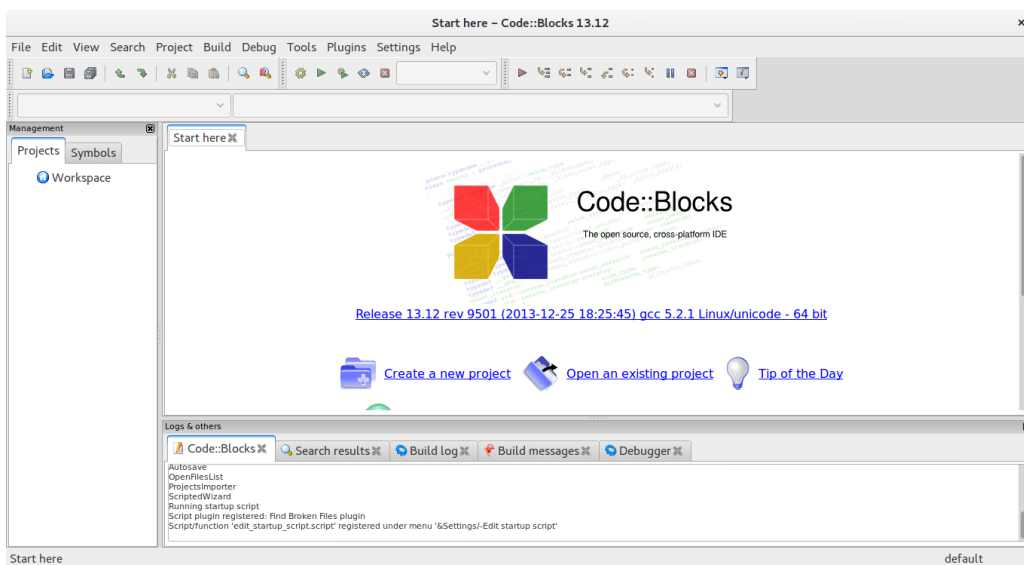


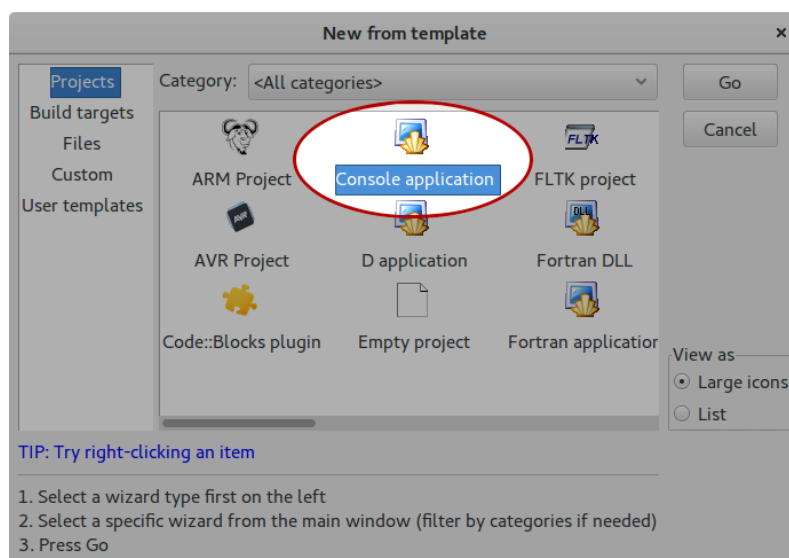
Ambiente de Desenvolvimento Code::Blocks

1 Criando um Novo Projeto

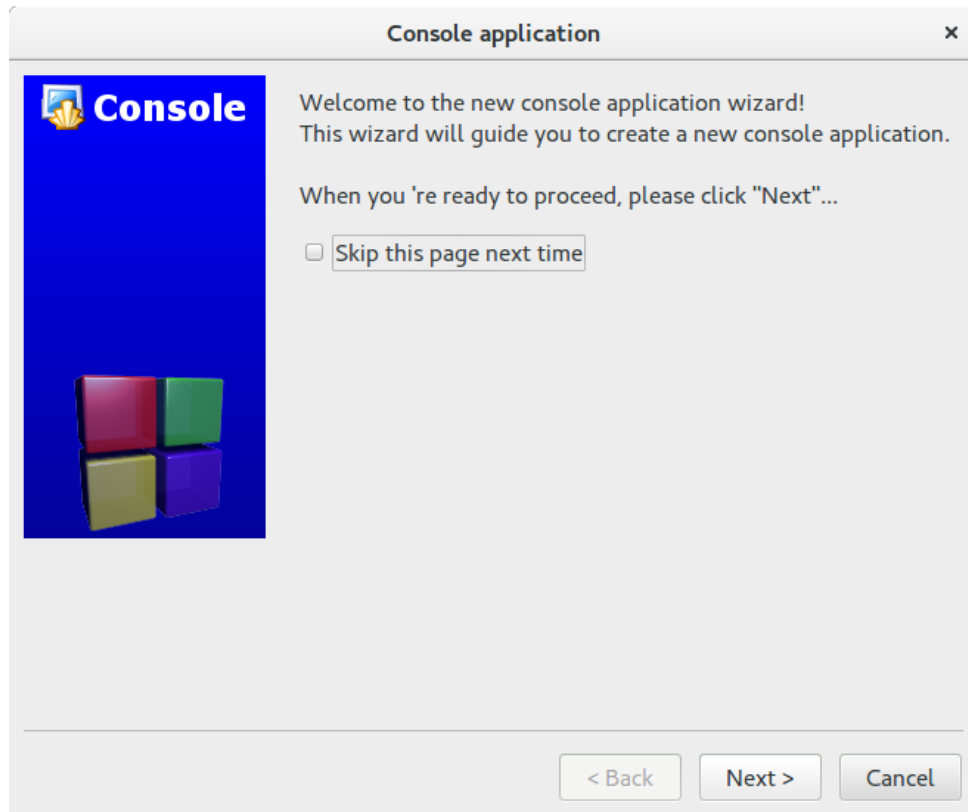
1. Abra o Code::Blocks.



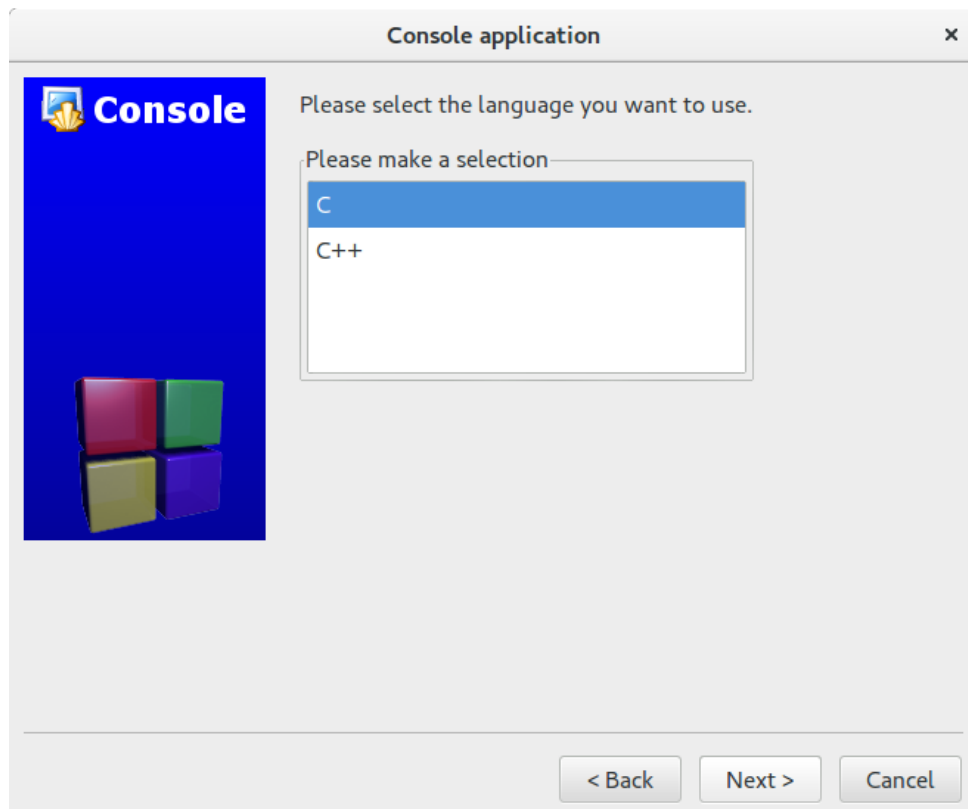
2. Crie um projeto novo **File** > **New** > **Project...**. O diálogo abaixo deverá ser exibido. Selecione **Console application** e prossiga clicando em **Go**.



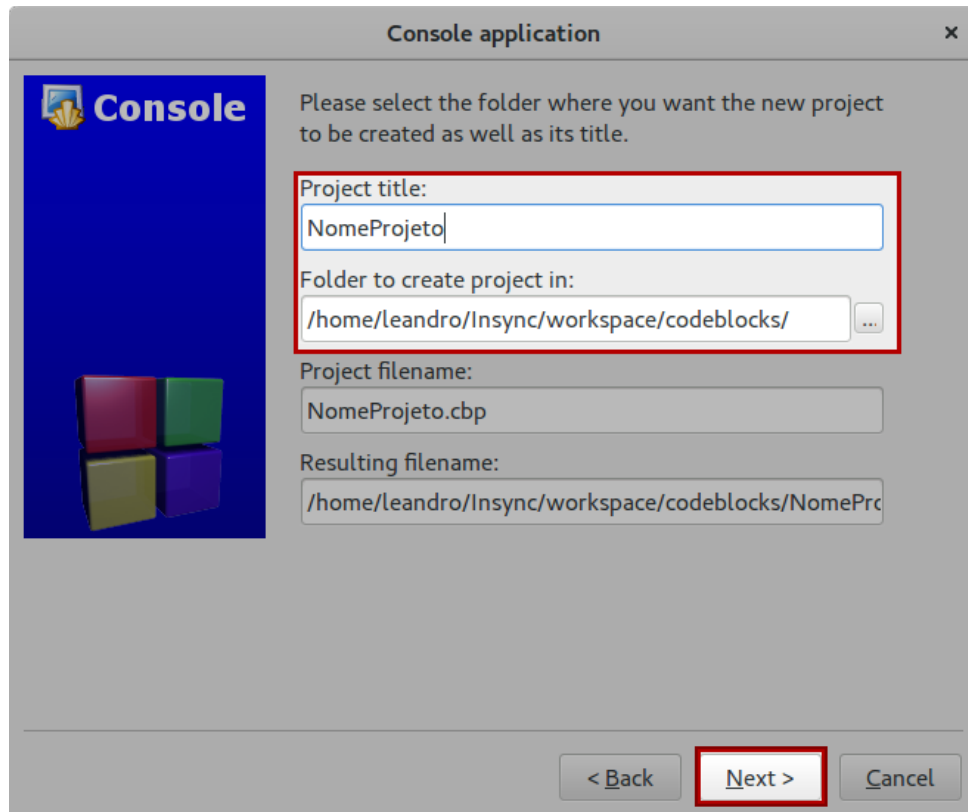
3. Se o assistente de criação de projeto abaixo for exibido, clique em **Next**.



4. Na tela de seleção de linguagem, escolha **C**. Clique em **Next**.



5. Na próxima tela, escolha o nome do projeto e então clique em **Next**.



The screenshot shows a dialog box titled "Console application" with a close button (X) in the top right corner. On the left side, there is a blue vertical panel with the "Console" logo and a graphic of four colored cubes (red, green, yellow, purple). The main area contains the following text and fields:

Please select the folder where you want the new project to be created as well as its title.

Project title:

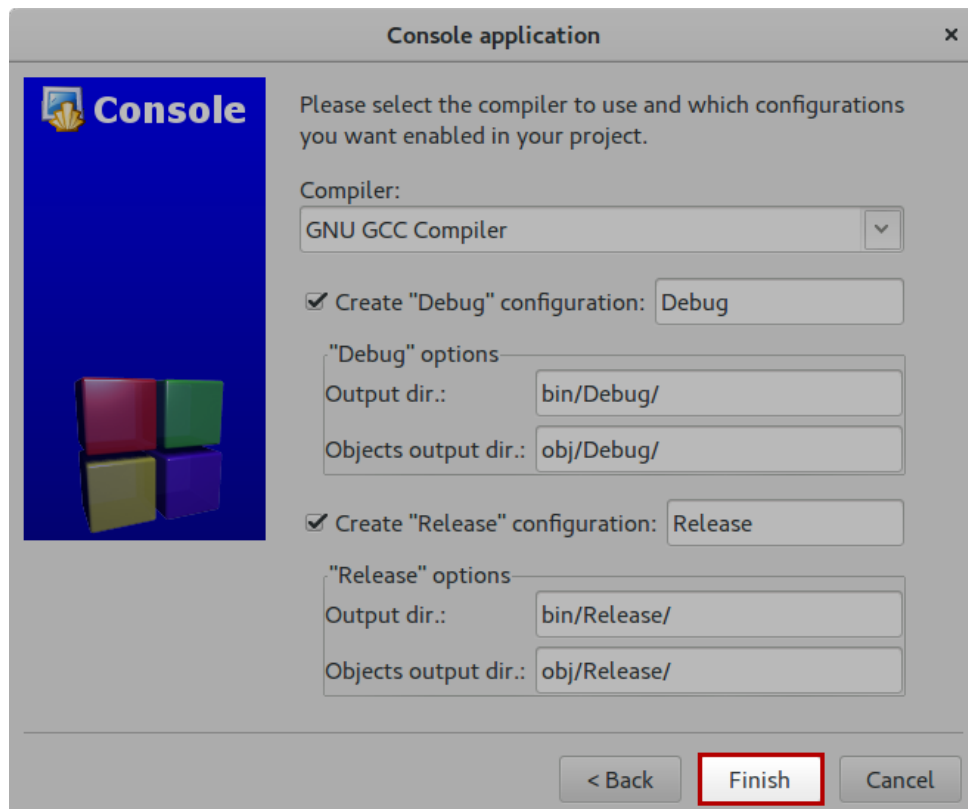
Folder to create project in: ...

Project filename:

Resulting filename:

At the bottom, there are three buttons: "< Back", "Next >" (highlighted with a red box), and "Cancel".

6. Mantenha as opções da tela de seleção de compilador inalteradas e clique em **Finish**.



The screenshot shows the same "Console application" dialog box, but now it is asking for compiler options. The left panel is identical. The main area contains the following text and fields:

Please select the compiler to use and which configurations you want enabled in your project.

Compiler: ▾

Create "Debug" configuration:

"Debug" options

Output dir.:

Objects output dir.:

Create "Release" configuration:

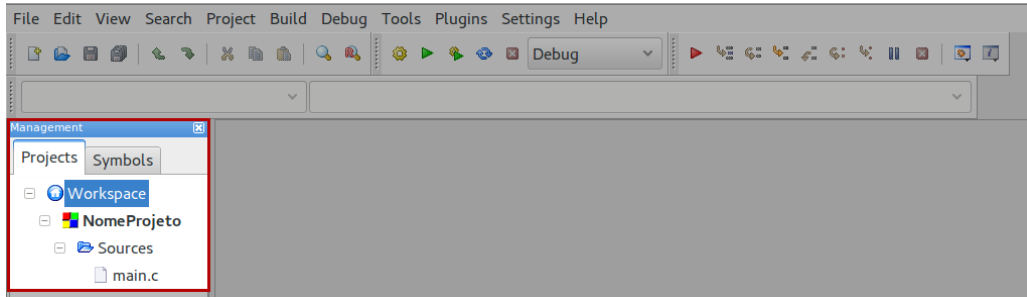
"Release" options

Output dir.:

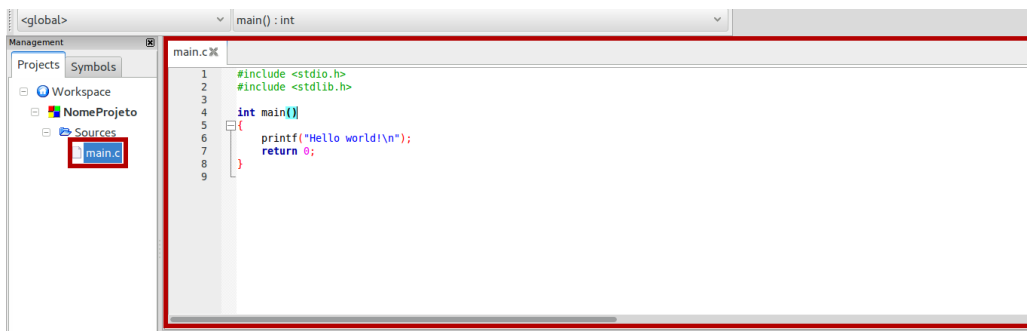
Objects output dir.:

At the bottom, there are three buttons: "< Back", "Finish" (highlighted with a red box), and "Cancel".

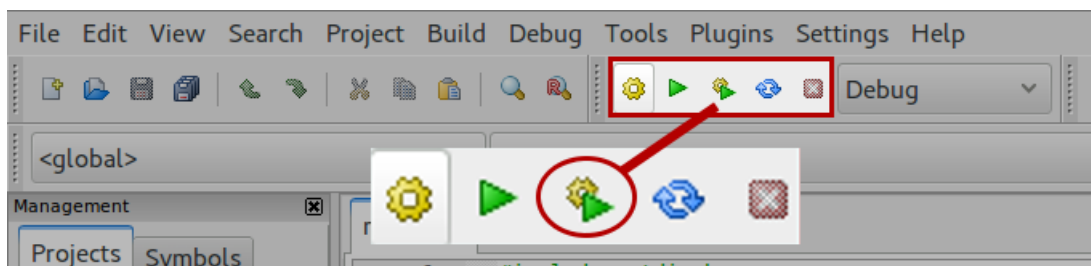
7. Após a criação do projeto, sua estrutura de arquivos será apresentada na aba **Project** da barra lateral **Management**. Caso esta barra não esteja visível, ative-a pela opção: **View** > **Manager** (**Shift** + **F2**). Assim como para as outras janelas e visões desse ambiente, pode-se posicionar a janela de gerenciamento nos cantos da tela clicando na sua barra de títulos e arrastando para o local desejado. Recomenda-se que a janela de projeto fique localizada na barra lateral esquerda.



8. Expanda a pasta sources **Sources** então dê um duplo clique no arquivo **main.c**.



9. Utilize a ferramenta **Build and Run** (**F9**) para executar o programa.



10. O programa será executado em uma janela à parte.

