

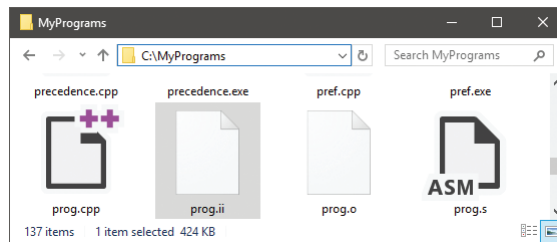
...cont'd

- 1 Create a simple program named “prog.cpp” that will output a message when it gets executed
`#include <iostream>`
`using namespace std ;`

```
int main()
{
    cout << "This is a simple test program" << endl ;
    return 0 ;
}
```

- 2 Issue a command using the `-save-temps` option, to save temporary files, and a `-c` option to compile this program's source files into an object file – with no executable file
`++ prog.cpp -save-temps -c`

- 3 Open the `.ii` file in a plain text editor such as



Notepad,
then scroll to the end of the file to see the modified source code – notice how the `<iostream>` library functions are defined in the `std` namespace

- 4 Open the `.s` file in a plain text editor to see the low-level assembler instructions – notice how the message string is now terminated by the special `\0` character

- 5 Issue a command to output an executable file from the `.o` object file, then run the program to see the message
`++ prog.o -o prog.exe`

```
Command Prompt
C:\MyPrograms>g++ prog.cpp -save-temps -c
C:\MyPrograms>g++ prog.o -o prog.exe
C:\MyPrograms>prog
This is a simple test program
C:\MyPrograms>
```



prog.cpp



One or more object files can be used to create an executable file – as described on page 146.



You can combine these steps, creating an executable file and saving temporary files, by issuing the command
`++ prog.cpp -save-temps -o prog.exe.`