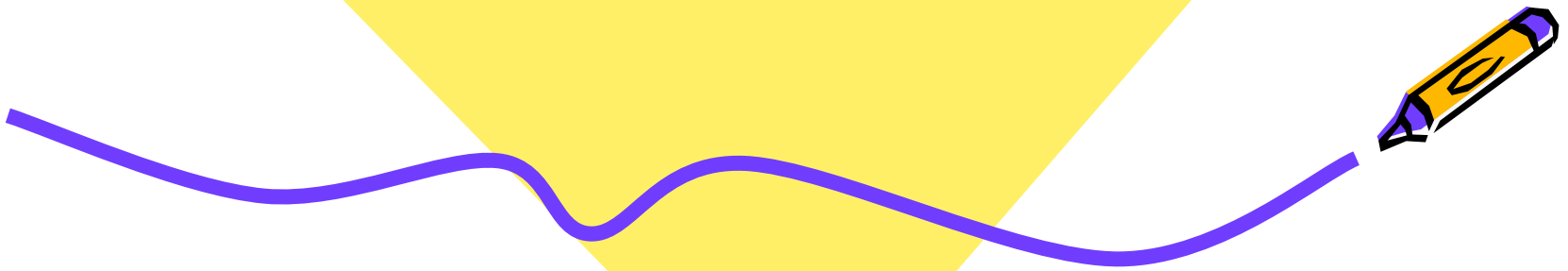


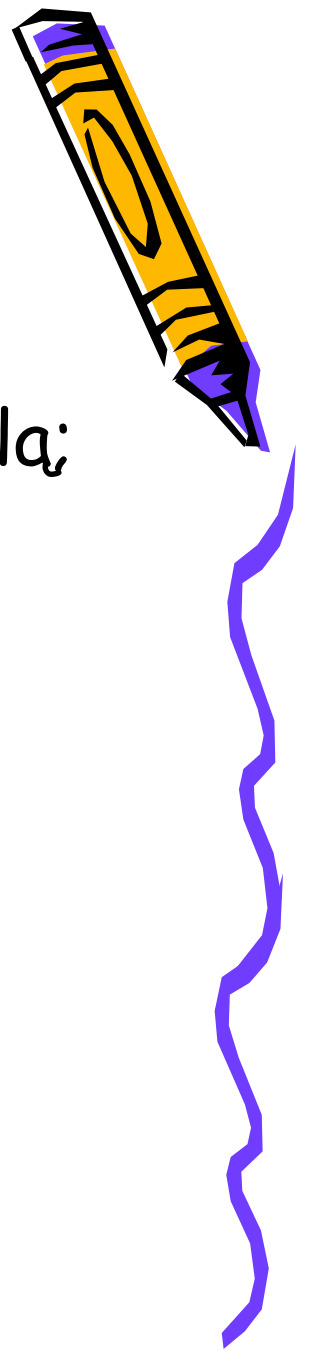


CodeBlocks

Pirmoji programa



Mokymosi uždaviniai



- sukurti darbo katalogą ir programos failą;
- sukompiliuoti ir įvykdyti paprasčiausią programą;
- programą redaguoti bei papildyti;
- išmokti išvesti informaciją į ekraną naudojant išvesties srautą **cout**.

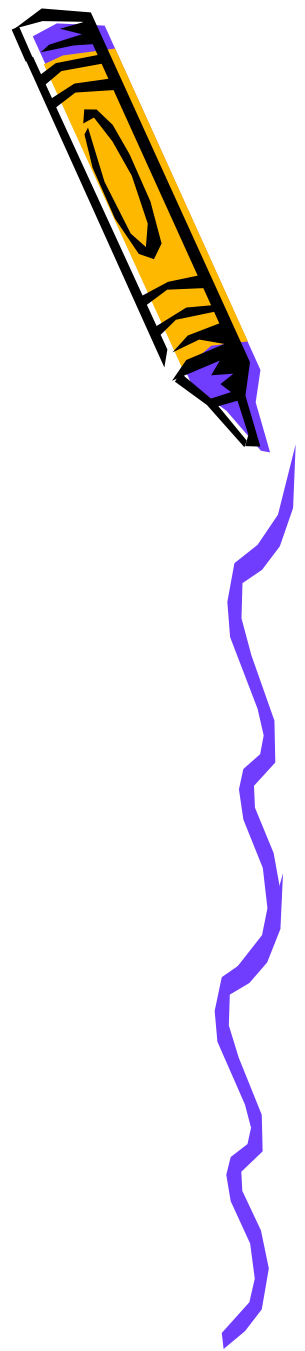


CodeBlocks programa

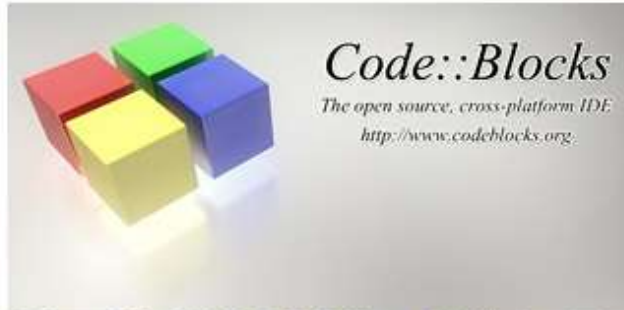
1.



2. Start → All programs
→ CodeBlocks



CodeBlocks programa



Release 10.05 rev 6283 (2010-05-27 09:09:13) gcc 4.4.1 Windows/unicode - 32 bit



Recent projects

No recent projects

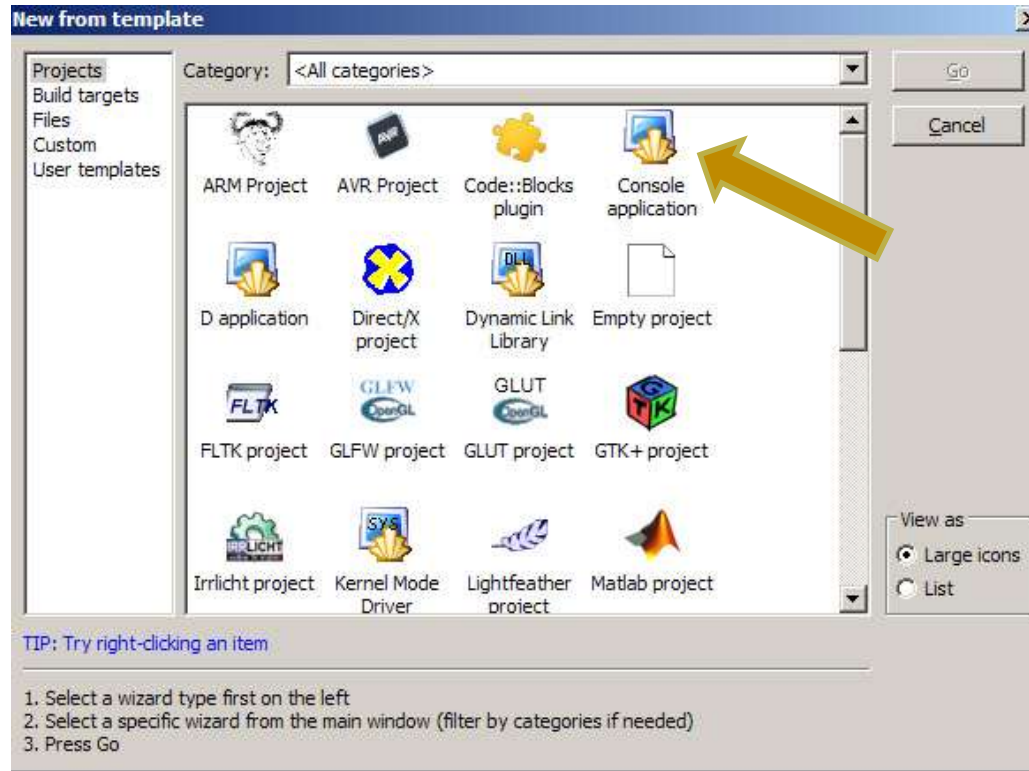
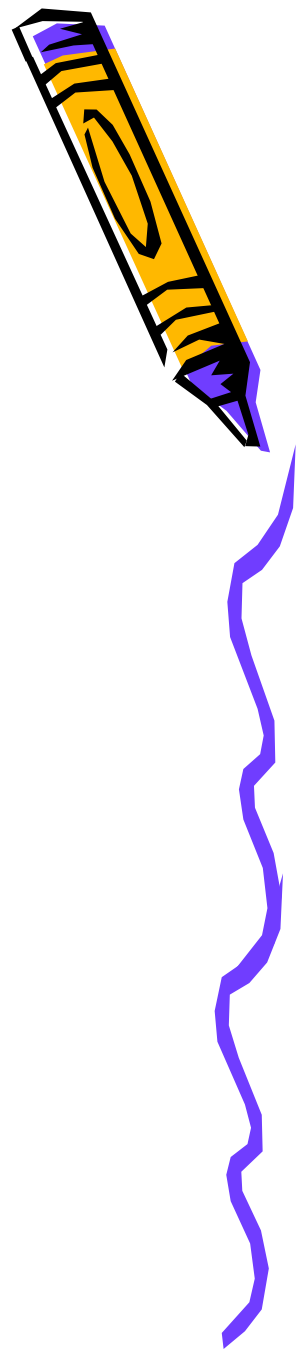
Recent files

No recent files

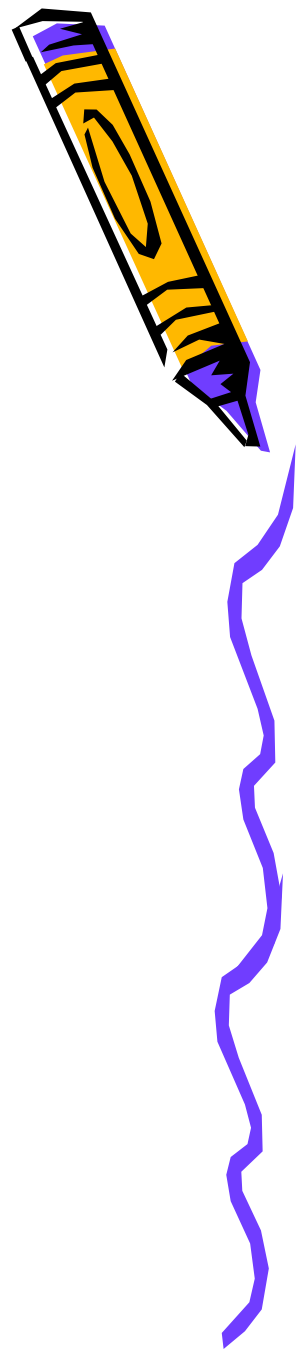
© 2004 - 2010, The [Code::Blocks](http://www.codeblocks.org) Team.



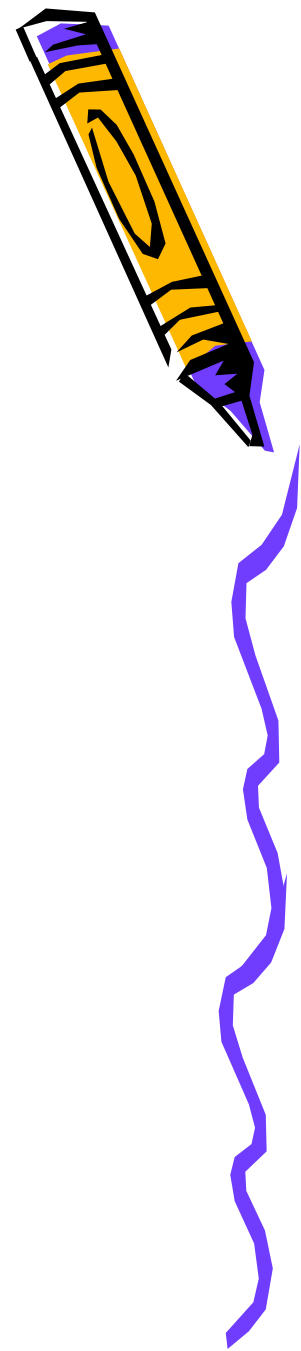
CodeBlocks programa



CodeBlocks programa



CodeBlocks programa



Console application

 **Console**

Please select the folder where you want the new project to be created as well as its title.

Project title:

Folder to create project in:
 

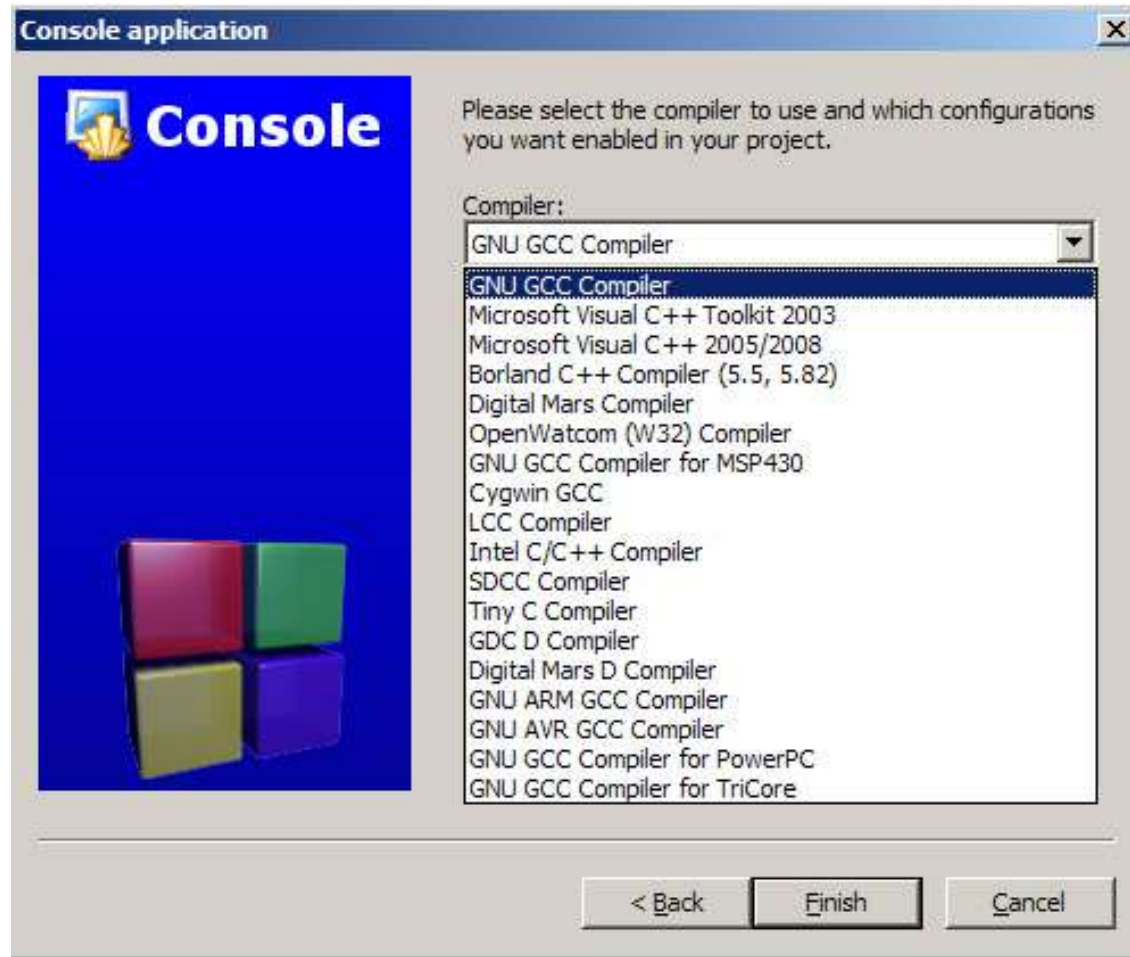
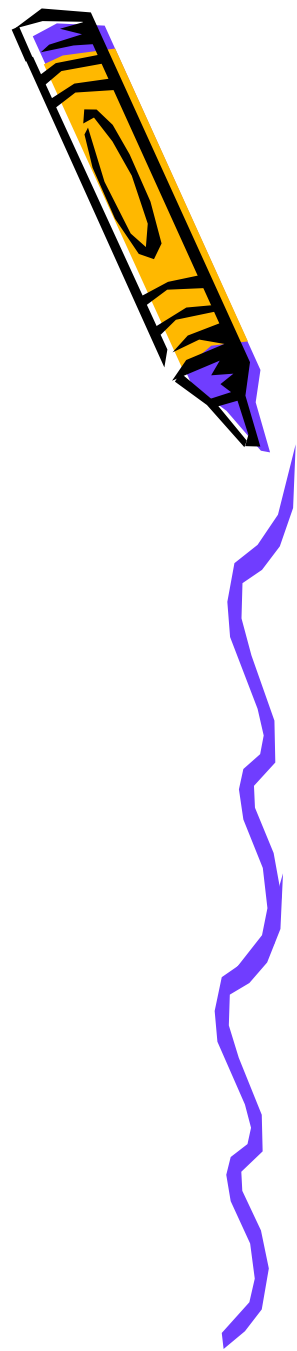
Project filename:

Resulting filename:

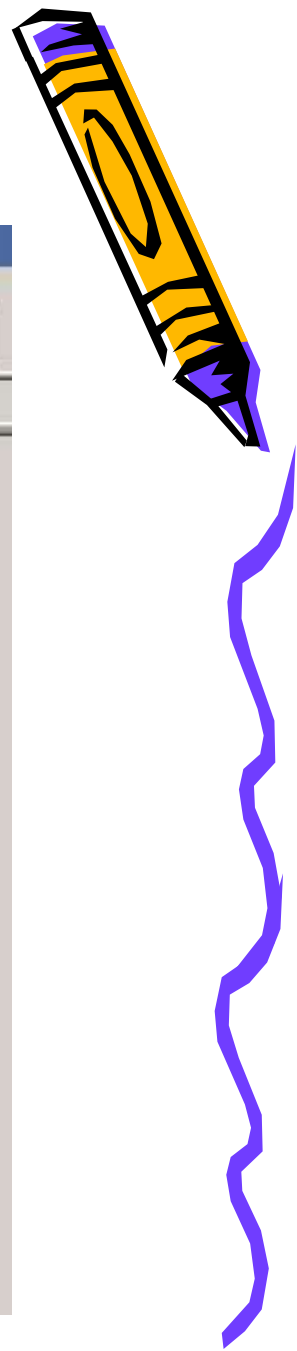
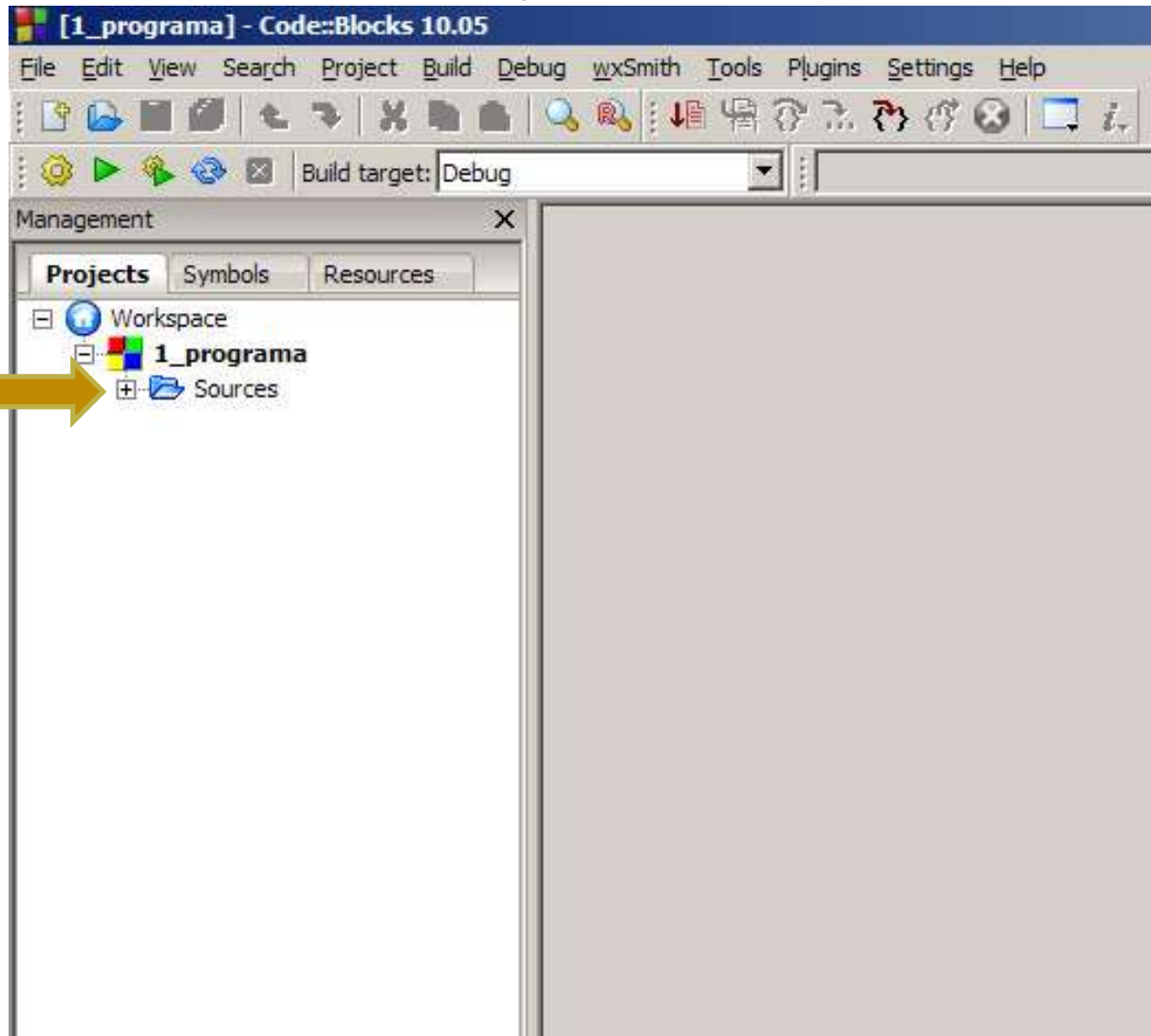
< Back Next > Cancel



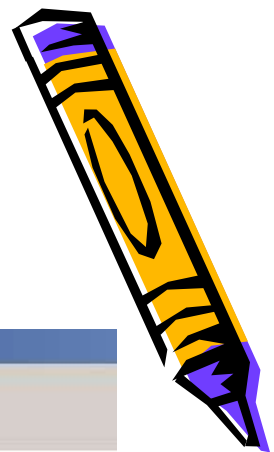
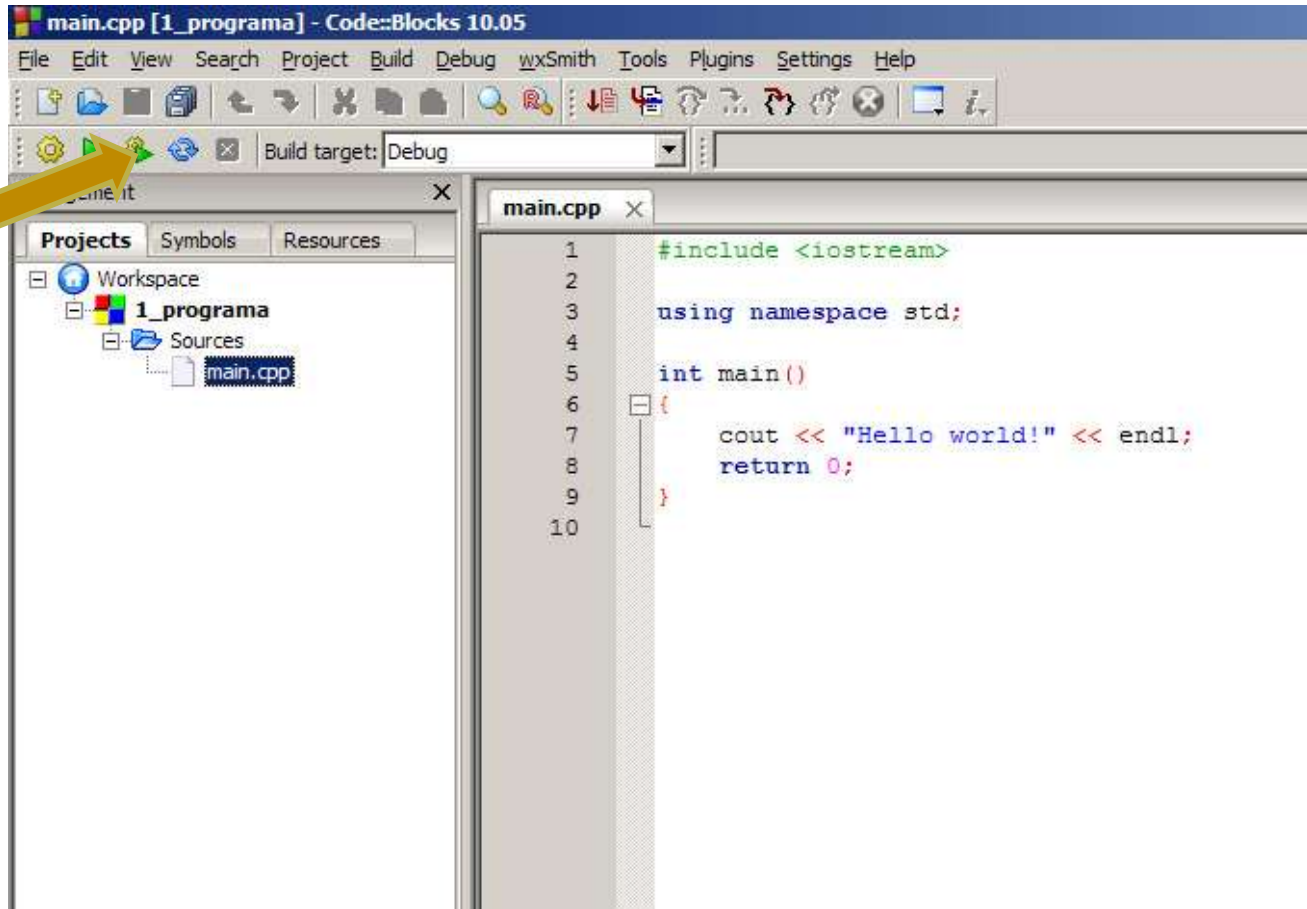
CodeBlocks programa



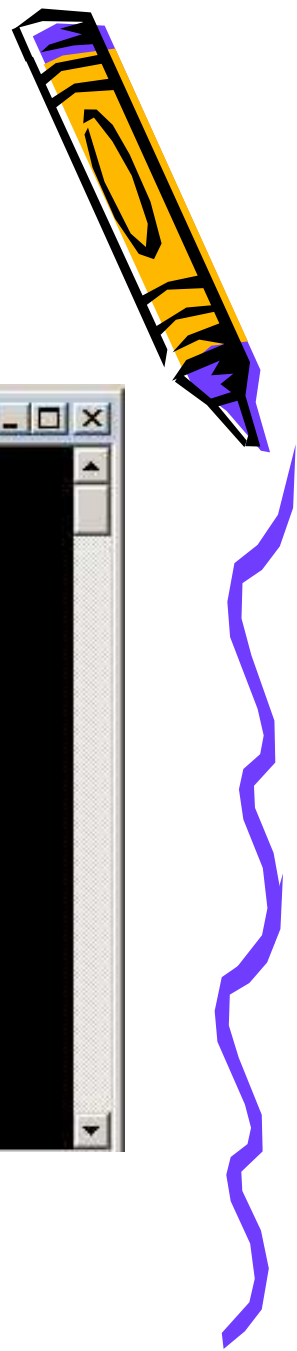
CodeBlocks programa



CodeBlocks programa



CodeBlocks programa



```
C:\ "D:\Documents and Settings\Administrator\Desktop\1_programa\bin\Debug\1_programa.exe"
Hello world!
Process returned 0 (0x0)   execution time : 0.078 s
Press any key to continue.
-
```



Programos struktūra

Įtraukiamas failas, kuriame
aprašyti veiksmai su ekranu

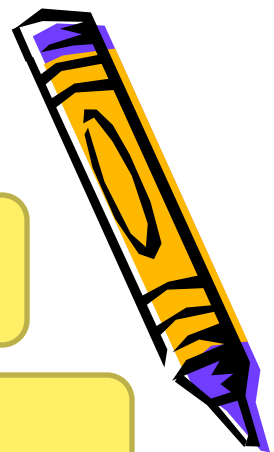
```
#include <iostream>
```

Nurodoma biblioteka

```
using namespace std;
```

Aprašoma pagrindinė funkcija

```
int main()  
{  
    int x;  
    cout << "Iveskite skaiciu" << endl;  
    cin >> x;  
    cout << "Skaicius pakeltas kvadratu = " << x * x;  
    return 0;  
}
```

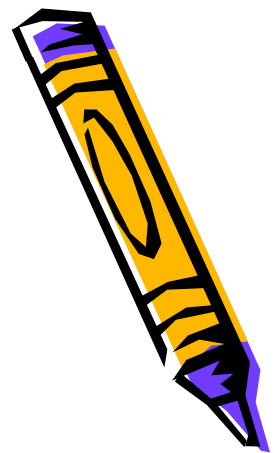


Kintamieji

- `int x; //sveikasis skaičius`
- `double y; //realusis skaičius`

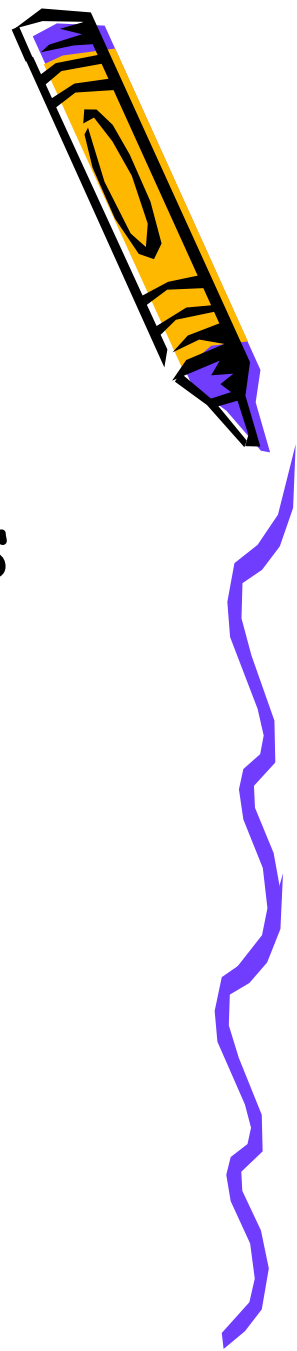
Programos dialogas

- `cout << " Išvedamas pranešimas";`
- `cin >> x; //Nuskaitomas kintamasis`
- `cout << "Išvedamas pranešimas ir kintamojo reikšmė: " << x;`



1 užduotis

- Savarankiškai atliekamas praktinis darbas „Pažintis su C++ CodeBlocks aplinka“.



1 užduoties pavyzdys



```
C:\ "D:\Documents and Settings\Administrator\Desktop\1_programa\bin\Deb
+  ++
+ + ++
+  +++
+   ++
+   +
+     +
+     +
+++++
+     +
+ +++  +
+ + +  +++ + + + + + + + + + + + + + + + +
+ +++  + + ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++
+     + + ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++
+++++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++

Process returned 0 (0x0)   execution time : 0.016 s
Press any key to continue.
```



Patarimas: sumaketuokite inicialų eskizą
word arba notepad programa

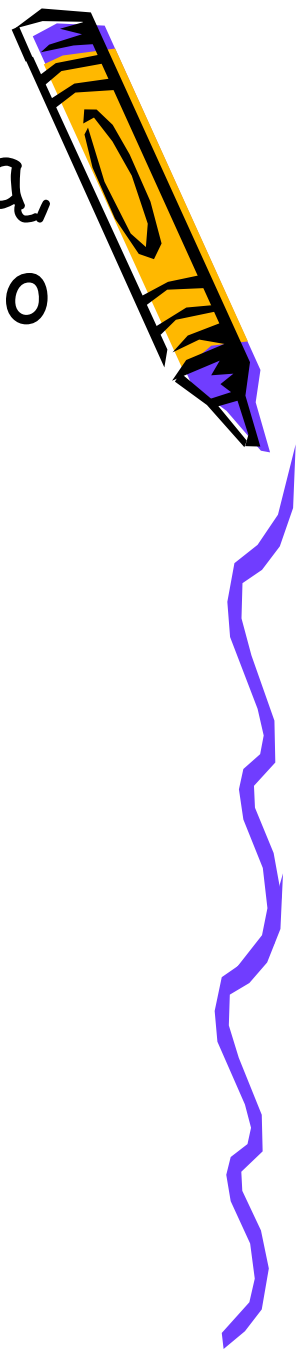


```
New Text Document.txt - Notepad
File Edit Format View Help

      +  ++
     + + ++
    +  +++
   +    ++
  +      +
 +        +
+          +
+++++++
+         +
+  +++   +
+ + +   +++ + + + + + + + + + + + + + + +
+ +++   + + ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++
+       + + ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++
+++++++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++
```



2 Užduotis: Parašykite programą, kuri išvestų Jūsų kompiuterio numerį (dviženklis skaičius)



```
*****  
*           * * *  
*           * * *  
*           * * *  
*****
```



Apibendrinimas

Per šią pamoką išmokome:

- sukurti darbo katalogą ir programos failą;
- pakeisti programos pavadinimą ir jį įrašyti darbo kataloge;
- sukompiliuoti ir įvykdyti paprasčiausią programą;
- programą redaguoti ir papildyti;
- išvesti informaciją į ekraną naudojant išvesties srautą cout.

Sukūrėme gražių ornamentų.

