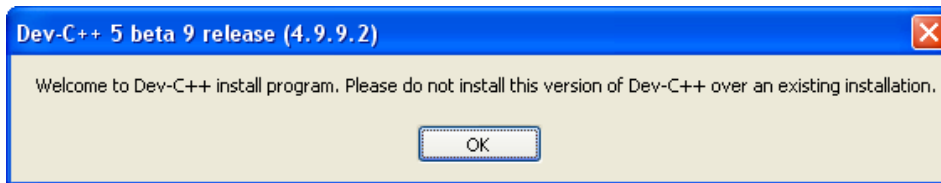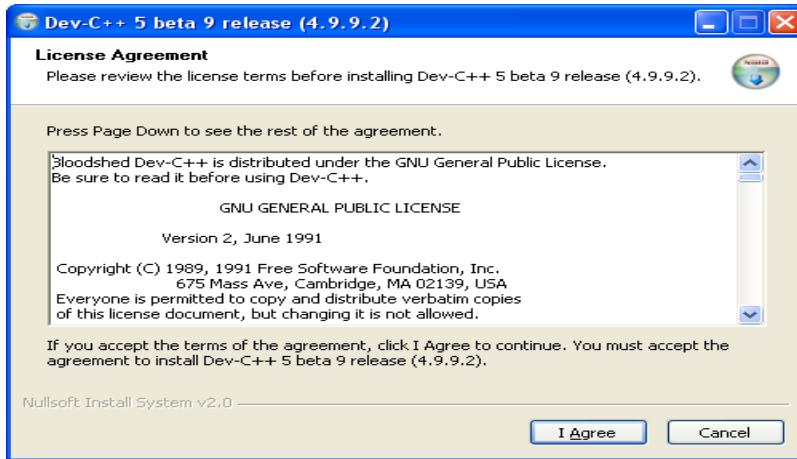

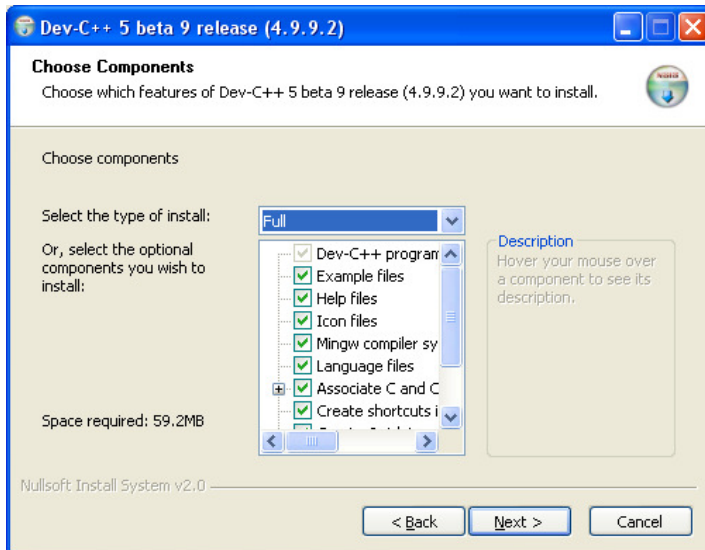3.   Wait until the Dev-C++ Setup unloads
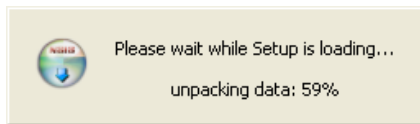
4.   Select your language (Default: English)
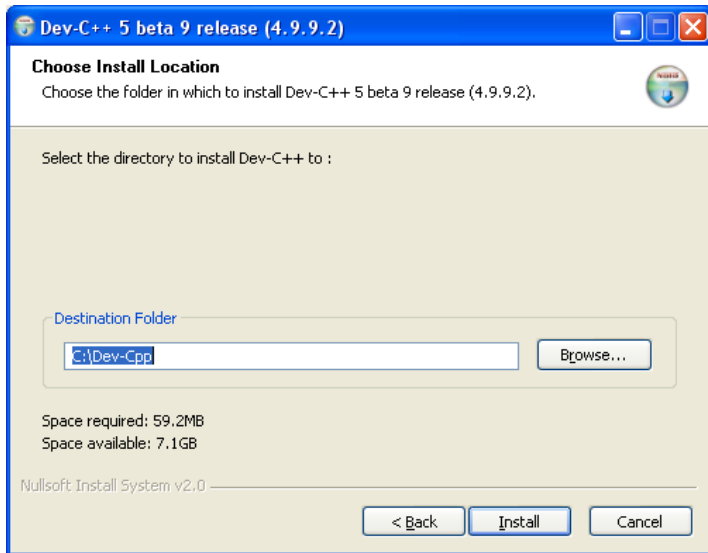

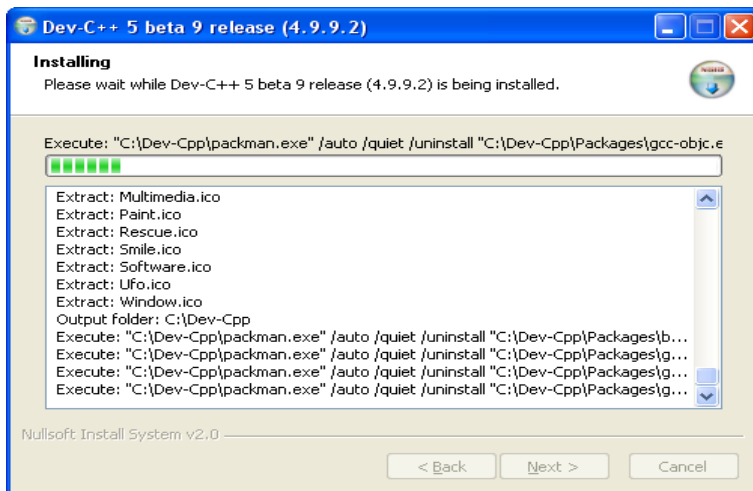5.   Read and agree to License agreement

6. Choose your components of Dev-C++ that you want to install (select default components). Click on next.
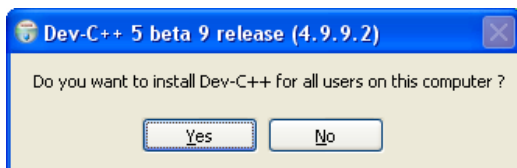

7. Accept the default location (recommended), or choose an install location.

8.   Wait until Dev-C++ finishes installing

9.   Select "Yes" to install Dev-C++ for all users.

10.   Check the checkbox to launch Dev-C++ and Click on Finish to complete the install.
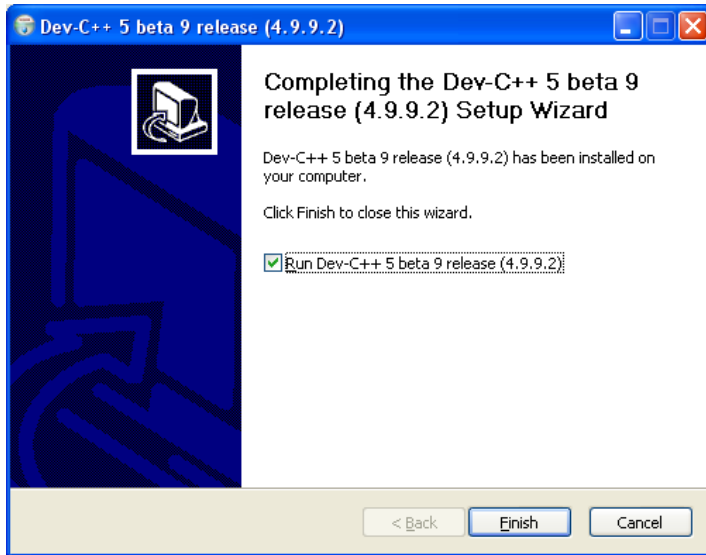
11. Start Dev-C++ by double-clicking on the icon which has been placed on your desktop. This notice launches the first time you launch Dev-C++. It gives information on where the configuration file directory is located. Click on Ok.
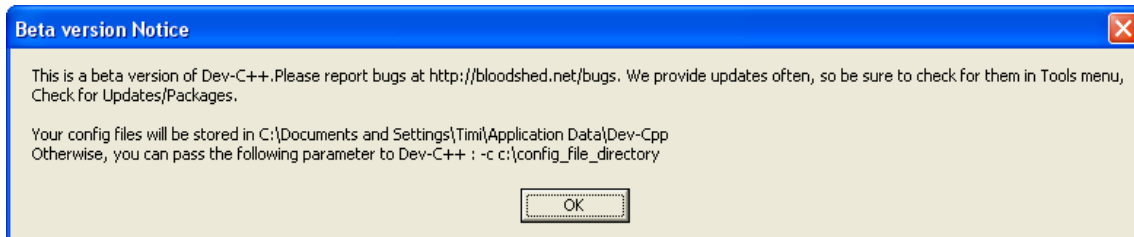
12. Select default values for language and theme. Click on Next.

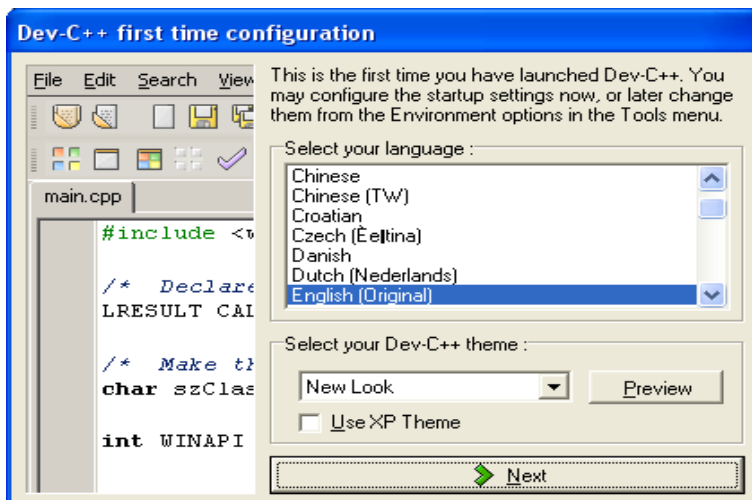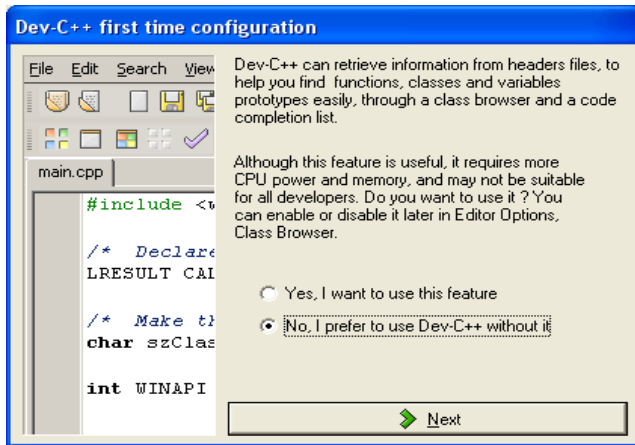13. You may choose any selection here but it might be wise to select the "No" option. Click on Next.

14. Configuration is complete. Click on Ok
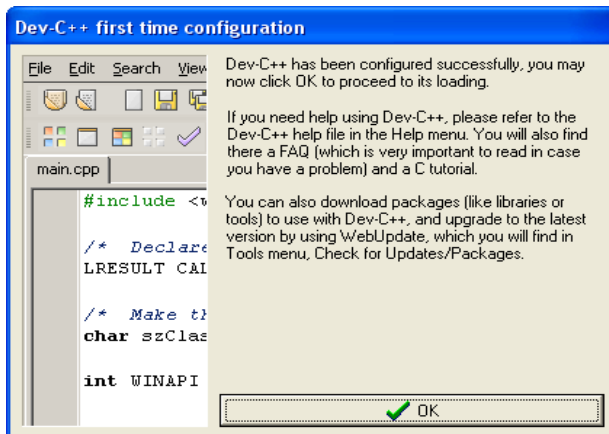
15. Close the Dev-C++ Window.

16. IF YOU INSTALLED Dev-C++ AS AN ADMINISTRATOR, and wish to use it from a user account, log off the administrator account and log onto your user account. and do steps 17 through 21.

    IF YOU INSTALLED Dev-C++ WHILE IN THE ACCOUNT IN WHICH YOU INTEND TO USE IT, skip steps 17 through 21 and go directly to step 22.

17. Click Start → Programs → Bloodshed C++ → Dev-C++. Place the cursor over the Dev-C++ entry.

18. Right click and select Create Shortcut. You will now see a new entry, Dev-C++(2).

19.   Drag Dev-C++(2) to your desktop.

20.   You may wish to rename the Dev-C++(2) icon on your desktop to Dev-C++. To do so, right-click on the icon and select Rename.

21.   Double-click the Dev-C++ icon to start Dev-C++. You will be led through an abbreviated version of the configuration procedure (steps 11 through 14). When configuration is complete, close the program.

22.   Create folders for your Dev-C++ class projects. It is recommended that you create subfolders of the folder in which Dev-C++ was installed, which was (by default) C:\Dev-Cpp. That is, create subfolders of C:\Dev-Cpp with names like Project0, Project1, etc., or whatever names you like.

C. USING DEV-C++

1.   Launch the Dev-C++ application by double-clicking on the Dev-C++ icon on your desktop. (Alternatively, you may click Start → Programs and navigate to the Dev-C++ entry.)

2.   Choose FILE from the menu bar and select NEW → Project
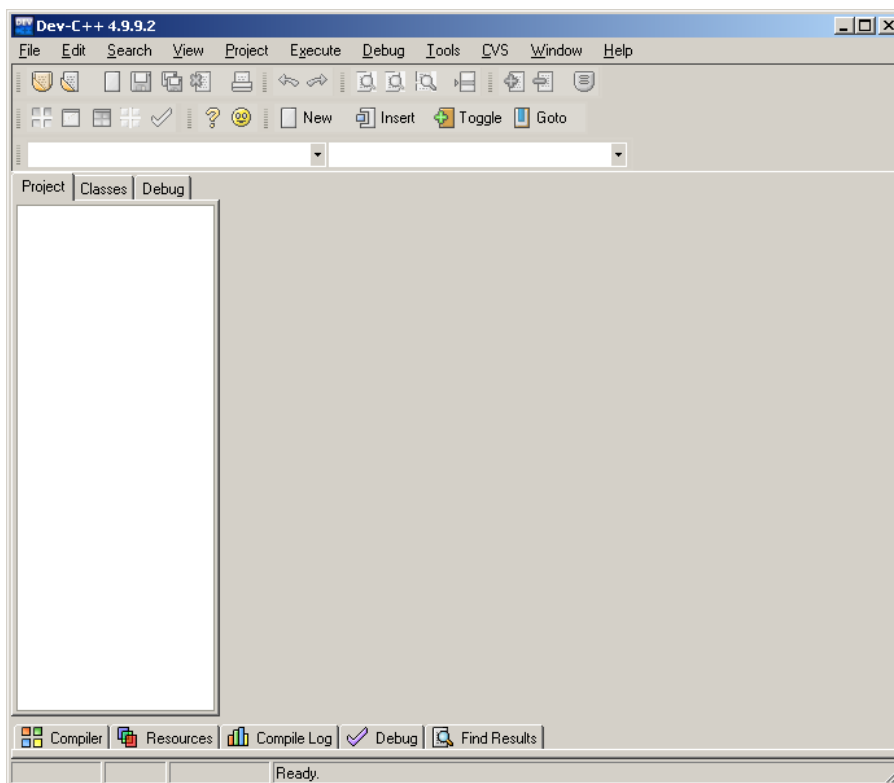
3.   Select the BASIC tab from the New Project window

4.   IF YOUR PROJECT FILE IS EMPTY and you are starting from scratch to write a program, select "Console Application" from the program tab list of options.

IF YOUR INSTRUCTOR HAS PROVIDED A "BASE" PROGRAM FOR THIS PROJECT WHICH YOU ARE TO MODIFY, select "Empty Project" from the program tab list of options. In this case, you should have downloaded or copied the files your instructor provided into your folder for this project.

5.   In the Project Options field, give the project a name e.g. "ProjectName"

6.   Choose C++ Project type

7.   Click on "Okay"

"Basic" tab

Choose "Empty Project" if your instructor has provided source files.

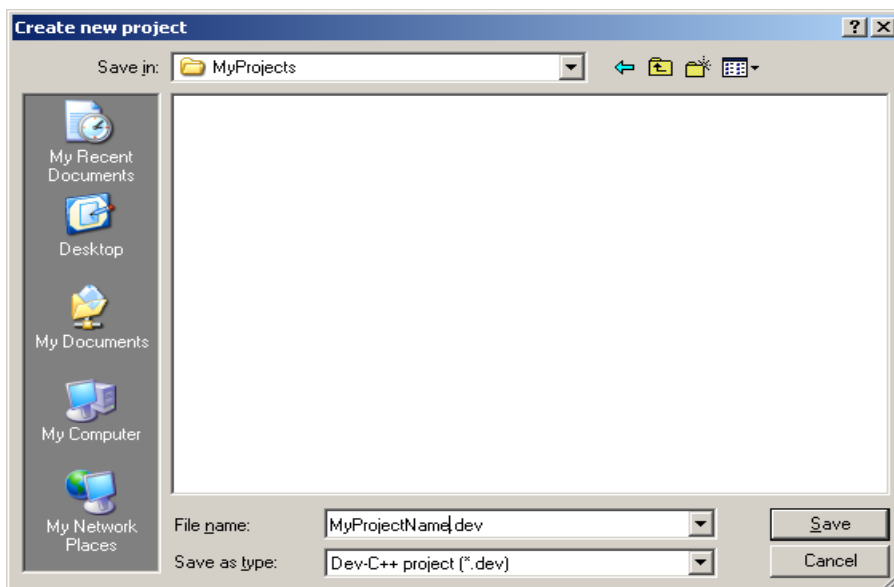Choose "Console Application" if you are starting from scratch.
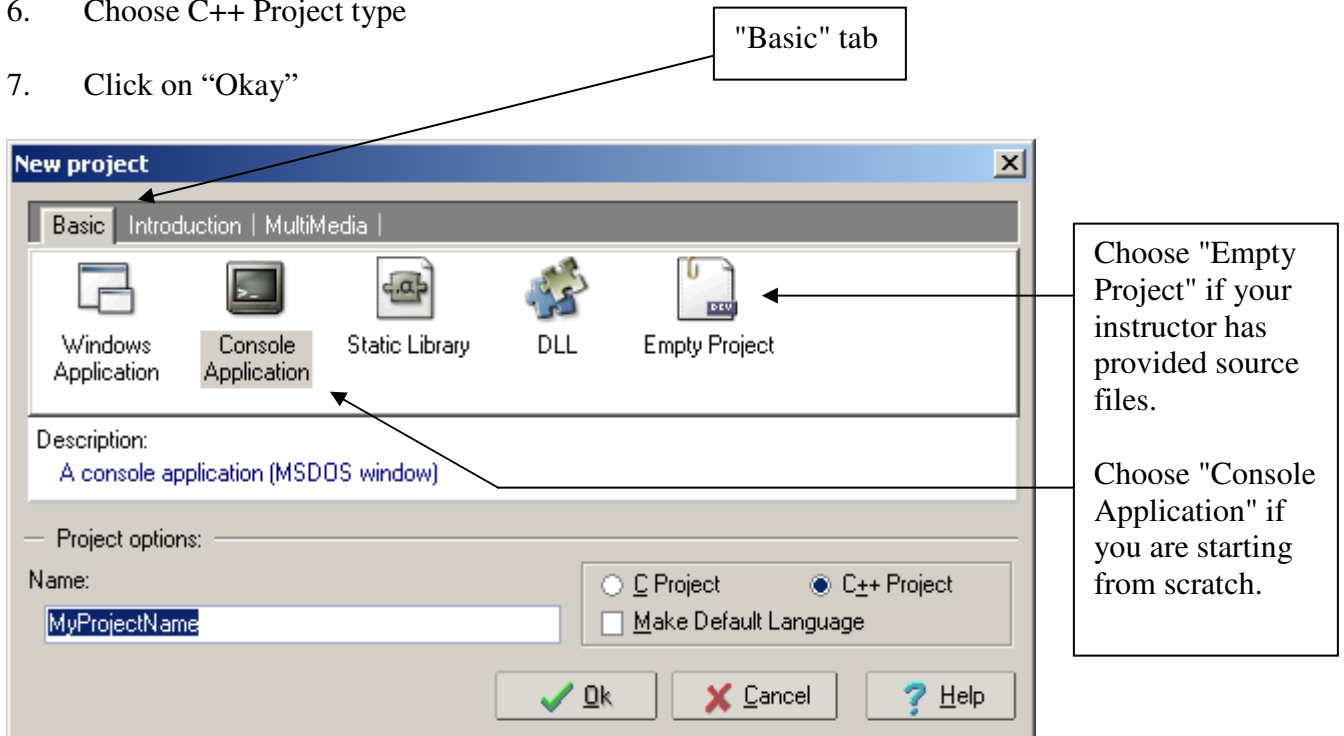
8.   Choose where you would like to create you project. Typically, this is the folder you created in Step 22 of the installation procedure.
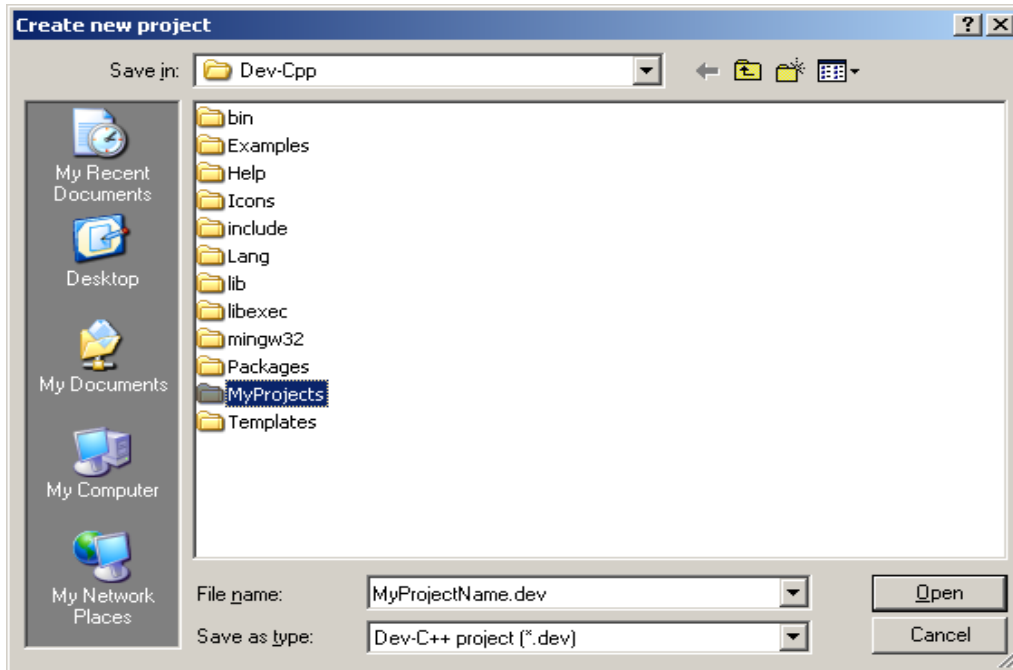
9.   Click to enter your project folder

10.   Click Save to save your new Project

11.   IF YOU SELECTED CONSOLE APPLICATION in Step 4, go to Step 12.

      IF YOU SELECTED EMPTY PROJECT IN Step 4, go to Step 14.

12.   Because you selected Console application in Step 4, your Project Window screen will pop
      up creating a main.cpp shell file that is already attached to your project. Note the statement
      `system("PAUSE");` just above the `return EXIT_SUCCESS;` statement. It is
      essential, although not shown in the examples in the UMUC Programming Guide or the
      Course Modules. If it is not present, your application program's window will close
      immediately on completion of all work, and you will not be able to see the output. You are
   now ready to start typing your program.

13.   Go to Execution Commands below for useful information.
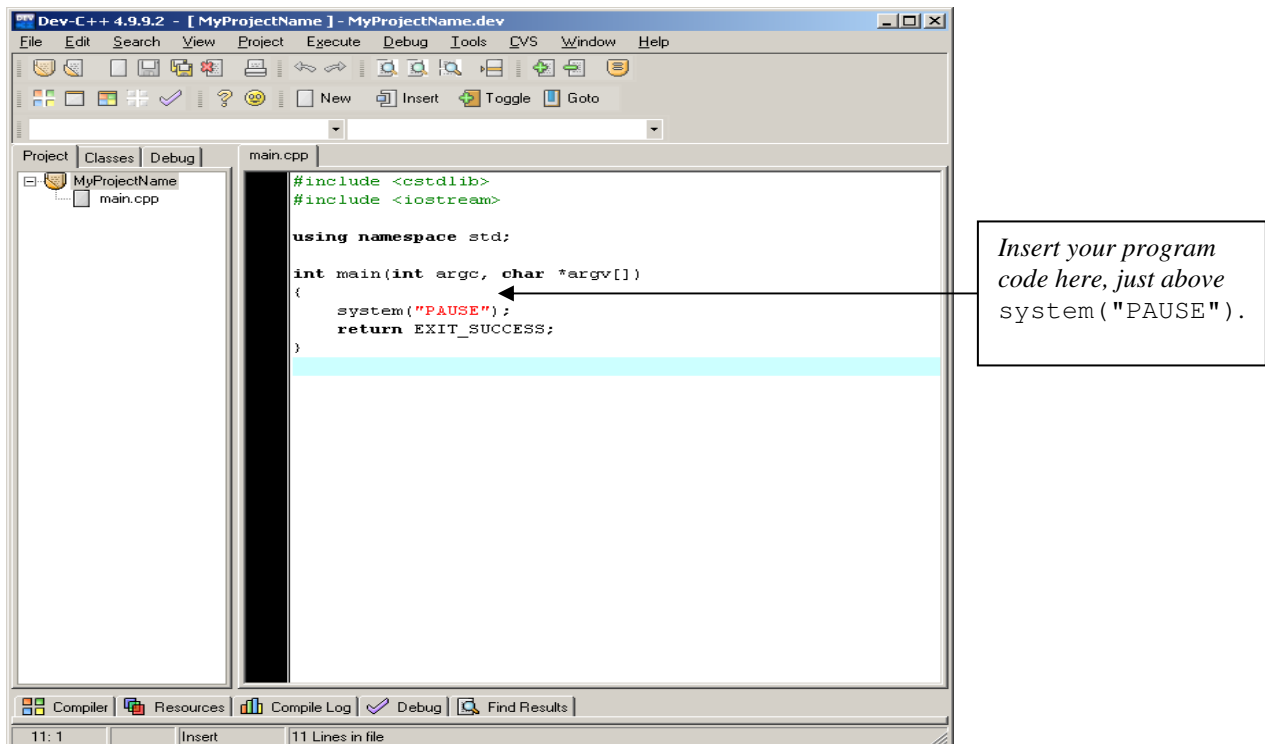
14.   Because you selected Empty Project in step 4, your Project Window screen will pop up
      with no content. You should have already downloaded or copied the files your instructor
      provided to your project folder. (If you have not done so, do so now.)
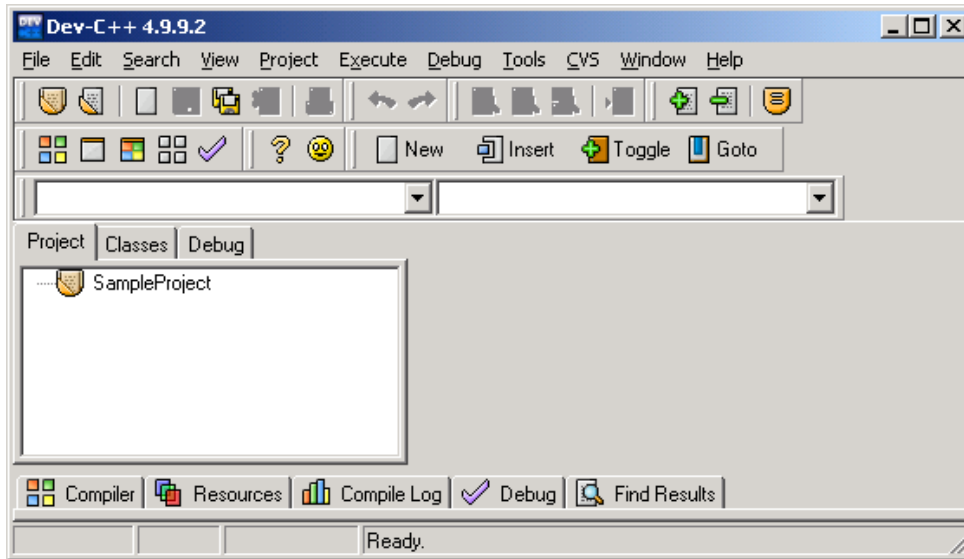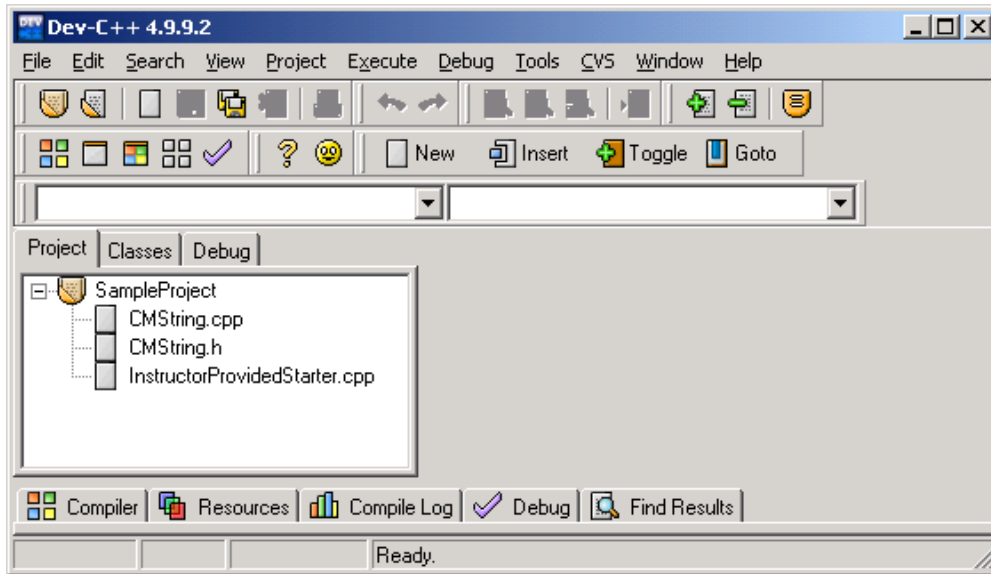
15. On the menu, click Project, then Add to Project. An Open File window will appear, listing all the files in your project folder. Select all the files that you need to be part of your project. (If there are more than one, you may select a contiguous group of files by clicking the top file, then hold down SHIFT while clicking the bottom file.)
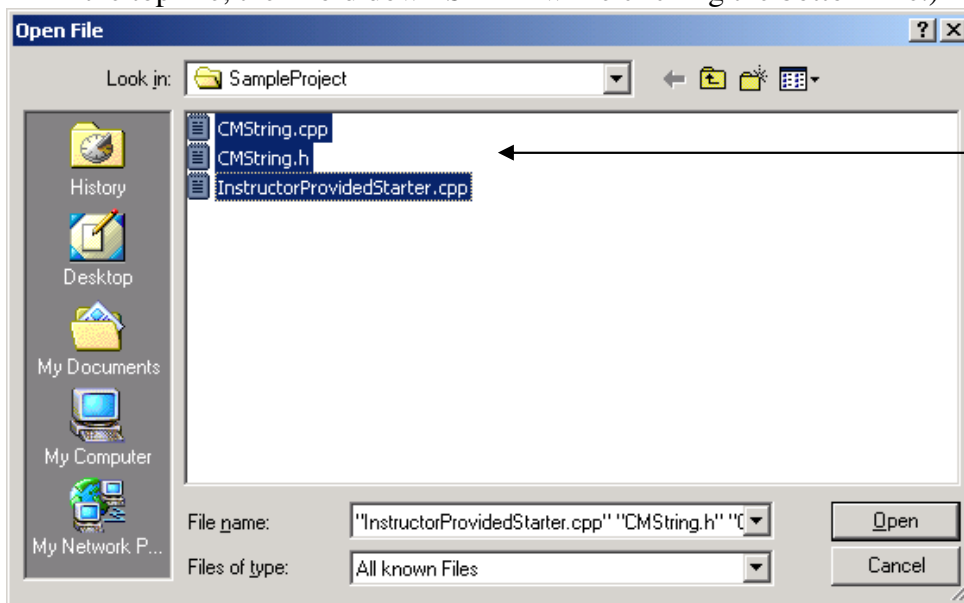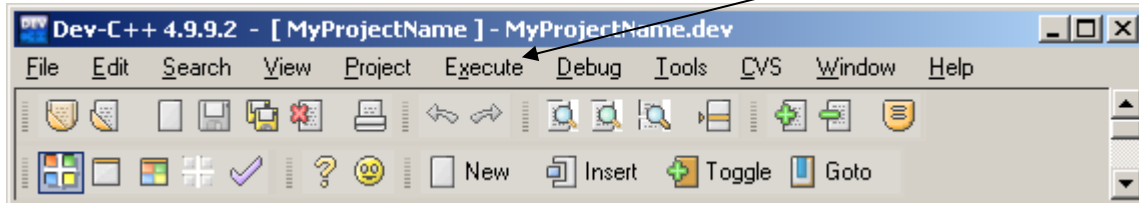

Three files have been selected.

15. Click Open. You will be returned to your project window, with all the files you selected listed. To edit any file you see, click it. Go to Execution Commands below for useful information.

Dev-C++ 4.9.9.2

File   Edit   Search   View   Project   Execute   Debug   Tools   CVS   Window   Help

New   Insert   Toggle   Goto

Project | Classes | Debug

SampleProject
    CMString.cpp
    CMString.h
    InstructorProvidedStarter.cpp

Compiler | Resources | Compile Log | Debug | Find Results

Ready.

D. Execution Commands

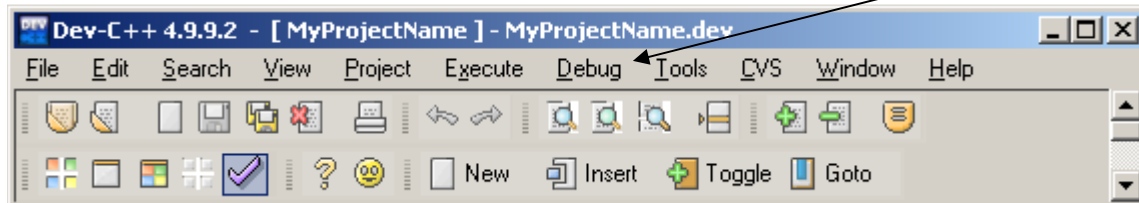1. To Compile and run your program, select Execute from Main Menu.

A drop-down menu containing Compile, Run, Compile and Run, and other options will appear.
To compile only, select Compile.
To run your program after you have compiled it, select Run.
To compile in one in one operation, select Compile and Run

2. To Debug: Select Debug from Main Menu:

3. To view compiler errors, resources, compile log, debugger etc… Click on the tabs below.
To close this window, click on the CLOSE tab.

The illustration on the next page shows an example of an error detected by the compiler. In this case compiler error shows no semicolon after the last cout statement.

To learn how to do more things will just take getting use to the IDE. Most of the commands are self explanatory. If you have any questions, ask you instructor.
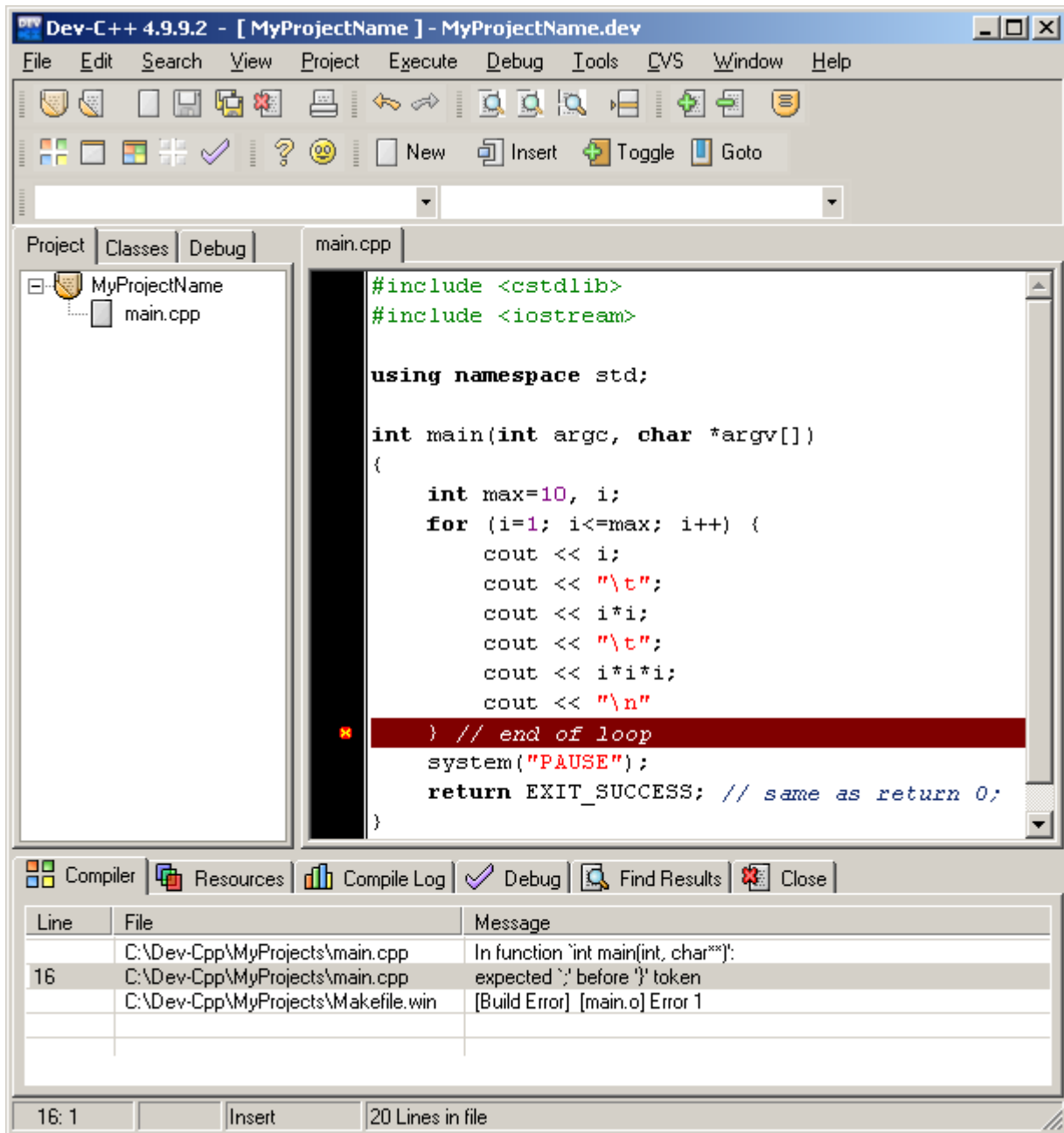
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Acknowledgements: This note is an expanded version of instructions for using Dev-C++ prepared by Prof. Ademola Adelekan, UMUC.

Availability of "free" software products, and procedures for obtaining them, change frequently. If you encounter any difficulties with this procedure, please notify your instructor.