

# Creating a New Program Using Pelles C

## ET283 Microprocessor Fundamentals

1. From the initial start page, select “Start a new Project”.
2. A dialog box will pop up with a bunch of different project types. Ordinarily we’ll want “console” or command-line style applications (not Windows GUI, libraries or other types). Choose either *Win64 Console* or *Win32 Console* depending on your operating system.
3. Give the project an appropriate name. Also make sure that you navigate to the desired location for the project files (in the *Location* slot below the *Name* slot). Pelles C will create a new folder/directory at this location which will contain all the files for the project. On the college network, you’ll probably want to create a master directory for Pelles C on your account on the network H: drive. All projects would then be found as folders in this master folder. Remember, a project includes C language source files, header files, object files, the output file or executable (.exe) and possibly other files.
4. Once these are set, click the *OK* button at the bottom right corner. You will now see a project pane on the right that includes a little icon with the name of your project. This project is empty so we’ll need to add files to it.
5. Select *New->Source Code* from the File menu. You will now have a blank edit window. Type in the code needed. Note that the editor uses color-coded syntax highlighting. Also, many aspects of the editor, such as font size and color, can be altered via the *Tools->Options...* menu. When you’re done, select *Save As* from the File menu.
6. Give the source file an appropriate name. Make sure that it ends with a “.c” extension, as in “test.c”. Note that by default this will be saved in the project folder created moments ago. Select *Save*.
7. You will be asked if you want to include this file into the current project. Answer *Yes*.
8. If you now look at the project pane off to the right, you’ll see that under the project icon there will be a tab for *Source files* and below this will be the C source file you just created. Repeat steps 5 through 7 if more source files are needed (typically this will not be the case in this course).
9. Select *Project->Build* from the menu (or use the *Build* icon). The output pane will indicate any errors or warnings. If there are problems, go back to the source code and edit as required. Resave the code and rebuild until the result is error-free.
10. Select *Project->Execute* to run the program. A console window will pop up and your program will start to execute.
11. If the program doesn’t work correctly, edit the source until it does!