

 1. (Based on the fact that your Qt can run code now) open a qt project, remember this path at 3. In my computer, it is "C:\Qt\Qt5.12.10\Tools\mingw730_64\bin" (not all path, end to \bin)

0 AS6_1	20090485 - Qt Creator						
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☆迎	Manage Kits	於 构建设置 编辑构建配置: Debug 添加 ▼					
编辑	Active Project	General					
끉计	AS6_120090485 ~	Shadow build:					
_ ₩ →		Build directory: -AS6_120090485-Desktop_Qt_5_12_10_MinGW_64_bit-Debug] 浏览					
Dehug	Build & Run	Separate debug info: Leave at Default ~					
项目	🖵 Desktop Qt 5.12.10 MinG	QML debugging and profili					
? 帮助	Build	A Might make your application vulnerable. Only use in a safe environment.					
	Run	Qt Quick Compiler:					
	Project Settings	Disables QML debugging. QML profiling will still work. Build的步骤					
	编辑器						
	代码风格	qmake: qmake.exe AS6_12009048 70					
	依赖关系	Iake: mingw32-make.exe -j8 inrogramming\cpp\CSC3002_Code\assignment6 详情▲					
	Clang Code Model Environment	Override C:\Qt\Qt5.12.10\Tools\mingw730_64\bin\mingw32-make.exe: 浏览					
	Clang Tools	Make arguments:					
	Testing	Parallel jobs: 3 🕑 🗌 Override MAKEFLAGS					
		Disable in subdirectories:					
		添加Build步骤▼					

 2. Set the environment variable. Double click the "Path" at 2, Add "C:\Qt\Qt5.12.10\Tools\mingw730_64\bin"(your path in the last step) to the "Path".

全部 应用 文档 网页 更多 ▼			▲ 28 × A A ※ 第 系统属性	↓ 环境变量 ×	×
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- 2. Set the environment variable. Double click the "Path" at 2, Add "C:\Qt\Qt5.12.10\Tools\mingw730_64\bin"(your path in the last step) to the "Path".
- Click "confirm" at bottom right and exit.

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- 3. Test in the command line if the config is all right:
- Type in "g++ --version"

全部 应用 文档 网页 更多 ▼ 		■ 命令提示符	×
最佳匹配 命令提示符 应用 愈用 ŵ Git CMD		Microsoft Windows [版本 10.0.19043.1889] (c) Microsoft Corporation。保留所有权利。 C:\Users\30785>g++version g++ (x86_64-posix-seh-rev0, Built by MinGW-W64 project) 7.3.0 Copyright (C) 2017 Free Software Foundation, Inc. This is free software; see the source for copying conditions. There is NO warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.	
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So why makefile?

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- To tell a rule that how to compile C++ files and link to a C++ project.
- Cross platform (Windows, MacOS... All OK)
- An important feature: compile only changed files -> Save a lot of time!







So why makefile?

- To tell a rule that how to compile C++ files and link to a C++ project.
- Cross platform (Windows, MacOS... All OK)
- Advanced feature: compile only changed files -> Save a lot of time!
 - If your project contains 1,000 cpp files. Every time, you are only working (modifying) on one or two files...
 - Therefore, only these one or two files needs to be re-compiled.

Extra: why separate into **different** header and source files?

- https://stackoverflow.com/questions/1305947/why-does-c-need-aseparate-header-file
- One of the reason: compile only changed files -> Save a lot of time!



If you don't know how to write makefile...

- Just use the Prof. Kinley's template! The template is **universal**.
- Remember to change the filenames to yours here



- You have x .cpp source files then you also have x .h header files with the same name. E.g.,
- hello.cpp, util.cpp, math.cpp
- hello.h, util.h, math.h