

Adding a C++ Development Environment to by Rex Djere of <https://saxtalk.com/>

Pop!_OS 20.10 via Code::Blocks 20.03

Summary

I am a long-time C++ developer, and for more than 10 years, my Integrated Development Environment (IDE) of choice has been [Code::Blocks](#). Code::Blocks is a completely free and open source IDE licensed under version 3 of the GNU General Public License (GPL). In this article, I will show you how to set up a C++ development environment on [Pop!_OS 20.10](#) by installing the latest version of Code::Blocks, version 20.03, which was released on March 29, 2020.

Adding the Code::Blocks Personal Package Archive (PPA) to Pop!_OS 20.10

A **Personal Package Archive (PPA)** is a powerful tool that software developers can use to create software repositories to make their software available for installation on Ubuntu-Linux-based systems, such as Pop!_OS 20.10. You can learn more about PPAs here:

Adding the Code::Block PPA is the best and easiest way <https://itsfoss.com/ppa-guide/> to make sure that the latest version of Code::Blocks is always installed on your system. To install the Code::Blocks PPA, you will open a terminal on your Pop!_OS 20.10 system, and you'll run this simple command:

```
sudo add-apt-repository ppa:codeblocks-devs/release
```

When prompted, you will hit [ENTER] to complete the PPA installation process.

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Installing Code::Blocks 20.03 on Pop!_OS 20.10

Once the Code::Blocks PPA is installed on your Pop!_OS system, you'll actually install Code::Blocks 20.03 by opening a terminal, and then issuing these two simple commands:

```
sudo apt update
```

```
sudo apt install codeblocks codeblocks-contrib
```

Verifying that Code::Blocks 20.03 was Correctly Installed

The default desktop environment for Pop!_OS 20.10 is Gnome 3.3+, so you should be able to navigate to the Code::Blocks 20.03 launcher icon by going to “Activities” in the upper left-hand corner, and then hitting the 9 dots at the bottom of the left-hand-side menu bar. For me, I found the Code::Blocks launcher on the second page of launcher icons. Once I clicked on the Code::Blocks launcher, I selected the GNU C++ compiler (gcc) as my default C++ compiler. Then Code::Blocks opened, as demonstrated in the picture below. Note: If you are using a different desktop environment on Pop!_OS 20.10 than Gnome 3, you will have to modify the actions that you take to get to the Code::Blocks launcher accordingly.

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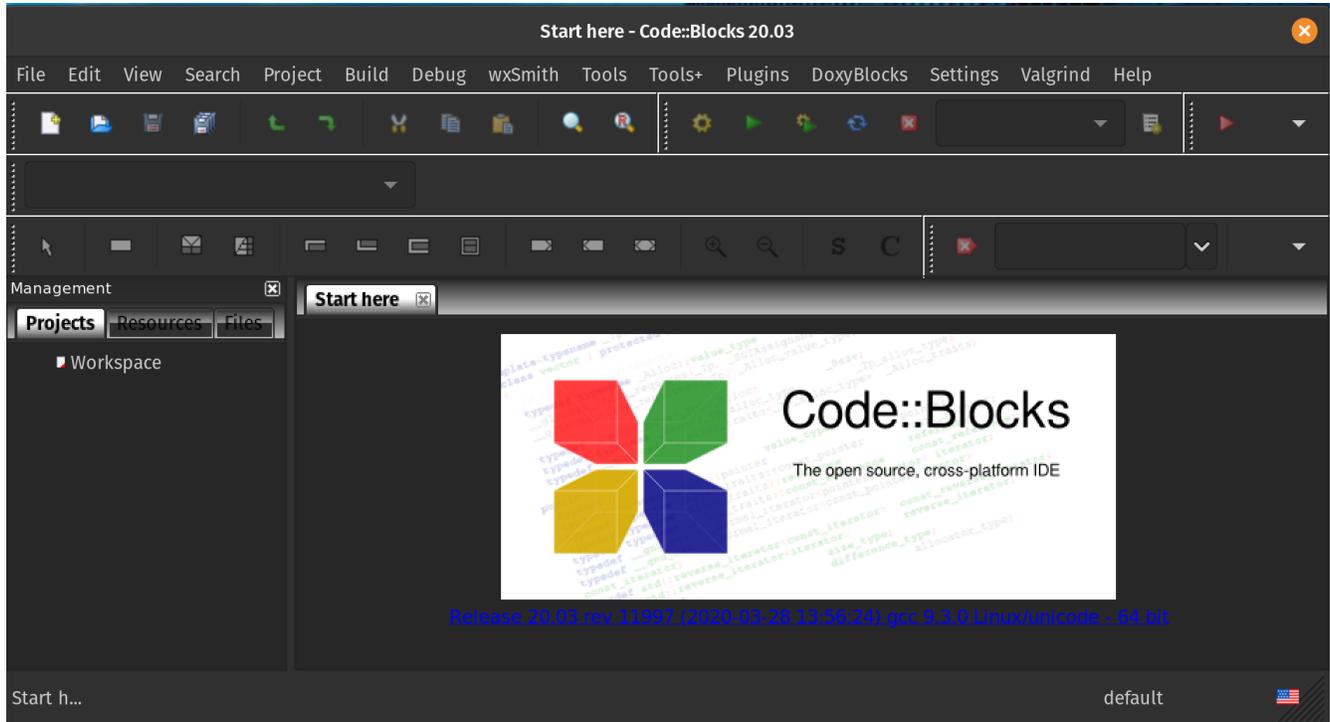


Figure 1: Code::Blocks 20.03 in Action

Conclusions

Code::Blocks 20.03 is a great C++ programming environment, and installing it on Pop!_OS 20.10 couldn't be easier. The instructions in this article should work for both older and newer versions of Pop!_OS than the current version: 20.10, but you may have to verify that no significant changes have been made in versions of Pop!_OS newer than 20.10. **Thank you for reading this article! I sincerely hope that you enjoy writing C++ code in Code::Blocks!**