

The Eclipse C/C++ IDE Projects and Ecosystem

EclipseCon 2011

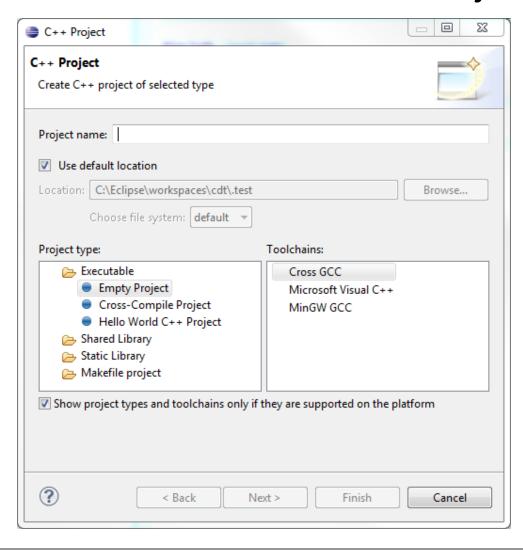
Doug Schaefer, Wind River Systems CDT Project Lead

Where did the CDT come from?

- Started as a fork of JDT but for C/C++
- QNX contributed initial code and started community in 2002
- Focus on enabling integration with external tools
 - Compilers and debuggers
- JDT set the bar for functionality and usability
- Java Native debugging the holy grail



What is CDT? - C and C++ Projects





What is CDT? Editor

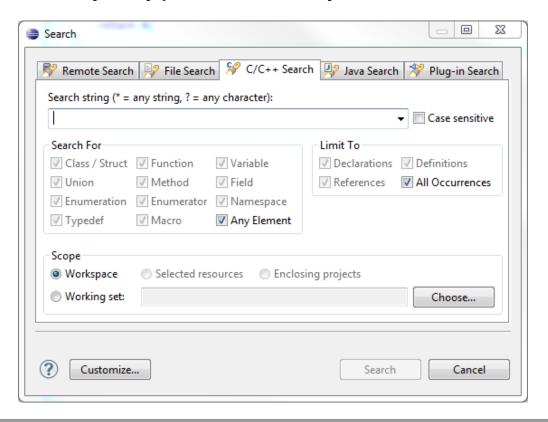
- Keyword highlighting, bracket matching
- Outline View, Content assist

```
₽ Outline ⊠
                                                                                          Make Target
           Makefile
                : MinGWTest.cpp
                                                                                    iostream
 // Author
 // Version
 // Copyright : Your copyright notice
                                                                                   main(): int
// Description : Hello World in C++, Ansi-style
 #include <iostream>
 using namespace std;
 int main() {
     cout << "!!!Hello World!!!" << endl; // prints !!!Hello World!!!</pre>
     return 0;
```



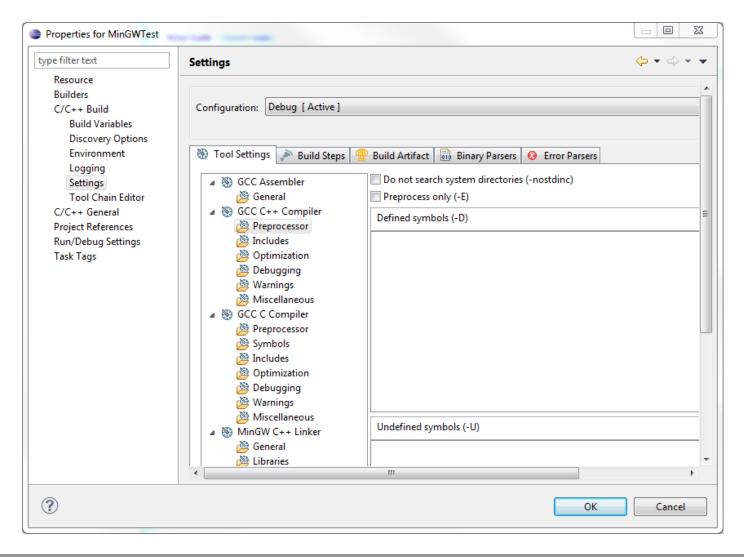
What is CDT? Source Navigation

- Open Declaration, C/C++ Search
- Call hierarchy, Type Hierarchy, Includes browser



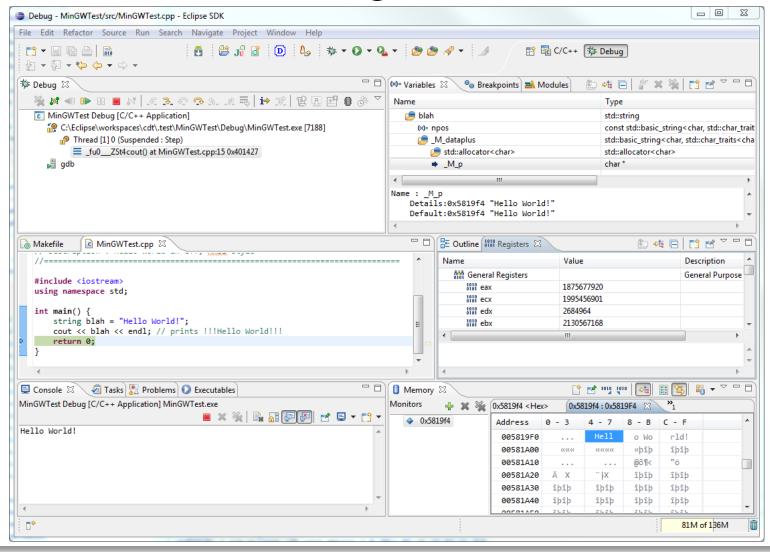


What is CDT? Build





What is CDT? Debug





GNU Tools as Exemplary Integration

- Available for almost all platforms
- Show the proper way to do tool integrations
- Many ecosystem companies leverage this integration
 - Especially in embedded world
- As CDT evolved, so did GNU tools
 - Now a world class combination with gcc and gdb
 - A first class IDE for Linux
 - But can also be used with Windows (MinGW or Cygwin)
 - Apple (more on that later)



Eclipse C/C++ IDE

⊕ Eclipse IDE for C/C++ Developers

ckage Details	
DE for C/C++ developers with Mylyn integration.	
ature List	
g.eclipse.cdt	7.0.0
g.eclipse.cdt.debug.ui.memory	
g.eclipse.cdt.mylyn	
g.eclipse.cdt.p2	
g.eclipse.cdt.platform	7.0.0
g.eclipse.cvs	1.1.0
g.eclipse.epp.package.common.feature	
g.eclipse.equinox.p2.user.ui	1.1.0
g.eclipse.help	1.1.0
g.eclipse.mylyn.bugzilla_feature	
g.eclipse.mylyn.context_feature	
g.eclipse.mylyn.ide_feature	
g.eclipse.mylyn.team_feature	
g.eclipse.mylyn.wikitext_feature	
g.eclipse.mylyn_feature	
g.eclipse.platform	3.6.0
q.eclipse.rcp	3.6.0

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Windows 64-bit
Mac OS X(Cocoa 32)
Mac OS X(Cocoa 64)
Linux 52-bit Linux 64-bit
LIIIUX 04-DIC
Downloaded 609,340 Times
▶ Checksums
Bugzilla
▶ Open Bugs: 17
Resolved Bugs: 15
File a Bug on this Package
New and Noteworthy
Eclipse CDT
•
Compact Myrym
Eclipse CDI Eclipse Platform Eclipse Mylyn



Eclipse C/C++ IDE

- C/C++ IDE for Linux Developers also available
 - Adds autoconf, Linux profiling tools
- Indigo additions for C/C++ IDE Package
 - Microsoft Visual C++ toolchain support
 - Embedded development support
 - including RSE, TCF, cross gnu tools integration



C/C++ Family at Eclipse

- Linux Tools Project
 - Tools for Linux Developers
- Target Communication Framework
 - Protocol and Service Framework for Targets
- Target Management
 - Terminal View, Remote Systems Explorer
- Parallel Tools Project
 - Tools for High Performance computing
- Sequoyah Tools for Mobile Project
 - Native tools for mobile platforms



The Greater Ecosystem

- Embedded Platform Vendors
 - Wind River Workbench
 - QNX Momentics
 - Texas Instruments Code Composer
 - Nokia Carbide
 - Montavista Dev Rocket
 - and many, many more
- Open Source Platforms
 - Linux Distros
 - Yocto Embedded Linux
 - Android



And the Ecosystem keeps Growing!

IAR Systems addresses growing user community with Eclipse integration



Embedded World 2011, Nuremberg, Germany, March 1st - 3rd - Hall 10.209



The Rise of the User

- User contributions to CDT on the rise
 - Ericsson
 - Google
 - Broadcom
 - A handful of small independents
- Focused mainly on improving quality
 - Make sure CDT works for their users
- Hugely important to the Eclipse ecosystem



What's happening in CDT today?

- Codan static analysis
- Multi-core Debug
 - Pin and clone views to debug contexts
 - Debug element grouping
 - Gdb multi-context support
- General quality improvements
 - Scanner Discovery clean-up
 - Build scalability
 - Platform build configurations
 - Refactoring improvements



What cool things could we do?

- Java native debugging still holy grail
 - Should be important for Android, Eclipse
- Apple platform support
 - As alternative to Xcode
 - Support for Objective-C
- Windows Platform
 - Debugging to go along with Visual C++ build support
 - C#?
- External builders support
 - CMake, SCons, Jam



Areas that need work

- Build UI and Workflows
- Refactoring coverage and quality
- Codan code checkers and quick fix
- Scalability to massive projects



C/C++ Alive and Well at Eclipse

 To the 25+ committers and countless contributors who bring the C/C++ IDE to you.

Thank you!

