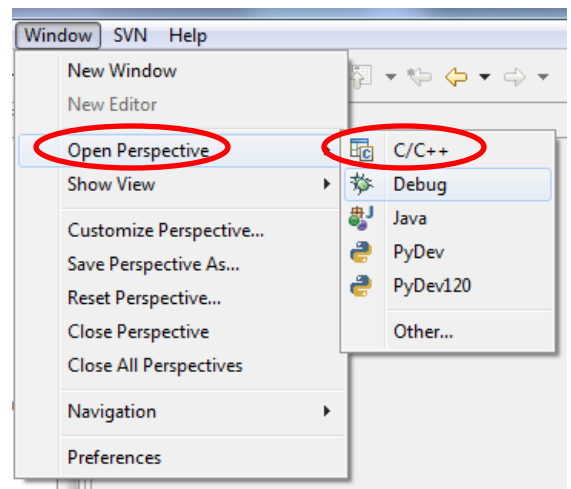


Your first C session in Eclipse

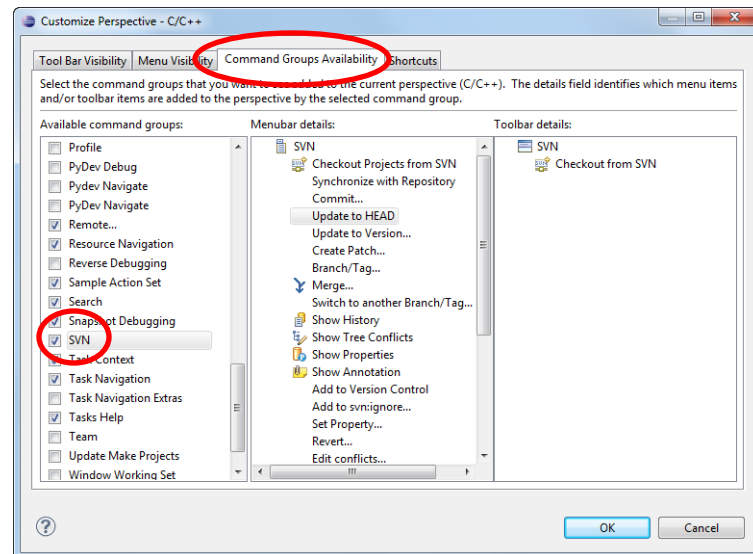
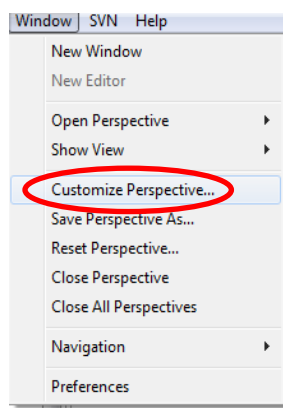
1. Do C in the C/C++ Perspective:

Window ~ Open Perspective ~ C/C++



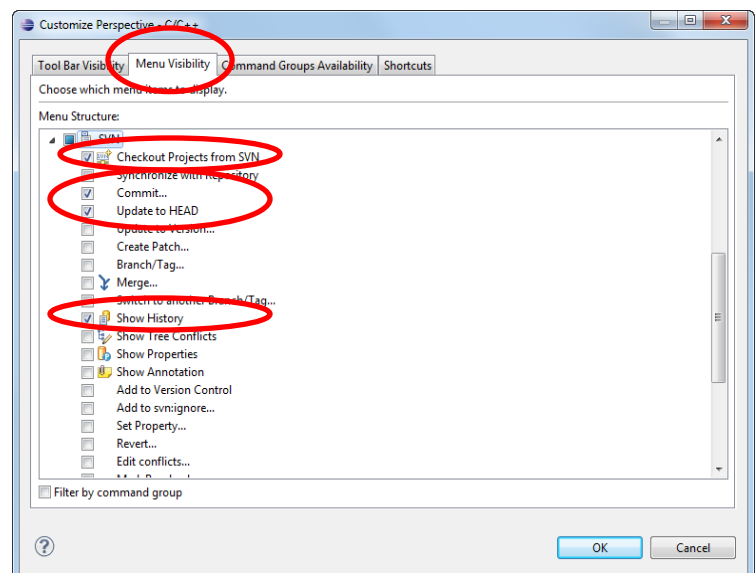
2. Get back your SVN icon in the C/C++ Perspective, by:

- **Window ~ Customize Perspective**



Then in the **Command Group Availability** tab

- check the **SVN** box

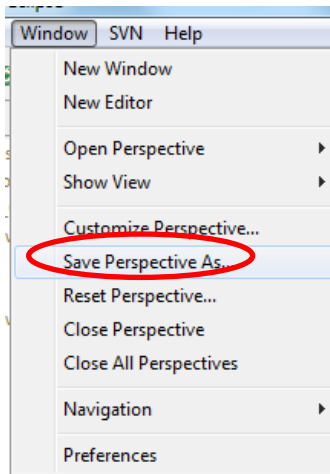


Then in the **Menu Visibility** tab

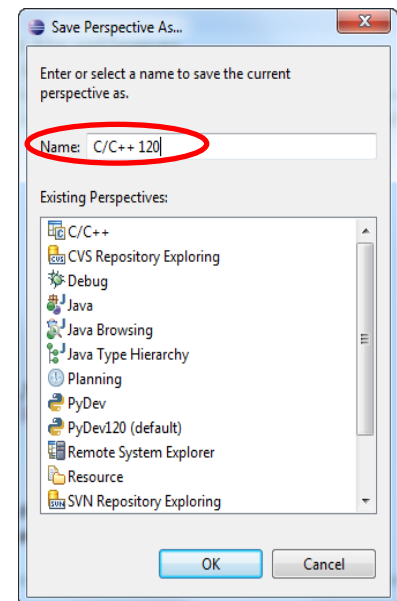
- Un-check the SVN box and then
- Check the items:
 - **Checkout Project from SVN**
 - **Commit...**
 - **Update to HEAD**
 - **Show History**

3. Save this changed perspective, naming it C/C++ 120, by:

- **Window ~ Save Perspective As ...**

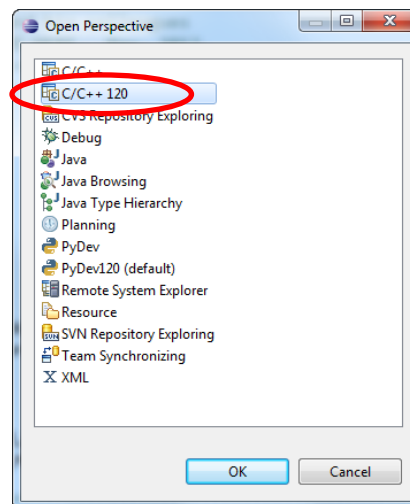


- Enter **C/C++ 120** as the **Name:** and press OK.



4. Thereafter, use the **C/C++ 120** perspective you just saved and its SVN menu that you just added.

Checkout, commit and update projects as usual.

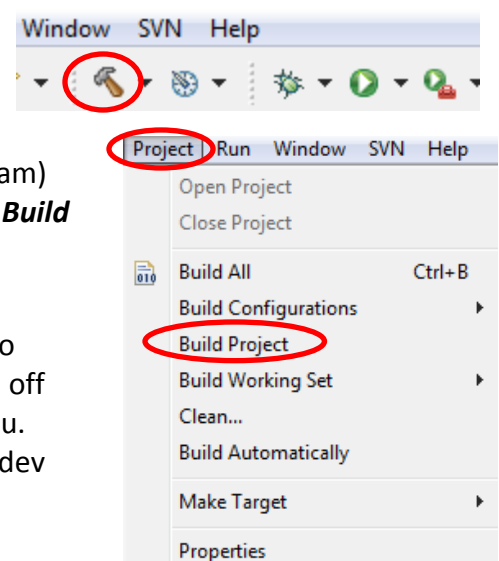


5. C programs must be **compiled** (translated from the C *source* language to the binary *object* language that the computer actually runs).



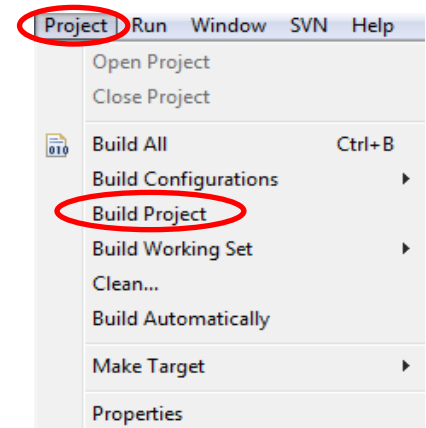
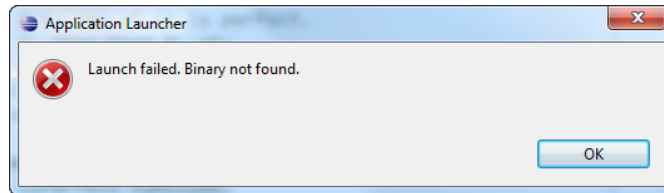
Form the habit of **explicitly building** (which compiles the program) before each run: use the **Hammer** tool button or the **Project ~ Build Project** menu item (your choice).

Although you can set the compiler to run automatically in the background, it sometimes falls behind and so it is simpler just to **build/run** each time. For this reason, you might choose to turn off the *Build Automatically* option that you see on the *Project* menu. (But turn it back on if you switch back to Python work in the Pydev 120 perspective.)



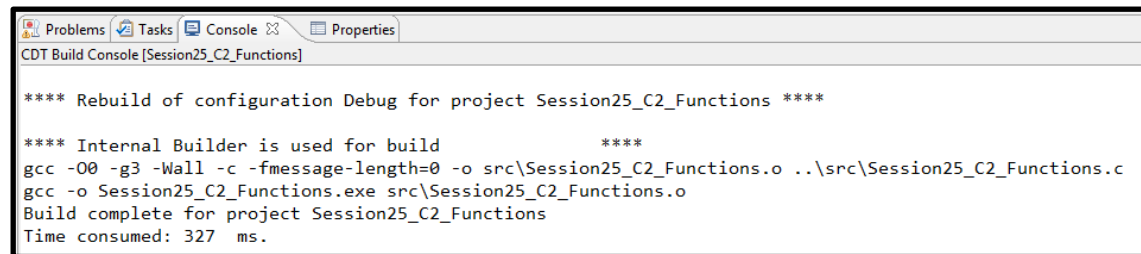
6. Run projects as usual, EXCEPT:

- If ever asked, select the Local C/C++ Application for the **Run As** type.
- If you see **Launch failed. Binary not found**,

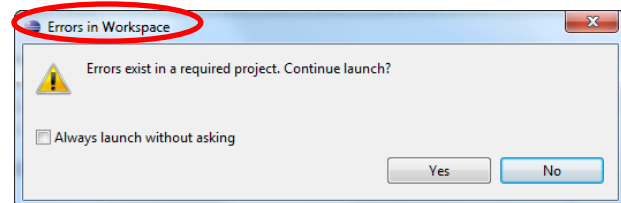


then do **Project ~ Build Project** to compile the files.

- A successful build will look something like the picture below. If you see error messages in the Console output, you MUST fix them before running (else you are running OLD code, NOT the code that you are looking at).



Likewise, if you see a dialog box like that to the right, you MUST fix your errors before running.



- If you see a Console message that ends in **Permission Denied**, as in the example below, it is very likely that you have a C program already running. You must exit that running program before the compile will work. Do so by using the **pull-down arrow** to locate the running program(s), then the red box and XXs to kill it/them.

