BORLAND C++BUILDER[®] 5.5 TUTORIAL

INTRODUCTION

The Borland C++Builder 5.5 is a Command-line ANSI C++ compiler for Windows. This guide is intended to assist you in installing, configuring, and using the application. It is divided into the following sections:

- Installing Borland C++Builder
- Configuring Borland C++Builder
- Compiling and Running C++ Programs

INSTALLING BORLAND C++BUILDER

Insert the Course Technology Borland C++Builder CD in your CD drive. If the setup program does not automatically start, double-click the **setup.exe** program on the CD. When the setup program starts, select **Borland C++Builder 5.5** from the list on the left and press the **Install** button. (See Figure 1-1.)

The default location for the installation is C:\Borland\BCC55. You should accept the default parameters in the installation process unless you have a good reason to deviate from them. If you do elect to change the installation directories from the default settings, you will need to make the corresponding changes as you follow the instructions for configuring the software.

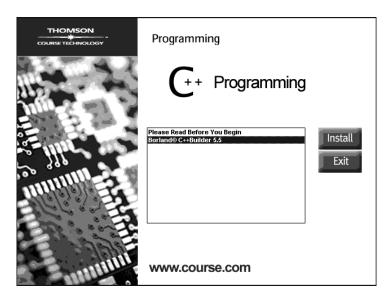


Figure 1-1 Installing Borland C++Builder

CONFIGURING BORLAND C++BUILDER

The installation program only installs the software on your computer. Before you can use Borland C++Builder, you need to configure the software to work on your system. This requires you to tell the Windows Operating System the location of the Borland C++Builder files by adding their location to the Windows path. Additionally, you need to add two configuration files to the C:\Borland\BCC55\BIN directory. The specific steps for modifying the Windows path depend on the version of your Windows Operating System. This guide details the specific steps required for Windows 95/98/ME/2000. Windows XP is similar to the steps given for Windows 2000 except that the Control Panel is located directly on the Start menu without having to select Settings.

Windows Path Modification

- 1. For Windows 95/98/ME:
 - A. Find the file **autoexec.bat**.
 - B. Append the following line to the bottom of the file:

PATH = %PATH%;C:\BORLAND\BCC55\BIN

- 2. For Windows 2000:
 - A. From the Start menu, select Settings, and then Control Panel.
 - B. Double-click the **System** icon, select the **Advanced** tab, and then press the **Environment Variables** button.

- C. Select the PATH system variable in the lower section of the dialog box and then press the **Edit** button.
- D. Append the following to the existing text:

```
;C:\BORLAND\BCC55\BIN
```

Make sure that there is a single semi-colon between the existing PATH text and the text that you just entered.

Adding Configuration files

1. Open the **Start** menu, select **Run**, type **command**, and then press the **OK** button. (See Figure 1-2.)

Run	? ×
	Type the name of a program, folder, document, or Internet resource, and Windows will open it for you.
<u>O</u> pen:	command
	OK Cancel <u>B</u> rowse

Figure 1-2 Opening a Command Window

2. From the DOS prompt, type cd c:\Borland\Bcc55\Bin, and press Enter. (See Figure 1-3.)

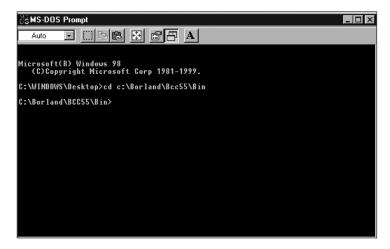


Figure 1-3 Navigate to the Borland Binary Directory

3. Once inside the Borland Binary directory, type **edit ilink32.cfg**, and press **Enter**. (See Figure 1-4.)

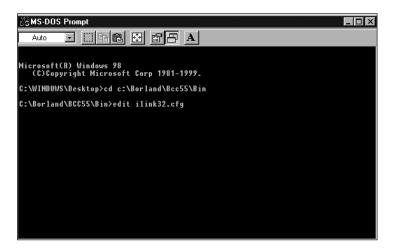


Figure 1-4 Creating the ilink32.cfg File

4. Add the following line to the file (see Figure 1-5):

```
-L"c:\Borland\Bcc55\lib"
```



Figure 1-5 Entering the Contents of the ilink.cfg File

- 5. Save the file by pressing the ALT + F keys and then the S key.
- 6. Close the edit window by pressing the ALT + F keys and then the X key.
- 7. Open the Command window. Make sure that you are still in the Borland Binary directory. If you are not, repeat Step 2.
- 8. Once inside the Borland Binary directory, type **edit bcc32.cfg**, and press **Enter**. (See Figure 1-6.)

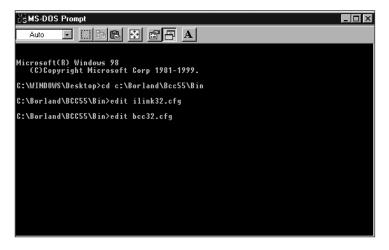


Figure 1-6 Creating the BCC32.CFG File

9. Add the following lines to the file (see Figure 1-7):

```
-I"c:\Borland\Bcc55\include"
-L"c:\Borland\Bcc55\lib"
```



Figure 1-7 Entering the Contents of the BCC32.CFG File

- 10. Save the file by pressing the **ALT** + F keys and then the **S** key.
- 11. Close the edit window by pressing the ALT + F keys and then the X key.

COMPILING AND RUNNING C++ PROGRAMS

Borland C++Builder 5.5 does not have an editor. You must use a text editor like Notepad to create your C++ source code files. Before you start writing your source code, you should create a directory to store the files. In this example, the file named Borland.cpp (see Figure 1-8) was created in Notepad and then saved in a folder named MyProject on the C drive.

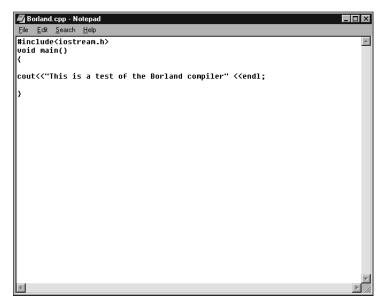


Figure 1-8 Borland.cpp Code Source File

To compile and run the program, you must first open a Command window and navigate to the directory that contains the file or files that you want to compile. In this example, you need to navigate to: C:\MyProject. (See Figure 1-9.)

You compile the C++ source code to an executable file by passing the file name (Borland.cpp in this example) to the BCC32 compiler using the Command line. This is accomplished by typing the following line at the DOS prompt and pressing the Enter key:

Bcc32 Borland.cpp

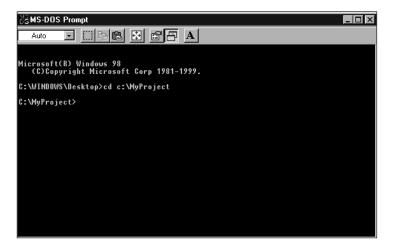


Figure 1-9 Change Directory to C:MyProject

Figure 1-10 shows the results of the successful compile operation on the Borland.cpp file.

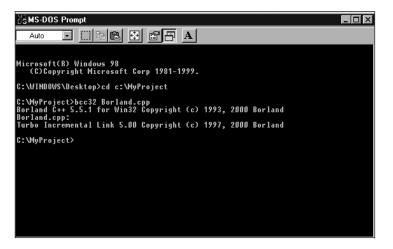


Figure 1-10 Source Code File Successfully Compiles

Once the file has been compiled into an executable format, you run it by typing the filename with no extension at the DOS prompt. (See Figure 1-11.) The file output is displayed in the Command window.

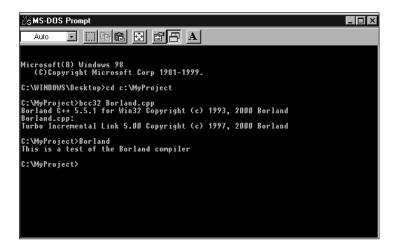


Figure 1-11 Running an Executable File

SUMMARY

This guide addressed installing and configuring the Borland C++Builder 5.5 compiler. Once the compiler is successfully installed and configured, you can compile and run your C++ programs by following these steps:

- □ Always start by creating a project directory to store your files
- Use a text editor to create the source code files and store them in the project directory
- Open a Command window and navigate to the project directory
- □ From inside the project directory, pass the file name(s) to the BCC32 compiler
- Once the files are in executable format, run the file by typing the executable filename on the command line