### 1 On Windows OS

2 On Mac OS

3 main() in .c file

## Start your first project

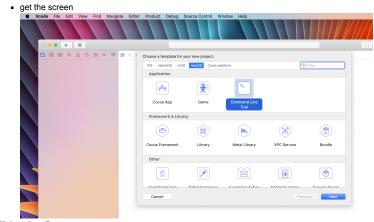
Xu Liu

### 1 On Windows OS

- Create your first project on Visual Studio (eg. VS 2010 )
  - An introduction can be found in link
    - (https://github.com/xliusufe/teaching/blob/master/c/createFirstProject.pdf)

### 2 On Mac OS

- Create your first project on Xcode
  - Open Xcode, and then click on "File".



- Click on "next"
  - input your first project name, such as "project1"
  - choose "C" on "Language", which is defaut. You can choose "C++" if you want to create a c++
  - project
  - get the screen

| 3 22 | ų | 20 | () I | ψp | 88 | < > | Choose options for your new project: |             |               |
|------|---|----|------|----|----|-----|--------------------------------------|-------------|---------------|
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|      |   |    |      |    |    |     | Organization Name                    | apple       |               |
|      |   |    |      |    |    |     | Organization Identifier              | lx          |               |
|      |   |    |      |    |    |     | Bundle Identifier                    | lx.project1 |               |
|      |   |    |      |    |    |     | Language                             | С           | 0             |
|      |   |    |      |    |    |     |                                      |             |               |
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|      |   |    |      |    |    |     | Cancel                               |             | Previous Next |

Click on "next"

choose a path for your project1, such as /Applications/C++/pellequation

| • | ge | the | screen |  |
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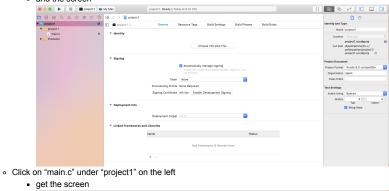
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|         |                        | Source Control: 🗹 Cr<br>Xc | eate Git repository or<br>ode will place your proje |   |                 |
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|         |                        |                            |   |   |                 |

#### 1 On Windows OS

2 On Mac OS

3 main() in .c file

#### and the screen





Congratulations! you have created your first project named "project1" with "main.c"
 Start coding

### 3 main() in .c file

### 3.1 Examples

- In .c file, such as "main.c", we can code main() as follows
   o Example 1
  - #include<stdio.h>
    int main() {
     int a,b;
     a = 3;
     b = 4;
     printf("a+b=%d\n", a+b);

    fflush(stdin);
    getchar();

#### return 0; }

### • Example 2

#include<stdio. h>
int main(int argc, char\* argv[]) {
 int a, b;
 a = 3;
 b = 4;
 printf("a+b=%d\n", a+b);

fflush(stdin);
getchar();

return 0;
}

#### • Example 3

#include<stdio. h>
main(int argc, char\* argv[]) {
 int a, b;
 a = 3;
 b = 4;
 printf("a+b=%d\n", a+b);
 fflush(stdin);
 getchar();
}

```
• Example 4
```

1 On Windows OS

2 On Mac OS

3 main() in .c file

#include<stdio. h>
main() {
 int a, b;
 a = 3;
 b = 4;
 printf("a+b=%d\n", a+b);
fflush(stdin);
getchar();

# 3.2 In the final examination, please use Exmple 1 only

- Some lines can be deleted
  - "#include<stdio.h>" can be deleted if you have no input and output
  - "fflush(stdin);" can be deleted if you have no input, such as "scanf("Input a = %d",&a);
  - $\circ~$  "getchar();" can be deleted if you use "Start Without Debugging" under the button "Debug"
- In the final examination, both "fflush(stdin);" and "getchar();" can be ignored
  - Like this

```
#include<stdio. h>
int main() {
    int a, b;
    a = 3;
    b = 4;
    printf("a+b=%d\n", a+b);
```