## Setting up VSCode for Compiling C Code

- 1. Download VSCode: <a href="https://code.visualstudio.com/download">https://code.visualstudio.com/download</a>
- 2. Set up for compiling C:
  - How to set up for C/C++ guide: <a href="https://code.visualstudio.com/docs/languages/cpp">https://code.visualstudio.com/docs/languages/cpp</a>
  - Install the C/C++ extension
    - Use the icon at the bottom of the toolbar in VSCode to select the Extensions view.

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- Search for 'c++'.
- Select Install.



- Check if you have a C++ compiler installed
  - Open a new VSCode terminal window using Ctrl+Shift+`
  - O Type g++ --version to check for the GCC compiler (use this for Windows or Linux)
  - Type clang -version to check for the Clang compiler in MacOS
- If no compiler is installed, install the GCC compiler (Windows):
  - Windows: Use MSYS2 <a href="https://www.msys2.org/">https://www.msys2.org/</a> to install MinGW-x64
  - o Follow the instructions on the webpage above carefully, **completing all 9 steps**.
- If step 8 above failed to show the gcc compiler it may be because it has not been added to the system PATH
  - Make sure that the compiler has been added to the PATH. Follow the instructions in step 7 of the 'Installing the MinGW-w64 toolchain' instructions here: https://code.visualstudio.com/docs/cpp/config-mingw# prerequisites
- Check if the debugger was installed by typing gdb -version in the terminal window.
  - o If the debugger was not installed use the MYSYS2 terminal to run the following command: pacman -S mingw-w64-x86\_64-gdb
- Linux and MacOS should already have either gcc or Clang installed. If not, see the instructions in the setting up guide: https://code.visualstudio.com/docs/languages/cpp

• Install the C/C++ Runner extension:



## This enables:

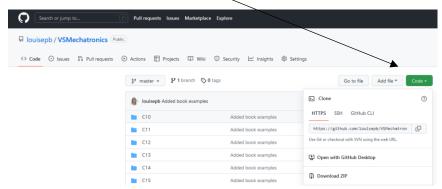
- O Building programs in both release and debug mode.
- Building individual files in a folder (Ctrl + Shift + B)
- Building and linking all the files in a folder ( use the cog symbol in the bottom toolbar)

## 3. Install git - <a href="https://git-scm.com/downloads">https://git-scm.com/downloads</a>

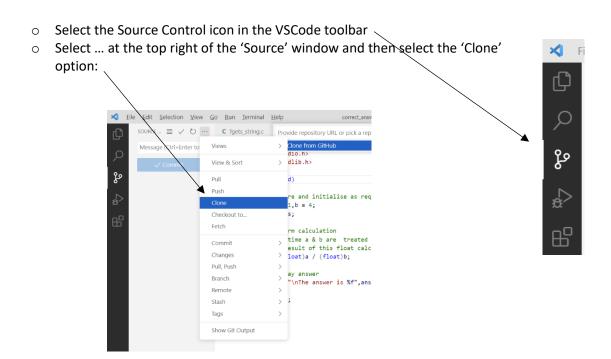
- Add your name and email address to .gitconfig
  - Open either 'Git CMD' or 'Git Bash'
  - Set up your user name and email address by typing the following commands into the git terminal (substituting your own name and email:

```
git config --global user.name "John Doe"
git config --global user.email johndoe@example.com
```

- This should be sufficient to set up git for use with VSCode but further information can be found here: <a href="https://git-scm.com/book/en/v2/Getting-Started-First-Time-Git-Setup">https://git-scm.com/book/en/v2/Getting-Started-First-Time-Git-Setup</a>
- 4. Download the code used during the course:
  - Clone the VSMechatronics repository
    - o Go to: https://github.com/louisepb/VSMechatronics.git
    - Select the green 'Code' button



Use the 'Copy' button to copy the repository path



o Paste the copied link into the central bar where requested to provide a repository URL.

## 5. Create a GitHub account <a href="https://github.com">https://github.com</a>

- Use your nottingham.ac.uk email address as this will allow you to have free private repositories (as an academic account).
- Use the Publish Branch button to create a remote copy of your repository in your GitHub account (make it private if you don't want others to be able to see your work).

