- 1. Open Dev-C++ 5.11.
- 2. Select File, New, Project from the menu bar.
- 3. Enter a name for the project under Name.
- 4. Select C Project (you can make C the default language).
- 5. Select Console Application.
- 6. Select OK.
- 7. a. Navigate to where you want to save the project and the files, like your N drive or thumb drive, DO NOT USE THE DESKTOP.
 - b. If needed, right click the mouse and select New Folder to create a folder to store the project and related files.
- 8. Select Save.
- 9. a. Click the + to the left of name of your project located in the left window.
 - b. The files associated with your project will expand.
 - c. By default, the file for your C code is called main.c.
 - d. You can change the name of the C program, main.c, by right clicking and choosing rename. You can rename the C file to that of your project if you like.
- 10. The edit window, large window on the right side, contains the skeleton of a C program.
- 11. Type in your program and save by selecting File, Save from the menu bar or by clicking the floppy disk on the tool bar.
- 12. Navigate to your project folder and click save, make sure your program has the .c extension.
- 13. Select Execute, Compile from the menu bar.
- 14. After the program is syntax error free, select Execute, Run from the menu bar.
- 15. You can add a system("pause") statement at the end of your program before the return so the program will pause when finished. The system statement requires the stdlib.h file.

Debugging a C program with Dev-C++:

- 1. Make sure the "Generate debugging information" is set to yes. Select Tools, Compiler Options, Settings, Linker, Linker, Generate Debugging information and set to YES. Select OK.
- 2. Compile the program.
- 3. Point to the left of a line of code where a break point is desired, the black column, left click and a red circle with a green check mark, the break point, will appear. Put as many break points as you desire in the program. Each line with a break point will be highlighted in red.
- 4. Select Execute, Debug from the menu bar, respond YES if you get a confirmation message stating that you have not enabled debugging info... and are asked if you want it fixed.
- 5. The output window will be in the background and accessible from the lower task bar.
- 6. The processing will stop at the first break point and this line will now be highlighted in blue.
- 7. Next Line button in the lower debug window will process the current line and move on to the next line of your program.
- 8. The next instruction to be precessed will be highlighted in blue.
- 9. Selecting Continue from the debug window will resume processing until the next break point or the end of the program is encountered.
- 10. Selecting Stop Execution from the debug window or the Execute menu will terminate the program.
- 11. a. Select Add Watch from the Debug window, a window will open where you can enter a variable name.
 - b. The variable that you entered will appear in the upper left Debug window along with it's current value.
 - c. As processing continues and the value of the variable changes whenever the variable changes, the new value will be displayed in the left hand Debug window.
- 12. Through the use of the Debugger, you can step through the program and examine the sequence of processing and the values of variables in order to verify the correctness of the program.
- 13. If any changes are made to the program, you will need to Stop Execution, Compile the program, and start Debug again.