

Debugging C code in Code::Blocks

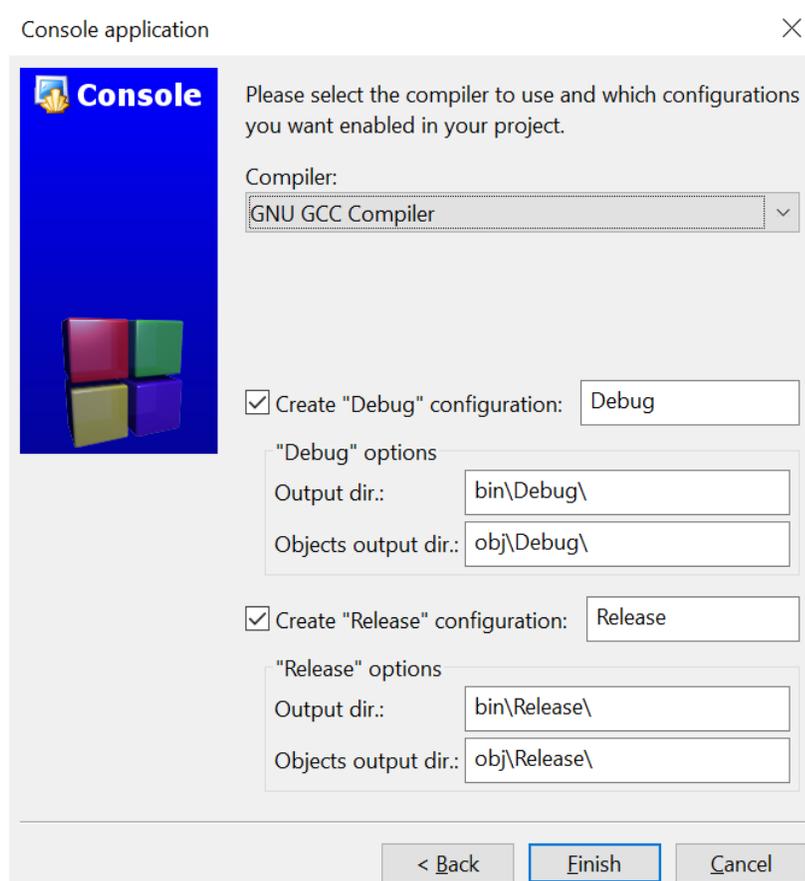
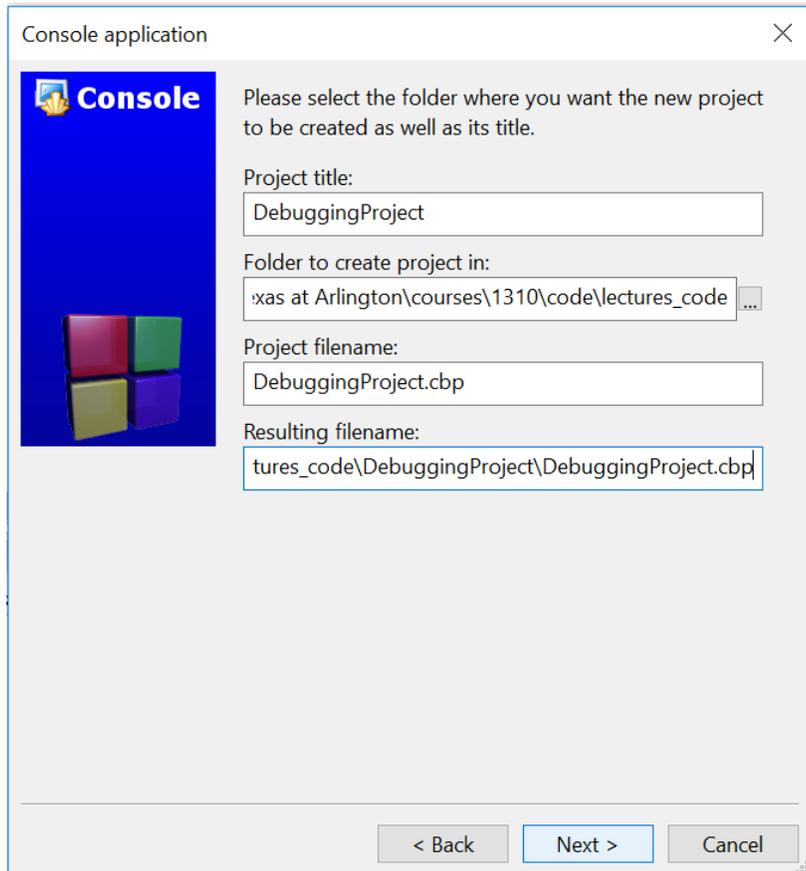
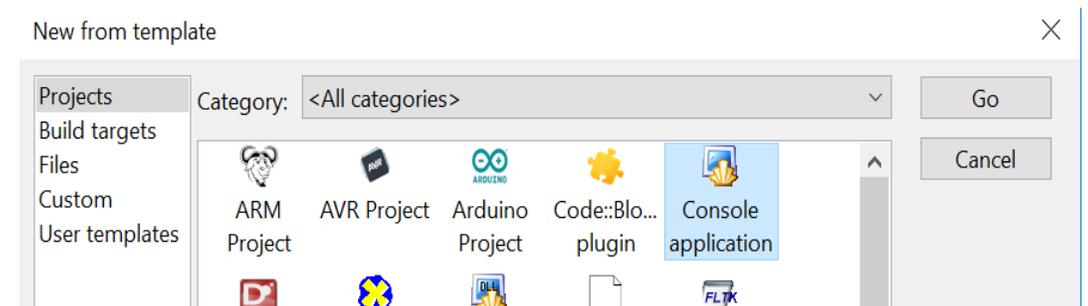
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Using a Project to Debug C files

- In Code::Blocks you can only debug a C program if it is part of a project.
- We will create a project called Debugging and we will add to that project the file we want to debug. Normally you have a project for every bigger application you develop. We will use projects in a different way. We will only have one (or two) project(s) as an environment for debugging the individual C files we write for lectures and homework.
- A project is a way of organizing code files, data files and other useful files. However there can only be one .c file that contains an *int main(void)* function. All of our files will have an *int main(void)* function and thus only one such file can be part of the project when executing *build and run*. You can add an existing file to a project (without creating a new file) and you can also remove a file from a project WITHOUT deleting it (that file will still be on your computer, but just not be a in the group of files referenced in the project). The way we use projects in our class, make sure you NEVER DELETE from a project, but remove from it.
- When we have a new file to develop and debug, we should remove the old one from the project (make sure you do NOT delete the actual file from the computer) and add the new one.

Create a project – needed for debugging the code.

- File -> Project
- Select *Console Application* and click *Go*
- Select *C*
- Navigate to the location where you will store your code from this class (e.g. `\courses\1310\code\lectures_code`) and enter the Project name: *DebuggingProject* and click *Next*
- Leave all the settings as they are click *Finish*



- The project we just created has a main.c file. Remove it.
 - Now you can add the file to debug.
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- You can create 2 projects: one for debugging homework files and another for class code and other practice problems.