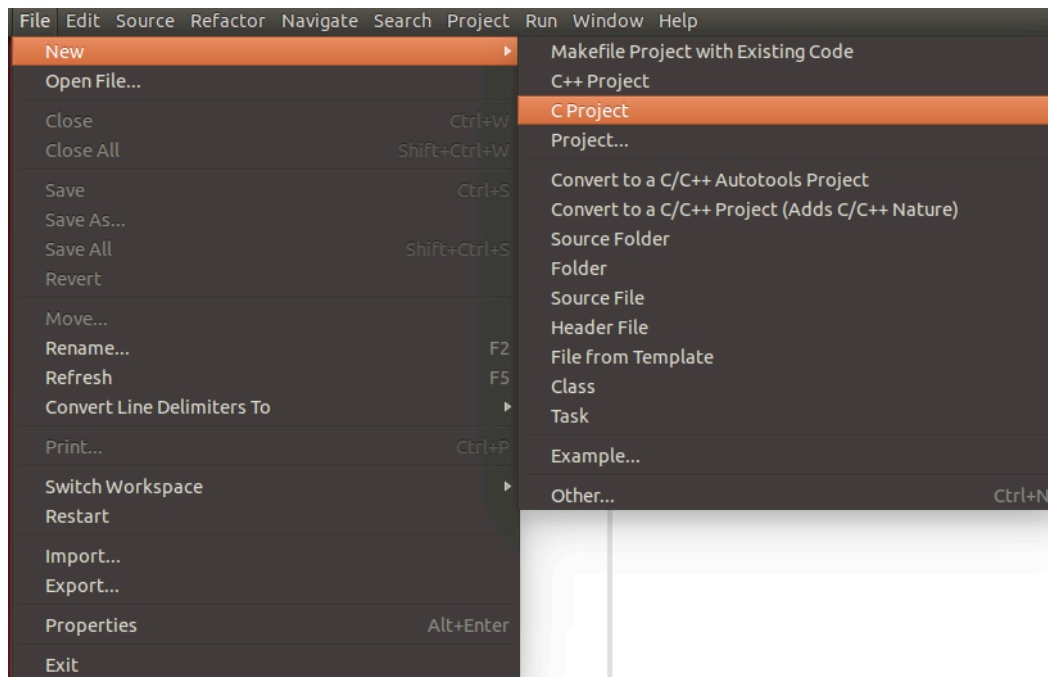


# Brief Tutorial for Using Eclipse

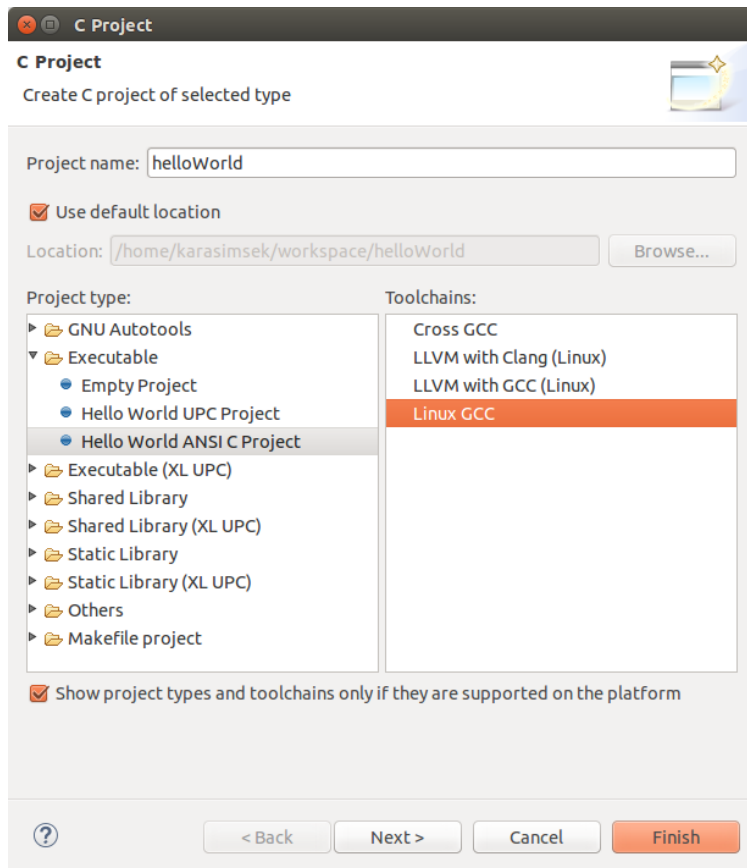
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This tutorial has been prepared using Linux, but the use of Eclipse is similar for Windows and MacOS. The differences are noted where necessary.

Open Eclipse. Create a new C Project by New->C Project

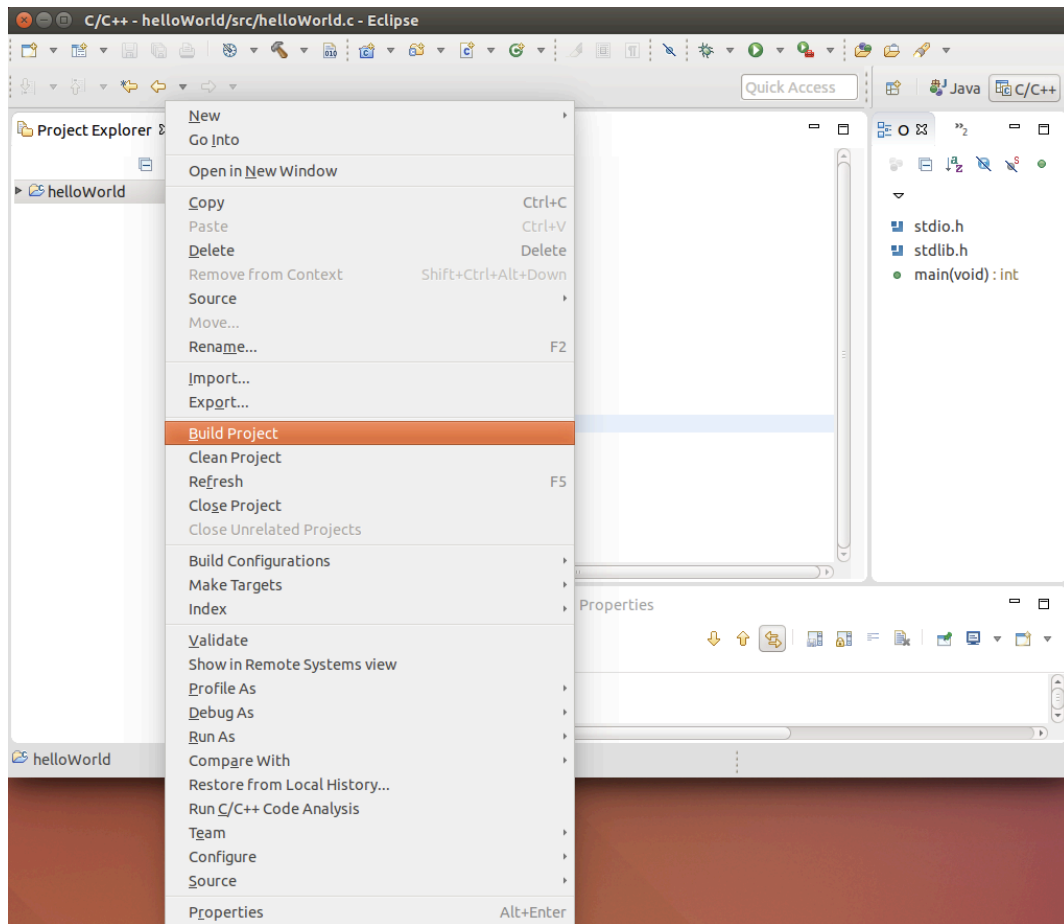


Write a Project name and Choose Hello World ANSI C Project ad Linux GCC.  
(In Windows select "Cygwin GCC", in MacOS select "MacOSX GCC").

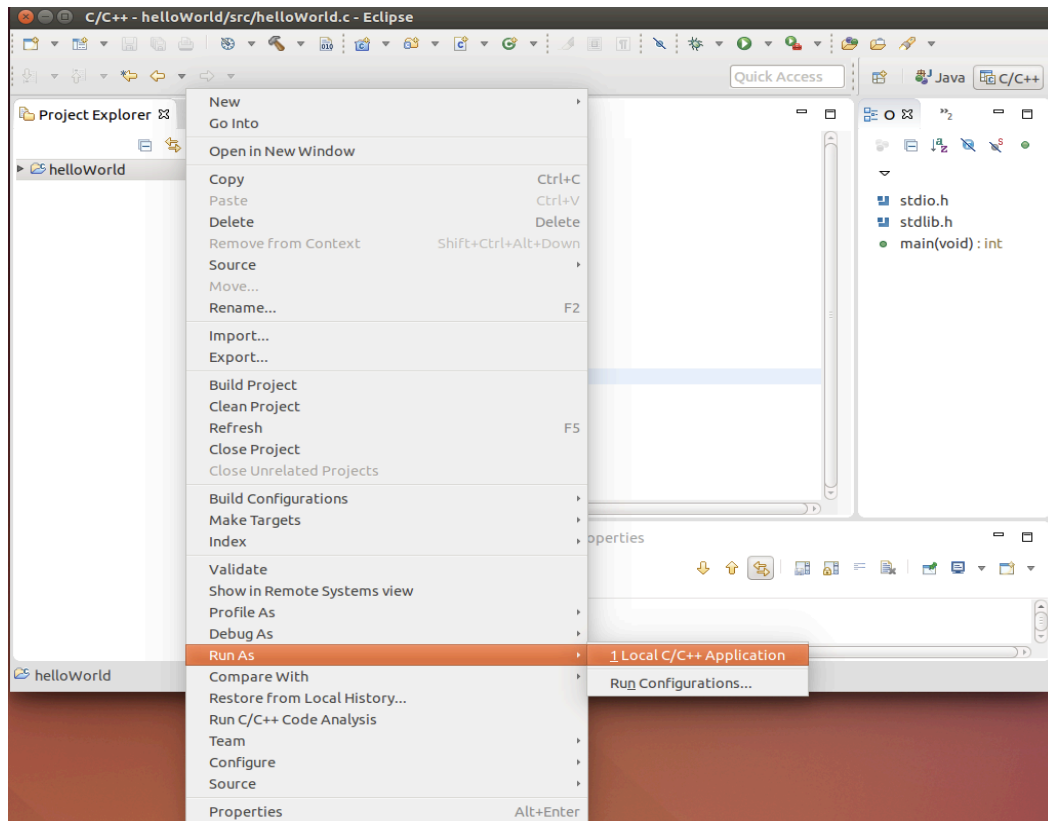


Change your project source code (yourProjectName.c file) with the code inside SampleProjectLinux (SampleProjectLinux.c).

Right click on your project and select Build Project.

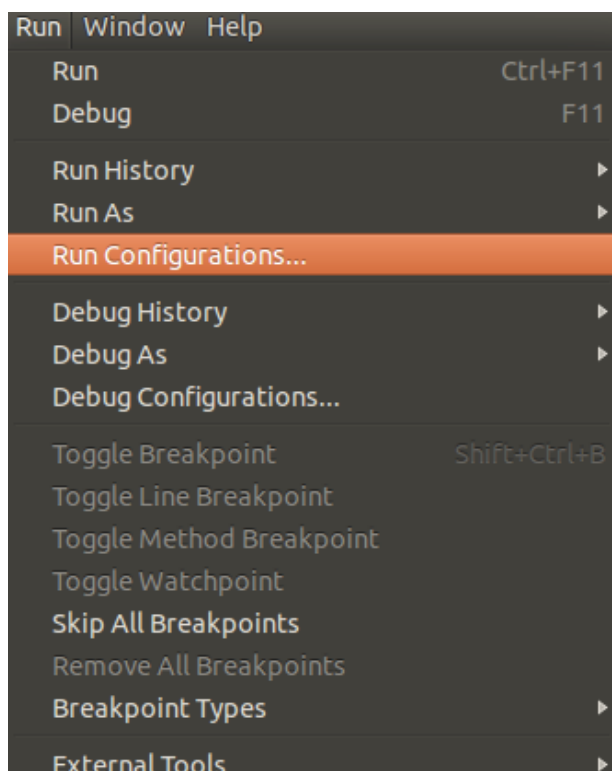


After your project builds, right click on your project and choose Run As -> Local C/C++ application.

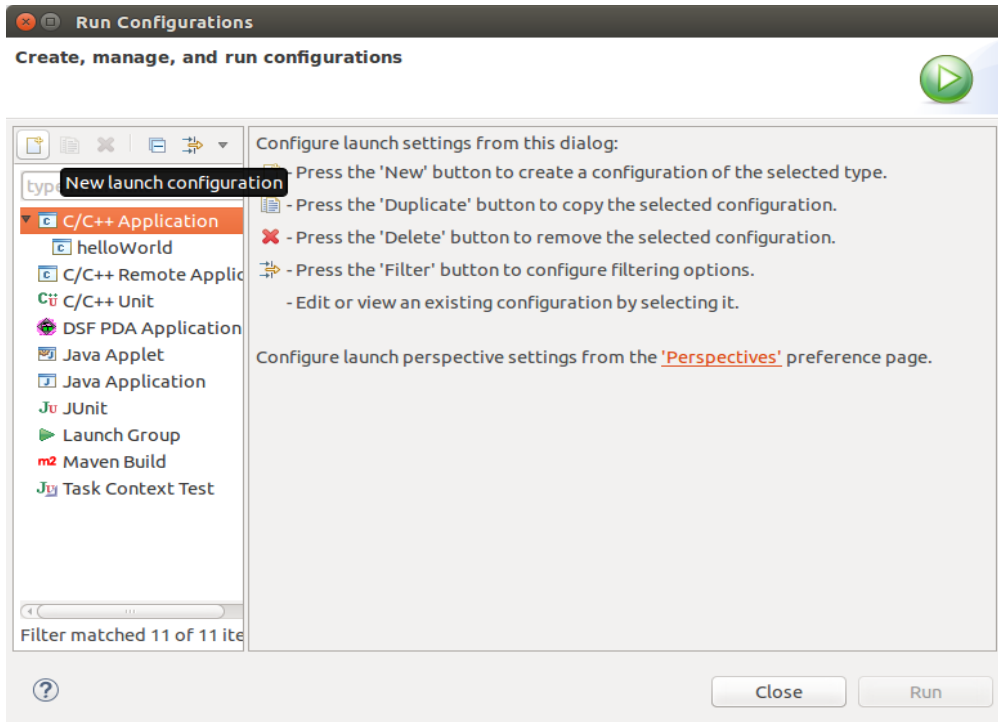


Now you can edit your project file. Don't forget to save, build and run your project at every step you want to execute your file.

**IF YOU GET A "BINARY NOT FOUND" ERROR: (DO THESE STEPS ONLY IF YOU GET THIS ERROR)**



Click C/C++ Application and then window with + sign that says new launch configuration.



It should write `Debug/yourProjectName` in the shown place (In case of Windows, it should be `Debug/youProjectName.exe`). If not, write it like that, then press Run. Then you can edit your project, save, build and run without doing this again.

