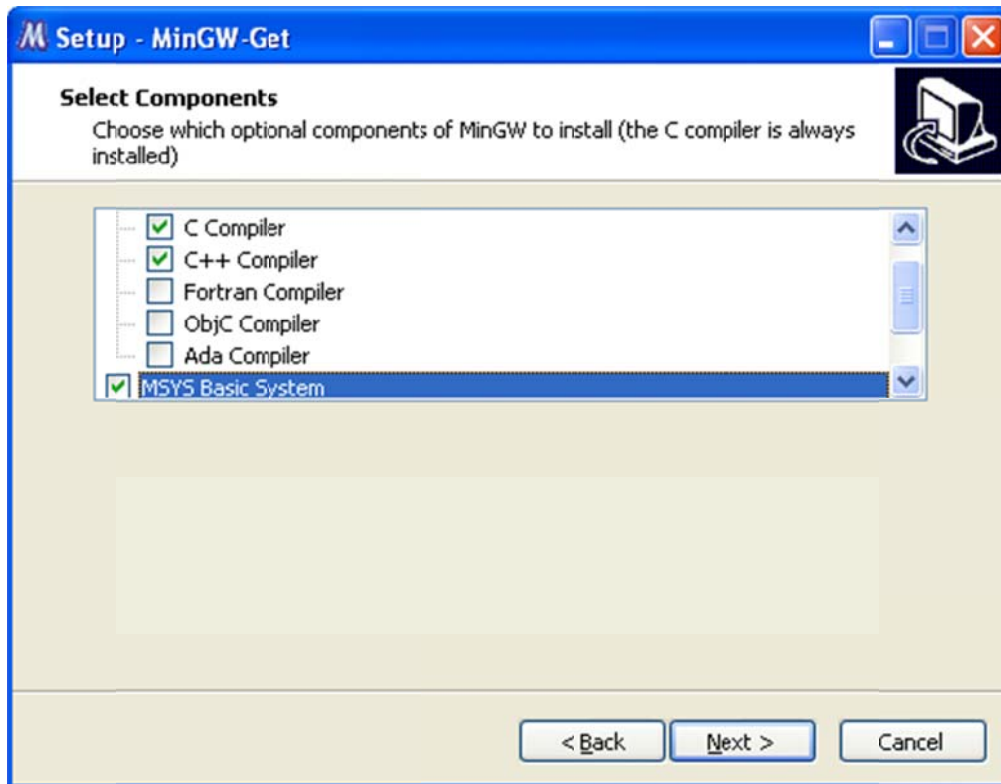


Building your project in the command line environment

1. Make sure you have installed the **MinGW** package on your computer. In order to make use of the **Makefile** in your project, select the **MSYS Basic System**(Optional) as well when you install MinGW:

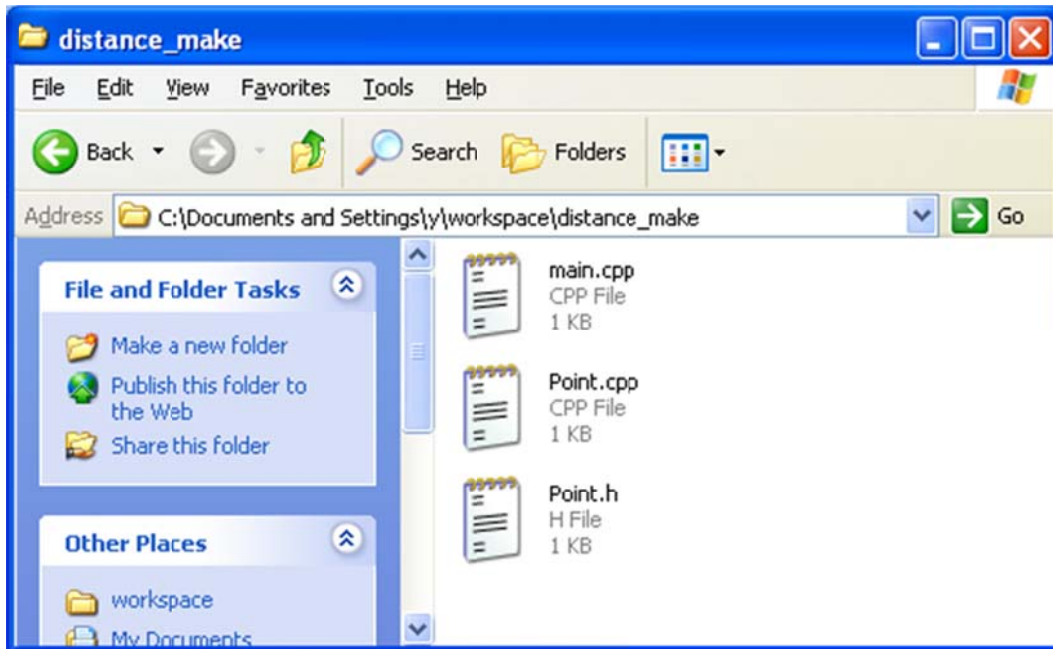


2. Set up the **Path** environment variable for both the MinGW tool chain and MSYS tools(Optional) according to your installation path:



3. Go to your workspace and create a project folder in which you will create or store your cpp source code and header files.

For example:



You can edit your source file with any text editor you like.

If the files' extension names are hidden, you can go to

Tools(on menu)→Folder option→View(tab)→uncheck **Hidden extension for known types**

And then they should appear.

4. Open a command window

Click the start button:

Run→ cmd (windows xp) or search area → cmd (windows 7)

With the **cd** command, go to your project directory. (When you're typing the path, the **tab** button can be used to complete the path automatically.)

5. Once you've made your project folder the current directory in the command window, type

```
g++ main.cpp Point.cpp -o calDistance
```

to compile your program. In this example, the "-o calDistance" portion of the command line tells the compiler to name the resulting executable file "calDistance".

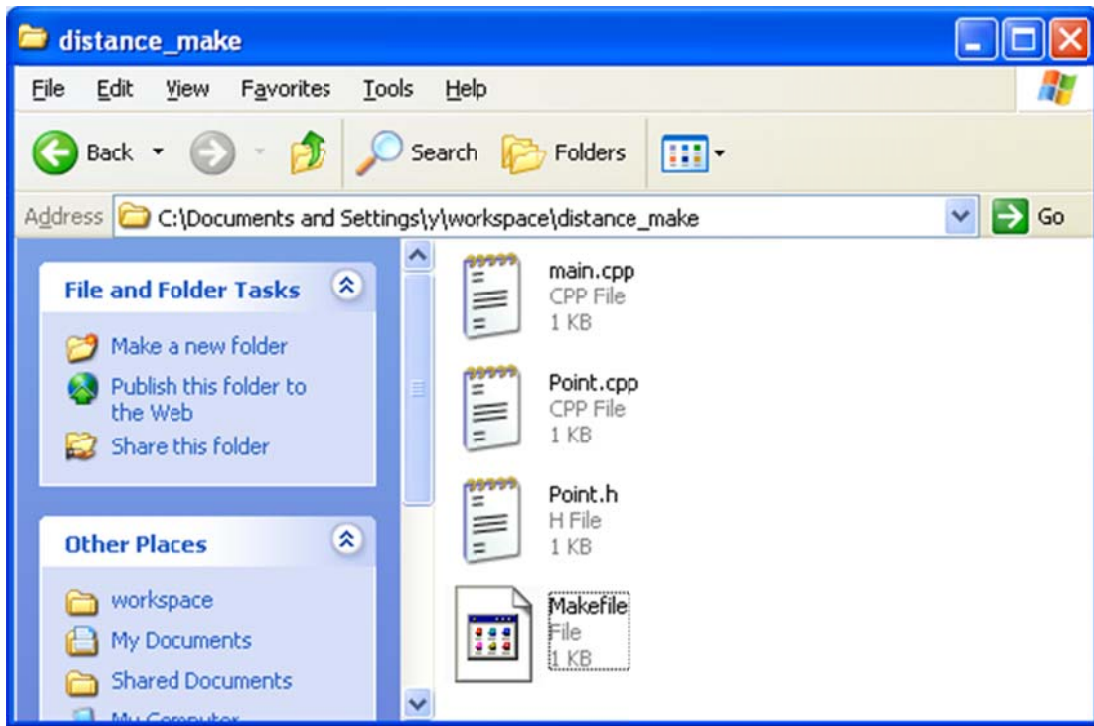
Once you successfully compile the source code, type

```
calDistance
```

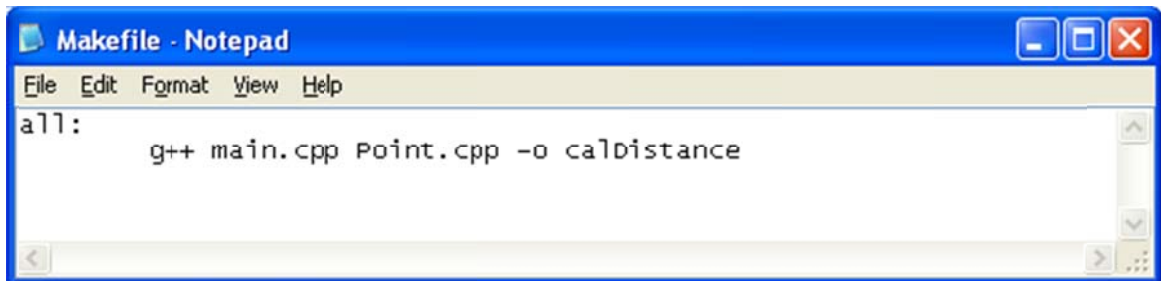
to run your program.

The file and the executable names could be different in your project.

6. Step 6, creating a Makefile, is optional in this tutorial. However, a Makefile script can save you a lot of time and needless re-typing of compiler commands. In your project, create an empty file(no extension name) named **Makefile**.



Open the file and type in the command that you used to build your program in step 5. Make sure you have a leading **tab**(not space) in the 2nd line.



Save and go back to command window.

Type **make** to build the whole project. You should get the same result as step 5.