Subject: Re: Console 'Hello World' won't build.
Posted by JohnO on Sat, 04 Aug 2007 01:09:16 GMT
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Hi,
 Thanks for the reply - much appreciated.
I'm not sure that you really need the

CONSOLE_APP_MAIN
{
...
}

construct when building/executing a console-mode program from
within theIDE. Certainly the sample program (Prog_1) below compiles
and executes fine without it.

The second program (Prog_2) is just a minor modification of it using String (with
the <Core/Core.h> headers added) and it won't build. It still does
not recognise String. What other modification is required to Prog_2
to make it work?

Thanks.
John

------ Prog_1 -------
#include "stdio.h"
#include <iostream>

int main(int argc, const char *argv[])
{
char dummy;

std::cerr << "Hello, world! " << std::endl;

std::cin >> dummy;
return 0;
}

------ Prog_2 -------
#include "stdio.h"
#include <iostream>
#include <Core/Core.h>

int main(int argc, const char *argv[])
{

```
char dummy;
String a;

a = "Hello, world!";
std::cerr << a << std::endl;

std::cin >> dummy;
return 0;
}
```