

How to install C

There are many compilers available for c and c++. You need to download any one. Here, we are going to use **Turbo C++**. It will work for both C and C++. To install the Turbo C software, you need to follow following steps.

1. Download Turbo C++
2. Create turboc directory inside c drive and extract the tc3.zip inside c:\turboc
3. Double click on install.exe file
4. Click on the tc application file located inside c:\TC\BIN to write the c program

1) Download Turbo C++ software

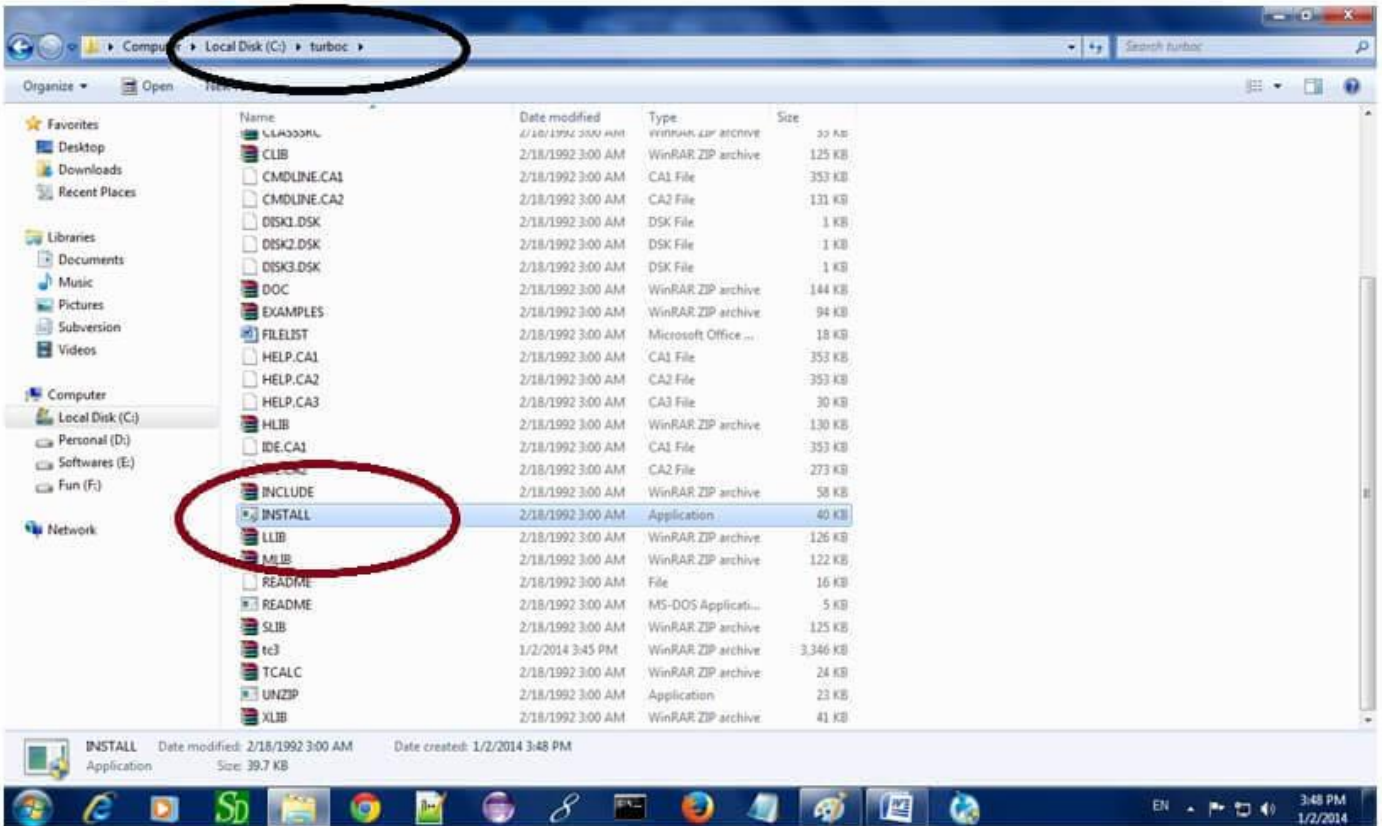
You can download turbo c++ from many sites. [download Turbo c++](#)

2) Create turboc directory in c drive and extract the tc3.zip

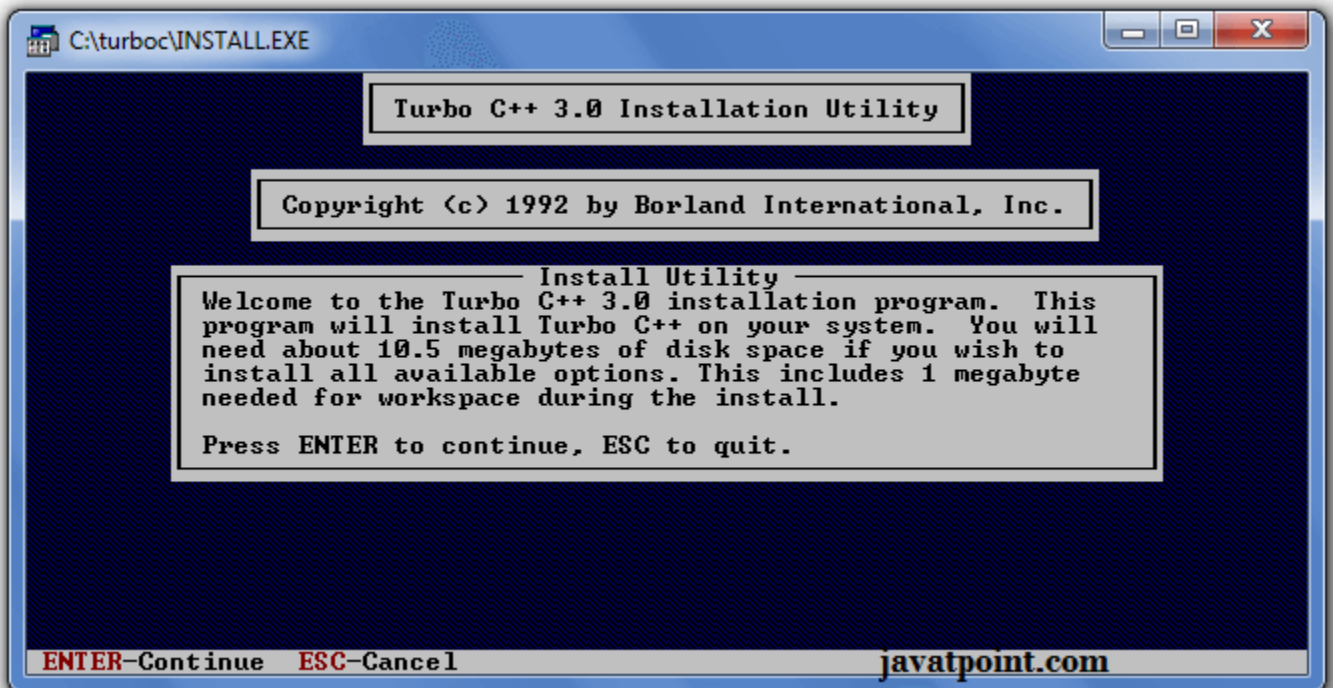
Now, you need to create a new directory turboc inside the c: drive. Now extract the tc3.zip file in c:\truboc directory.

3) Double click on the install.exe file and follow steps

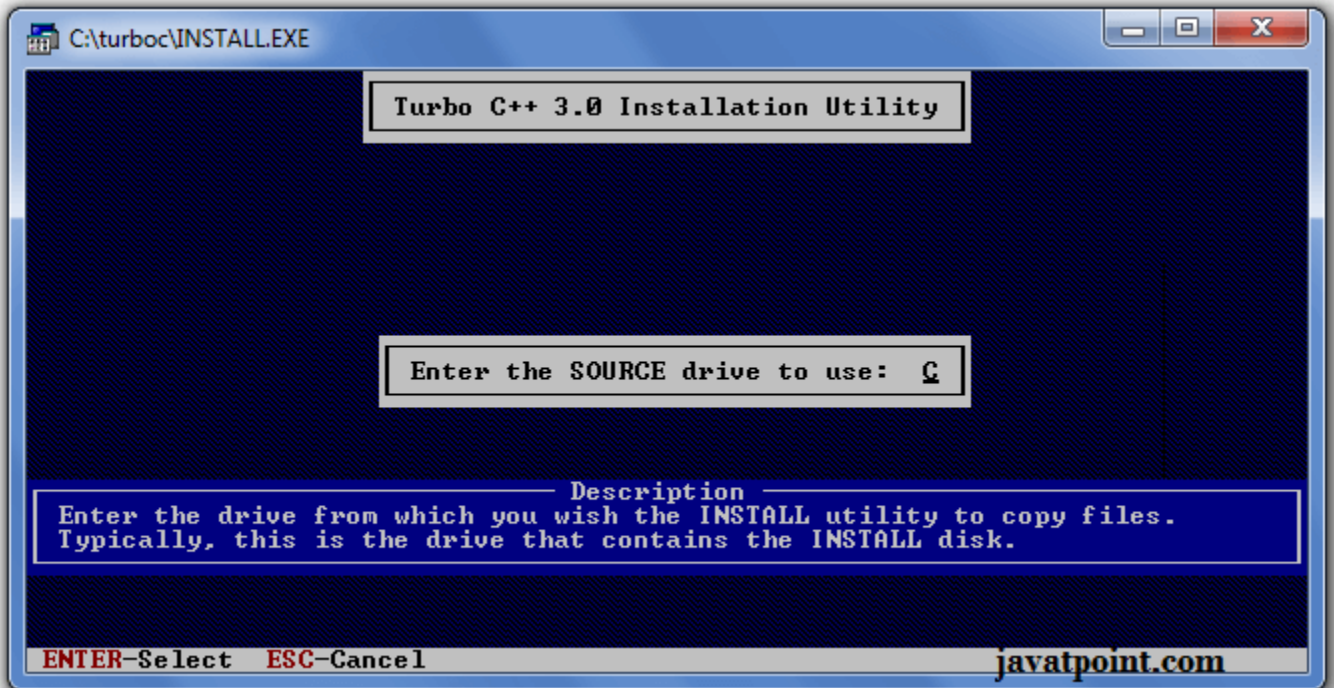
Now, click on the install icon located inside the c:\turboc



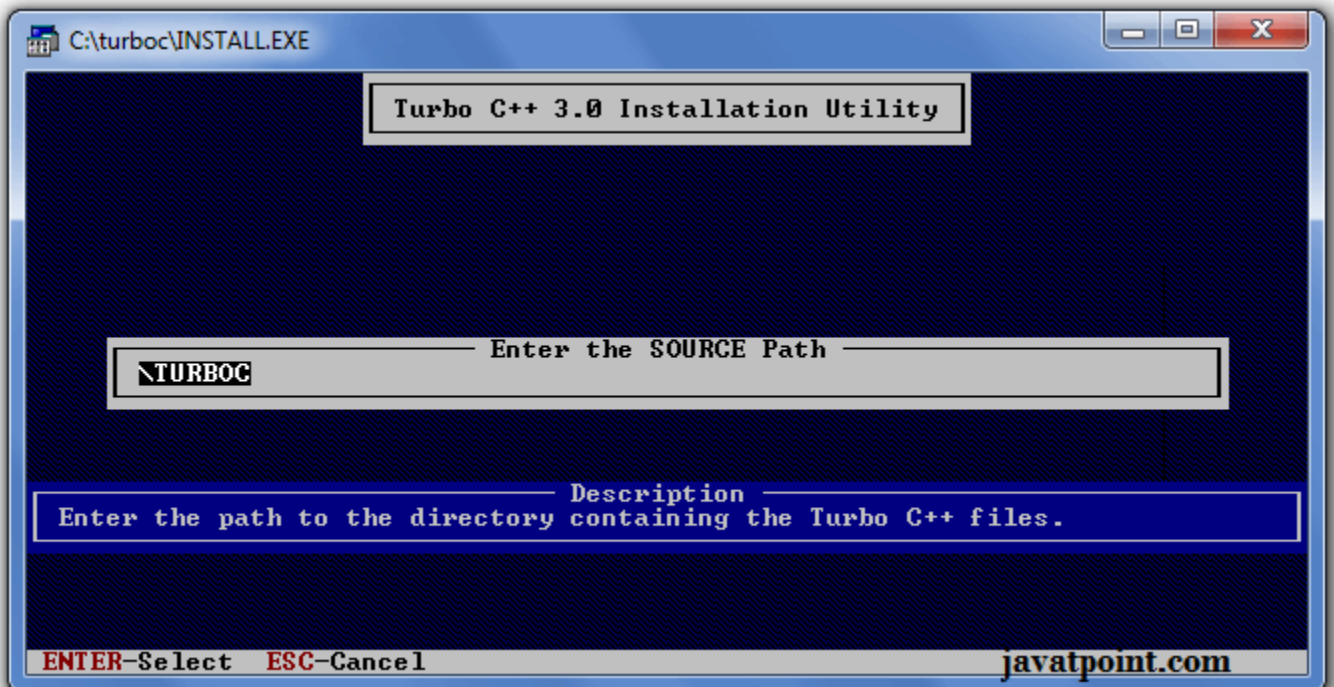
It will ask you to install c or not, press enter to install.



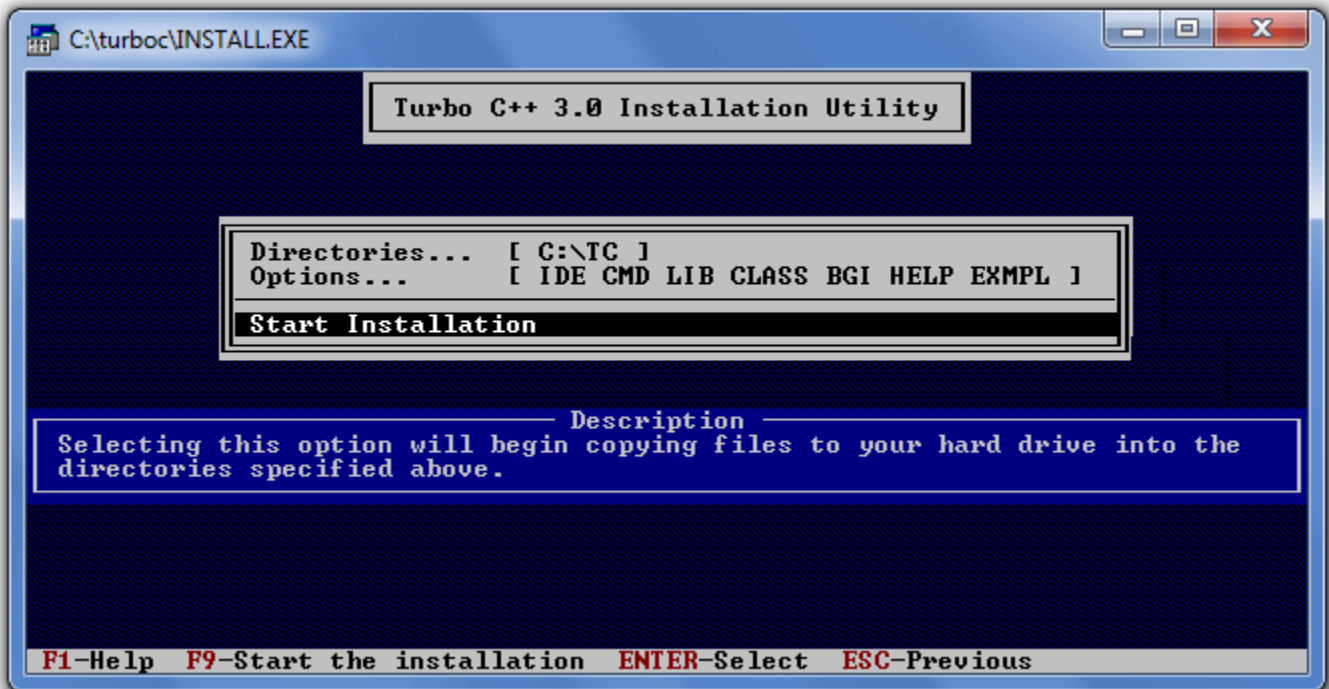
Change your drive to c, press c.



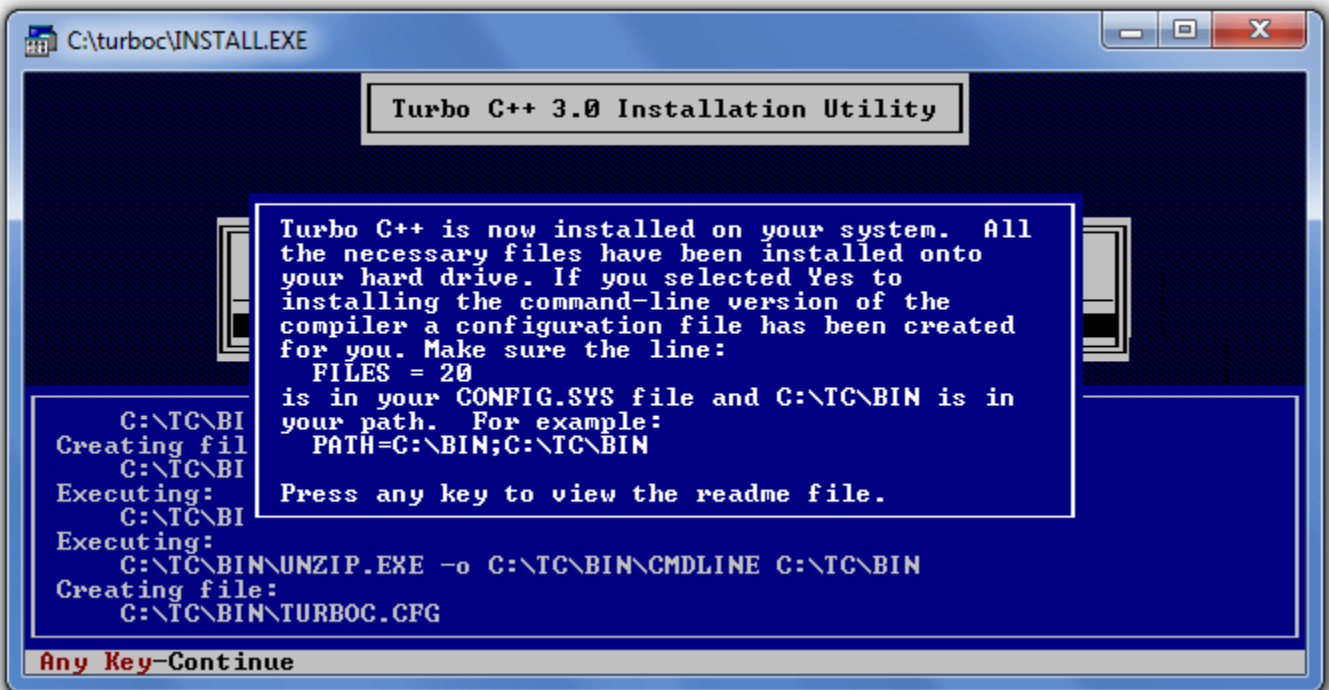
Press enter, it will look inside the c:\turbo directory for the required files.



Select Start installation by the down arrow key then press enter.

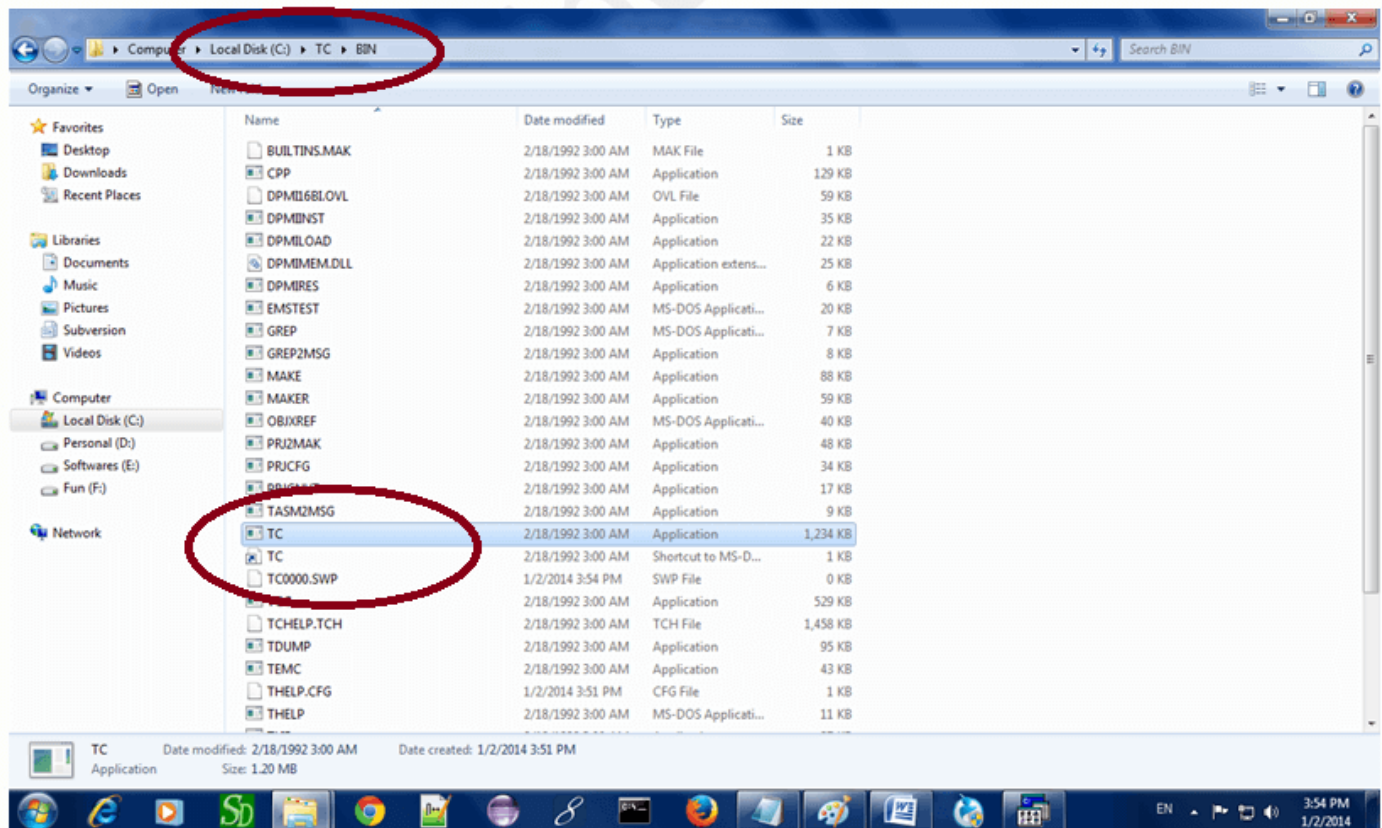


Now C is installed, press enter to read documentation or close the software.



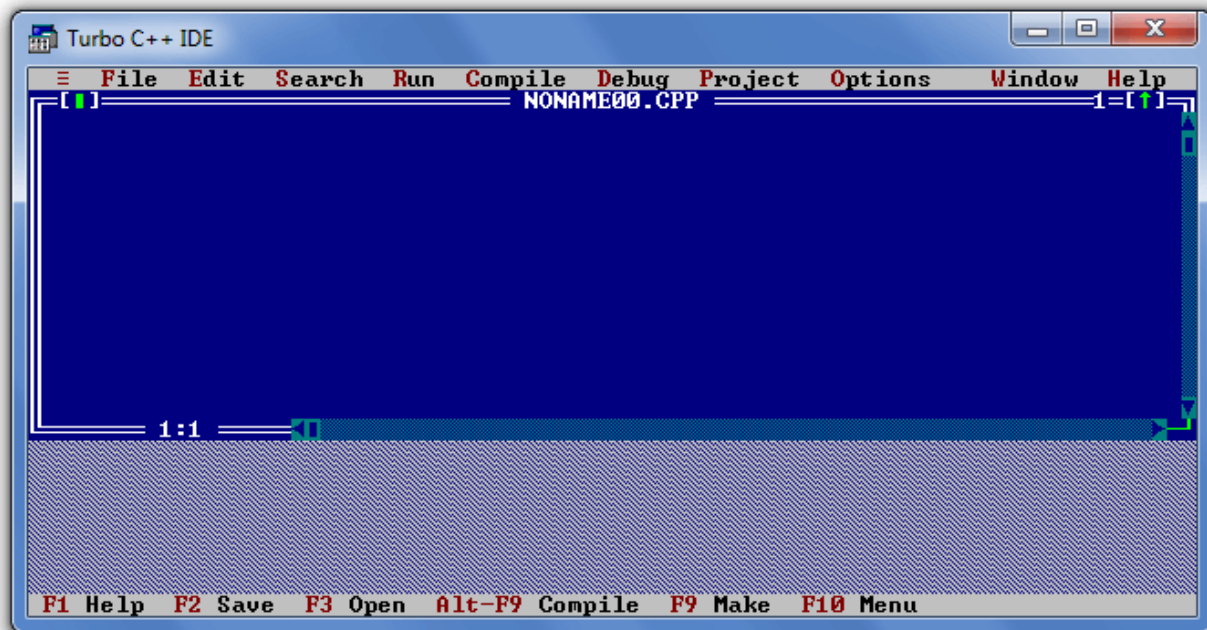
4) Click on the tc application located inside c:\TC\BIN

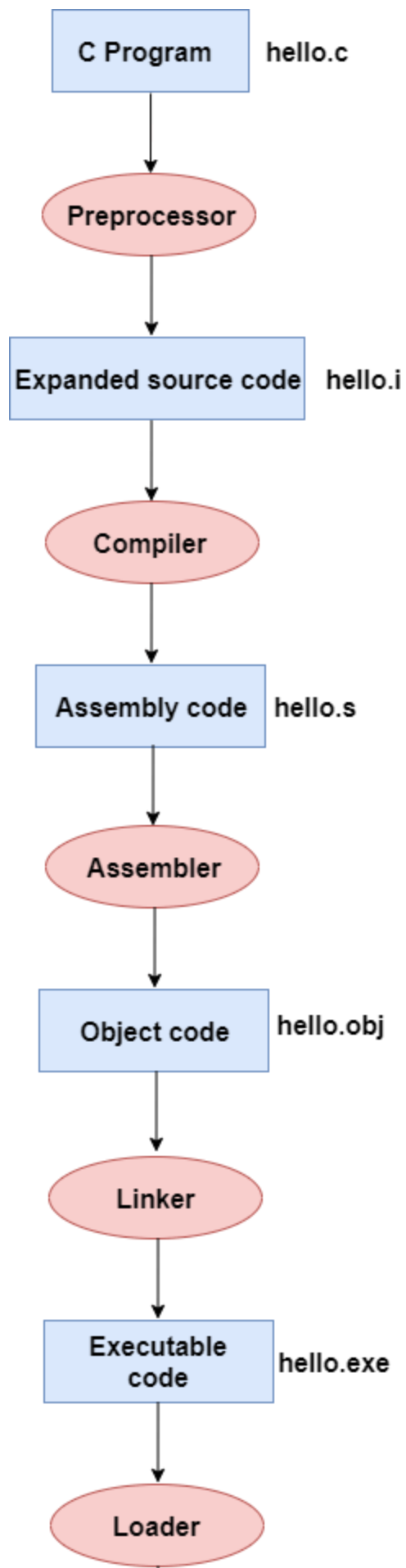
Now double click on the tc icon located in c:\TC\BIN directory to write the c program.



In windows 7 or window 8, it will show a dialog block to ignore and close the application because fullscreen mode is not supported. Click on Ignore button.

Now it will showing following console.





In the above flow diagram, the following steps are taken to execute a program:

- Firstly, the input file, i.e., **hello.c**, is passed to the preprocessor, and the preprocessor converts the source code into expanded source code. The extension of the expanded source code would be **hello.i**.
- The expanded source code is passed to the compiler, and the compiler converts this expanded source code into assembly code. The extension of the assembly code would be **hello.s**.
- This assembly code is then sent to the assembler, which converts the assembly code into object code.
- After the creation of an object code, the linker creates the executable file. The loader will then load the executable