

How to Buy an Inexpensive C++ Compiler for EE102 and EE221

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Do I really need to buy a C++ compiler?

You do not have to buy a C++ compiler. You can do your homework in the ECE computer lab instead from your home or dorm room. However, the computer lab is open until about 9pm most days of the week except Friday. It is closed during breaks. General purpose computer labs (library) do not have necessary software.

As your instructor, I do not recommend any specific vendor, product or on-line shop. The on-line shop <http://www.journeyed.com/> is recommended by the Bradley University Bookstore as possibly the least expensive way to purchase software for educational use. (You cannot use that software for any commercial activity.)

However, before you spend money please consider the following four options at no additional expenses first:

Free Compilers - \$0.00

- **MSDNAA:** If you are a student in EE or ECE program and take this course by arrangement of our Department you qualify to receive a free Microsoft Visual Studio 2008, VS2005 or .NET. You can download these and much more software for Windows Operating System from <http://gdansk.bradley.edu/msdnaa/>. For Windows only.
- **BOOK:** Your first programming textbook might have come with the “introductory edition” of MS Visual C++ Express Edition. For Windows only.
- **OPEN SPOURCE:** There is a few very good free C++ compilers available for download from the Internet. If you are considering such solution you probably are already able to locate a decent compiler and install it. Please make sure that you use products released after 1998 to ensure compatibility with current C++ standard. That is especially important in case of EE221. Most compilers come for any popular computing platforms.
- If you use **Unix/Linux** family operating system you can use any GNU C++ compiler provided with any recent version of Unix/Linux/BSD operating system. You will need to find out how to install a nice text editor that integrates with the compiler, or how to run the compiler from a console window.
- **Apple:** Xcode 2.50 or later (current version is 3.1.2), see <http://developer.apple.com/tools/download/>. It is a very good and free solution directly from Apple but requires free on-line registration to Apple Developer Connection community. I wish that they have had this and other tools with pre-Linux Apple computers. May be Apple would have been a popular platform for engineering development if that happened.