Subject: Console 'Hello World' won't build.
Posted by JohnO on Fri, 03 Aug 2007 21:30:23 GMT
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Hi,
Here is a simple console program which won't build (in theIDE).
It gives this error:

syntax error : missing ';' before identifier 'a'

This code is basically from the Core value types tutorial.
Type 'String' doesn't appear to be recognised.
Any idea what's up with this code?

Thanks,
John

```
#include "stdio.h"
#include <iostream>

using namespace Upp;

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

a = "Howdy";
a = a + " Partner!";

std::cerr << "Hello, platform! " << std::endl;
std::cerr << a << std::endl;
std::cin >> dummy;
return 0;
}
```

Subject: Re: Console 'Hello World' won't build.
Posted by fudadmin on Fri, 03 Aug 2007 23:35:54 GMT
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If I recall well, one can't use "naked" "main" function with U++...
Have a look at console apps examples (e.g CParser)

3 minimum U++ requirements :

1. include at least one U++ package which recursively includes <Core/Core.h>

2. Your code must be wrapped inside:
2.a

```
 CONSOLE_APP_MAIN
{
...
}
```

OR
 2.b

```
 GUI_APP_MAIN
{
...
}
```

3. Main package configuration flags must be set accordingly: CONSOLE or GUI.

====
"String" is not recognized because it gets included with "Core" mentioned above.

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;
}
```

Subject: Re: Console 'Hello World' won't build.
Posted by fudadmin on Sat, 04 Aug 2007 16:20:36 GMT
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Post the contents of your *.upp file

Edit: P.S. this topic might be useful?:
http://www.ultimatepp.org/forum/index.php?t=msg&th=2558& amp;start=0&

Subject: Re: Console 'Hello World' won't build.

Posted by JohnO on Sun, 05 Aug 2007 17:42:54 GMT
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Hi,
Where would I find the .upp file - I don't seem to have one.
Could this be the problem?

I tried this (below) too, but it also wouldn't build.

Thanks,
John

------ Prog_3 ------
#include "stdio.h"
#include <iostream>
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
char dummy;
String a;

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

std::cin >> dummy;
}

Subject: Re: Console 'Hello World' won't build.
Posted by JohnO on Sun, 05 Aug 2007 18:07:04 GMT
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Hi,
Another thing - Prog_1 (above) builds and runs as expected.
But if you simply include the <Core/Core.h> headers (even though
they are not needed), it no longer builds.
Surely HelloWorld apps can't be this tricky, right?

#include "stdio.h"
#include <iostream>
#include <Core/Core.h> // <-- adding this causes build to fail

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

```
{
char dummy;

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

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

Subject: Re: Console 'Hello World' won't build.
Posted by mr_ped on Sun, 05 Aug 2007 18:35:19 GMT
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Your include paths are not set up correctly.

Did you create your own assembly in the "Set main package" dialog?

If yes, add the path to uppsrc (in upp directory) next to path of your own assembly. Check this post:
http://www.ultimatepp.org/forum/index.php?t=msg&goto=108 30&#msg_10830

The [project].upp file is located inside the directory of your package (which is located inside the chosen assembly).
If not, you are using IDE's assemblies and packages in wrong way, or you have your IDE already mis-configured.

If you open some example, does it compile ok?

Subject: Re: Console 'Hello World' won't build.
Posted by mezise on Sun, 05 Aug 2007 19:32:16 GMT
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Hi John, please check this up:
1. New package
2. Choose "Console application (no U++)"
3. Take your first code posted in this topic
4. Add: #include <Core/Core.h>
5. MENU->Project->Add package to...->(Choose "Core")
6. Add operator ~ to "a" variable to get const char in line:
std::cerr << ~a << std::endl;
7. It compiles OK.

Michal

Subject: Re: Console 'Hello World' won't build.
Posted by fudadmin on Sun, 05 Aug 2007 19:41:26 GMT
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Ok, correct me if I'm wrong:

If I recall well, one can't use "naked" "main" function with U++... (I didn't say C++ !!!)
Have a look at console apps examples (e.g CParser)

*** 3 minimum requirements If you use U++ ***
(but you have to be able to compile Upp examples first!!!)

You have to have:
=========
1. at least one #include in at least one of your files (directly or recursively) usually
1.a <Core/Core.h> for CONSOLE apps
<CtrlLib/CtrlLib.h> for GUI apps

1.b (Synchronically, in parallel or any similar word of your choice) at least one U++ package with the same name added to
to your packages (check the top-left list of names (they are the names of packages) or in MyPackageName.upp file)
[How to find MyPackageName.upp file - a separate topic]
=========
2. your code wrapped inside:
2.a

```
CONSOLE_APP_MAIN
{
...
}
```

OR
2.b

```
GUI_APP_MAIN
{
...
}
```

==========
3. Main package configuration flags set accordingly: CONSOLE or GUI.

Edit:
BTW, have you read this:
http://www.ultimatepp.org/appideGettingStarted$en-us.html