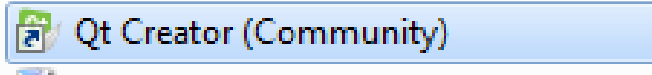


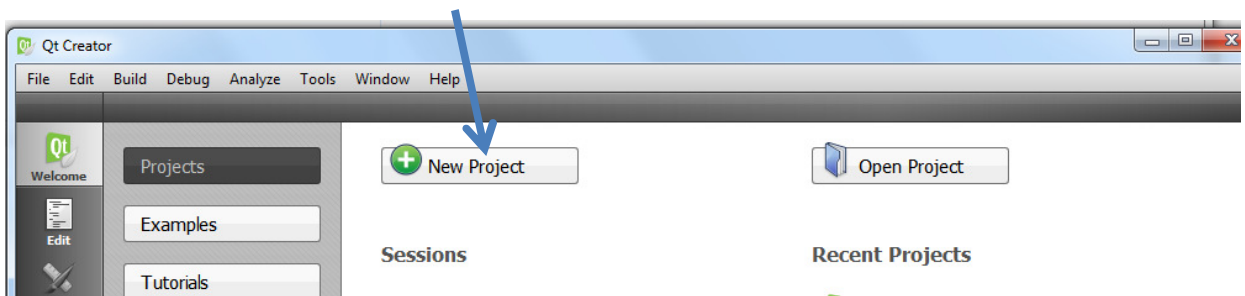
# Iniciar um projeto no Qt creator

1. Duplo clic em

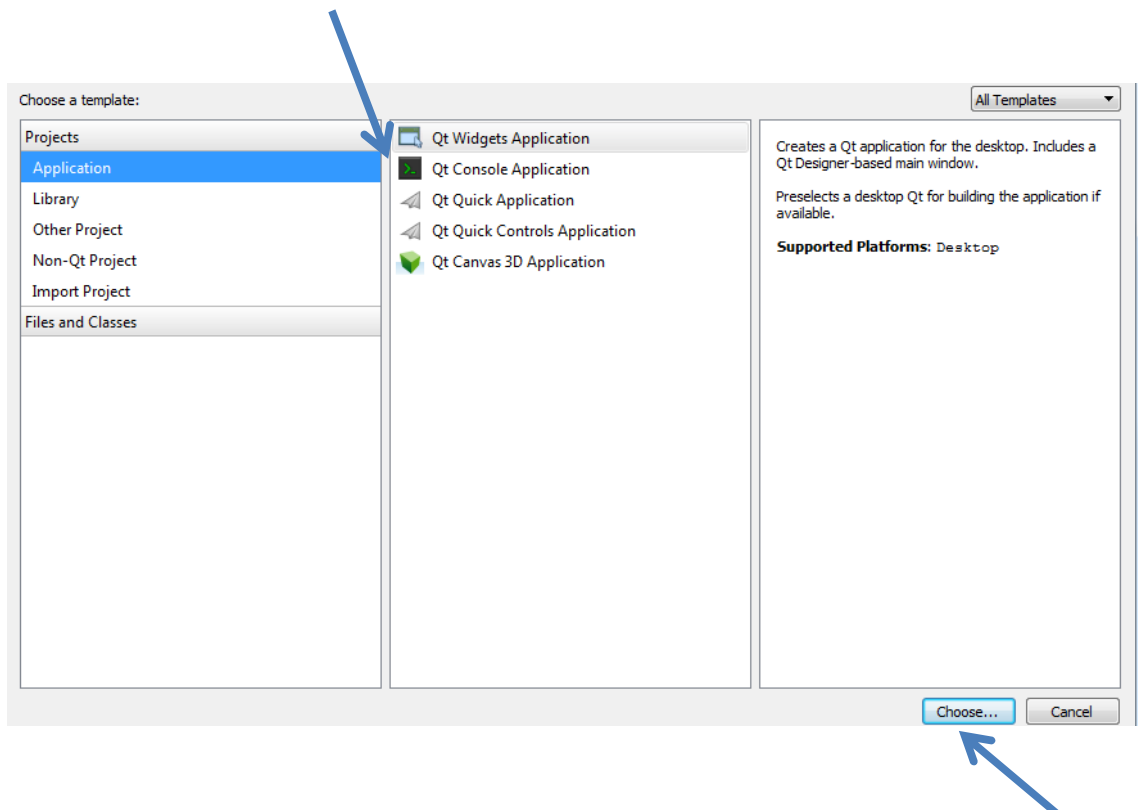


(provavelmente em C:\Users\...\AppData\Roaming\Microsoft\Windows\Start Menu\Programs\Qt)

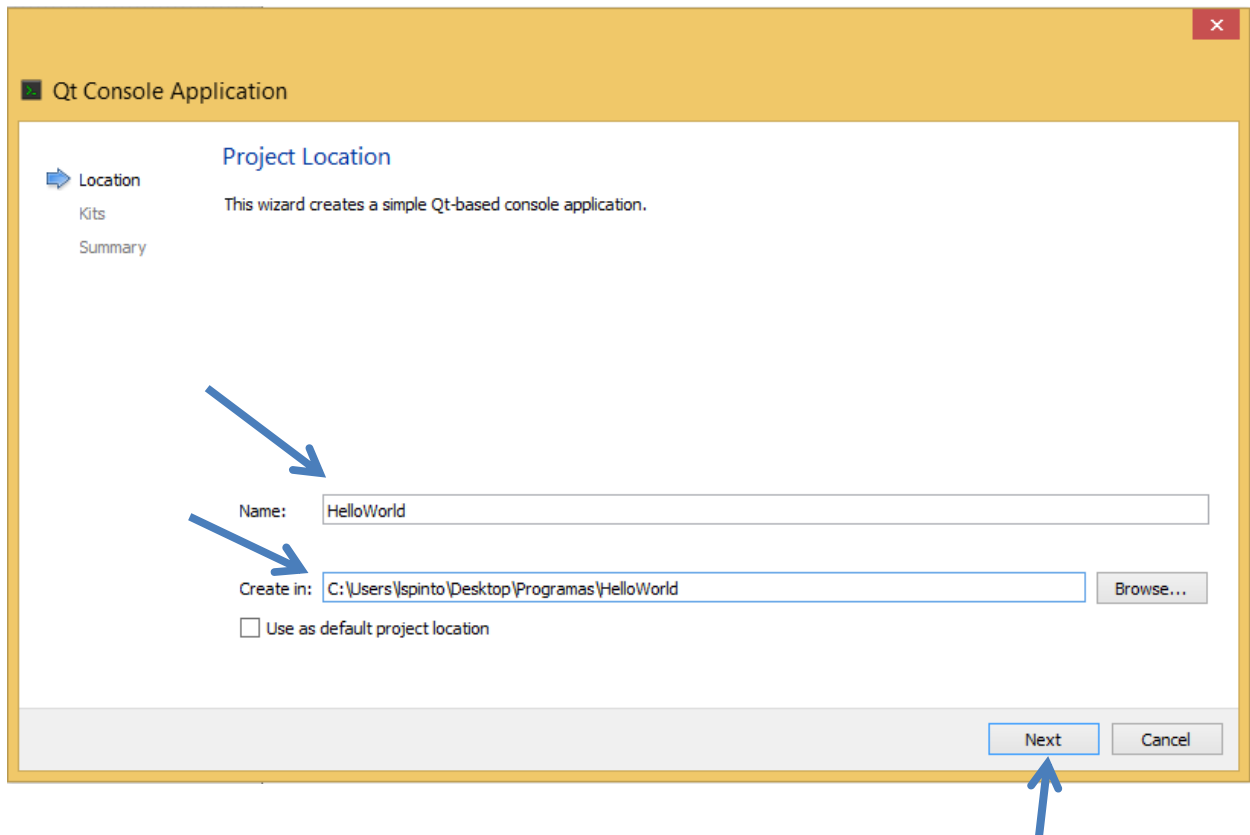
2. Na seguinte janela => New Project (ou Open Project para seleccionar um que já se tenha criado)



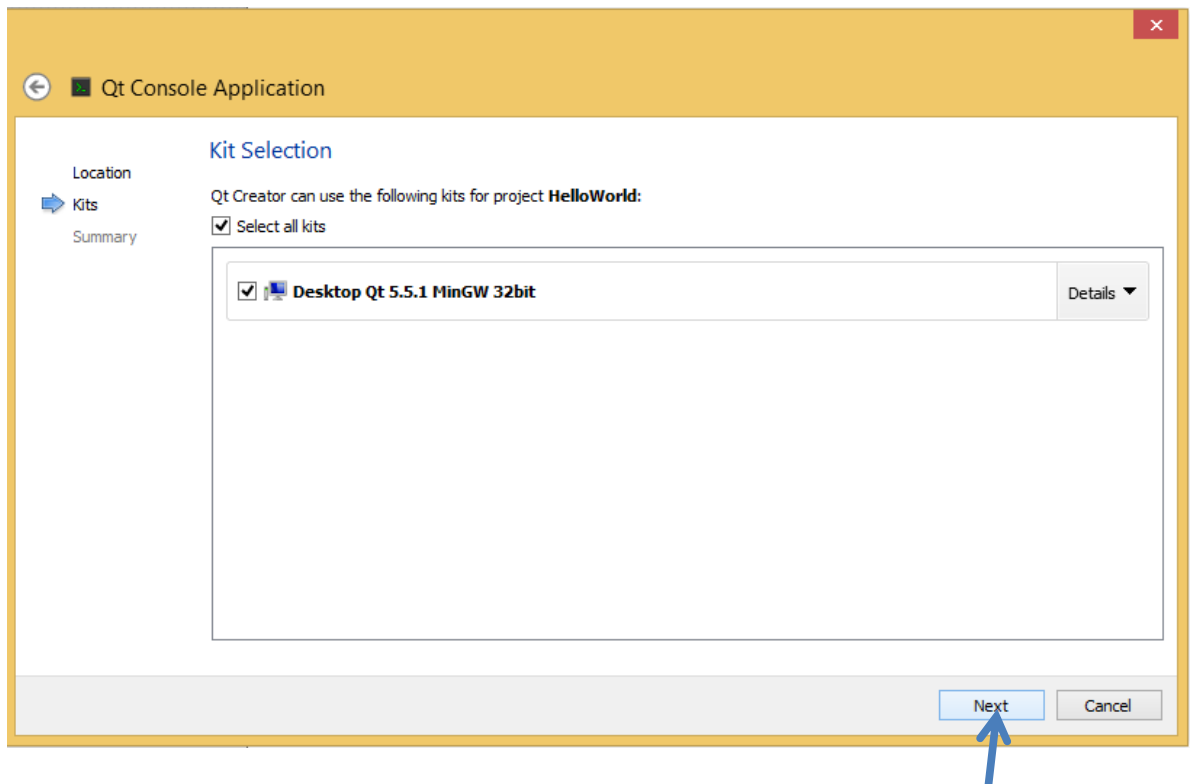
3. Na janela seleccionar => Qt Console application e => Choose



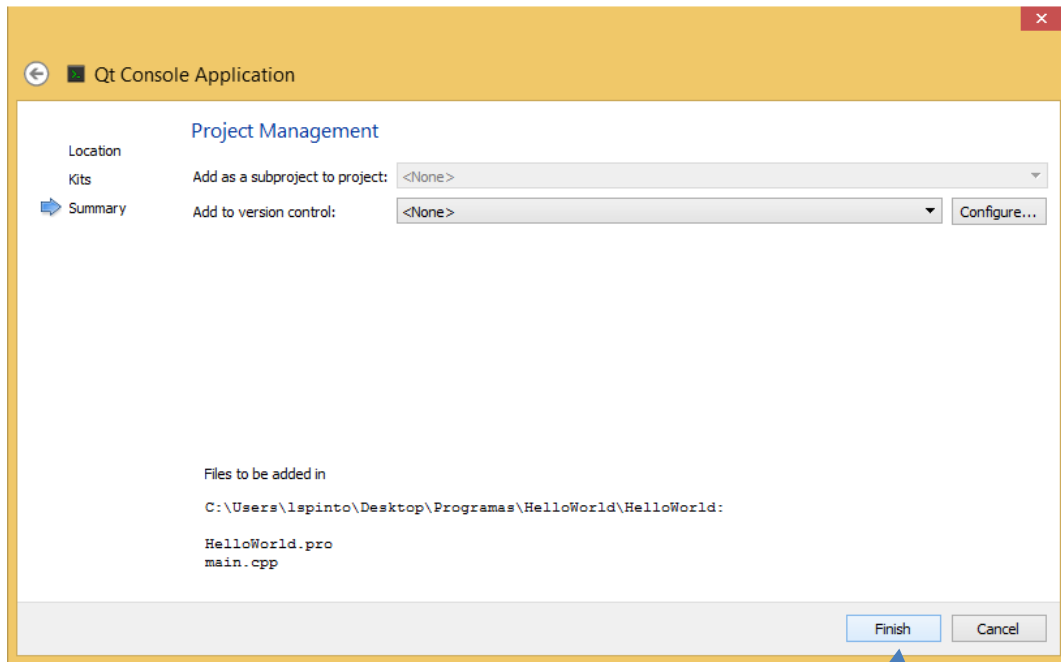
4. Escrever o nome do projeto e selecionar a pasta onde guardar e => Next



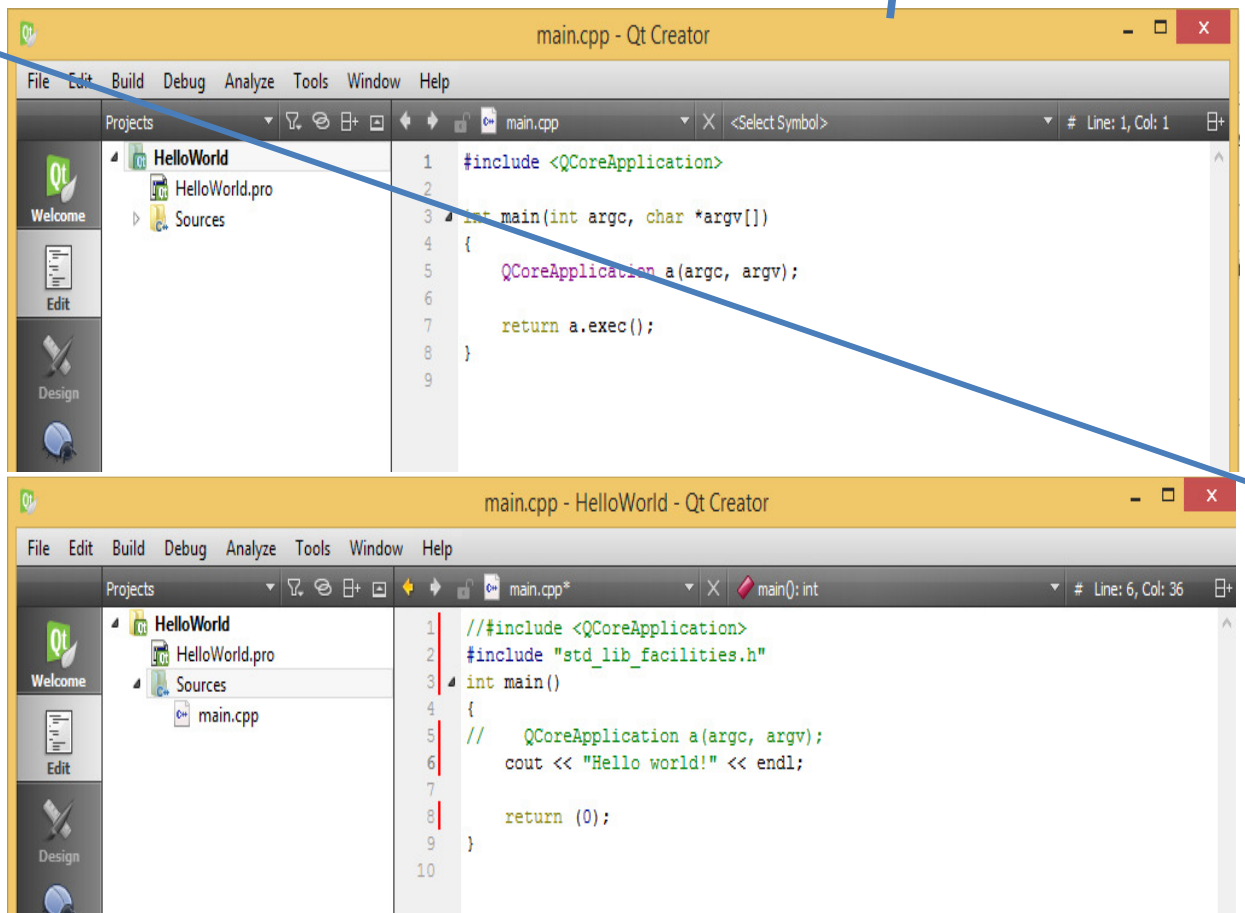
5. => Next



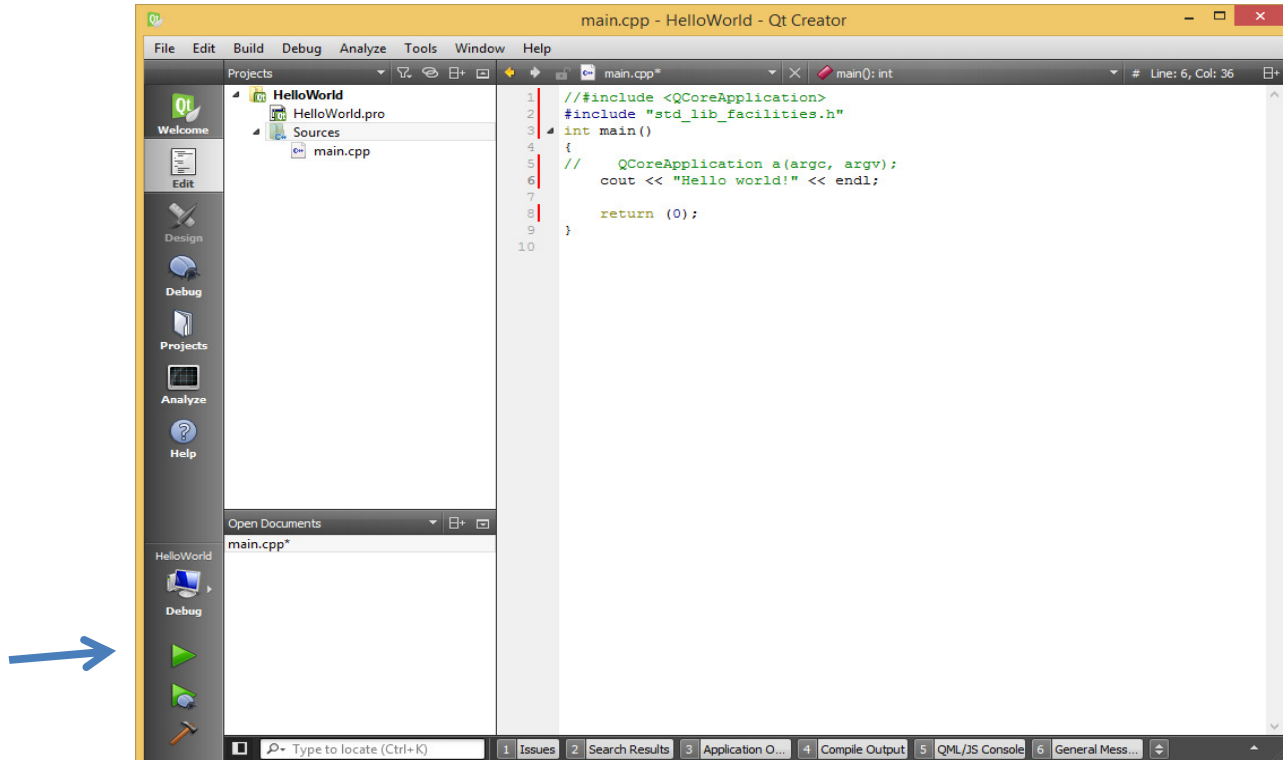
6. => Finish



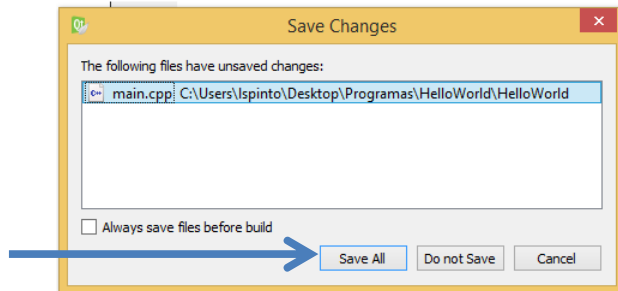
7. Alterar o texto para ficar como está na seguinte



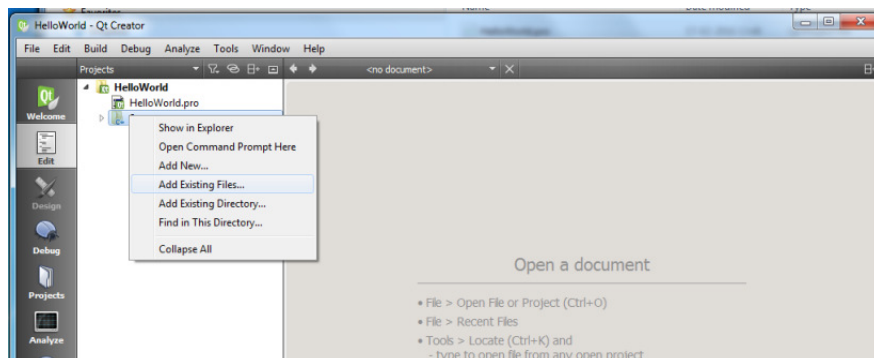
8. Incluir na pasta das fontes o ficheiro [std\\_lib\\_facilities.h](https://pascal.iseg.ulisboa.pt/~rbras/lp/) que está na página de LP <https://pascal.iseg.ulisboa.pt/~rbras/lp/> em Materiais das aulas. Clicar no ficheiro com o lado direito do rato e => save target as  
Clicar na seta verde



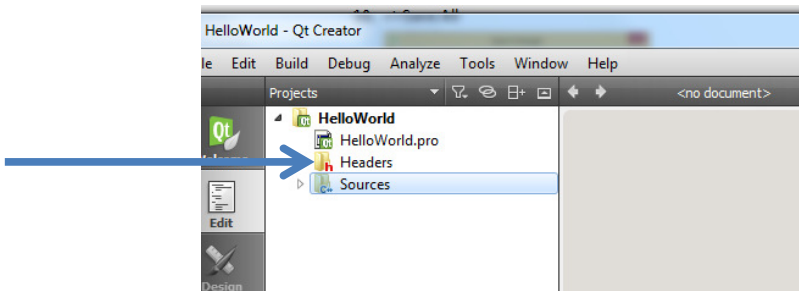
9. =>Save All



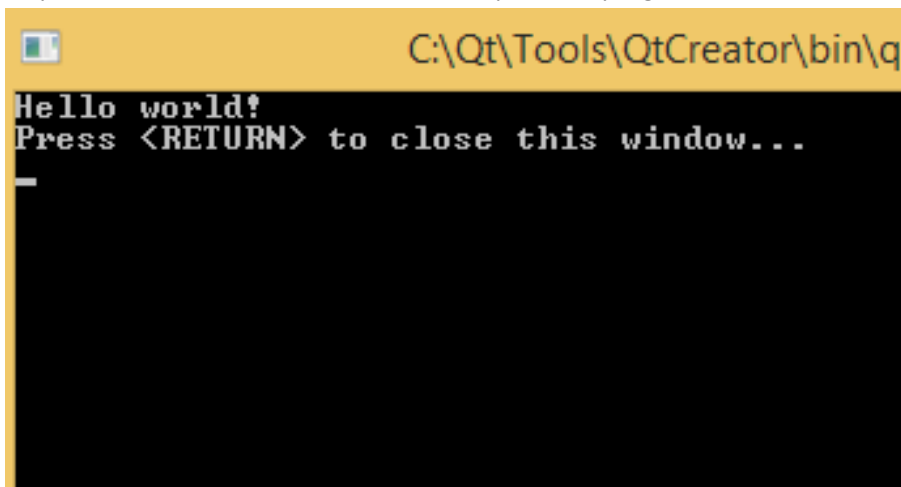
10. Convém incluir o ficheiro de cabeçalho do seguinte modo:  
Clicar no lado direito do rato => Add Existing Files e escolher o ficheiro std\_lib\_facilities.h que foi colocado na pasta do projeto



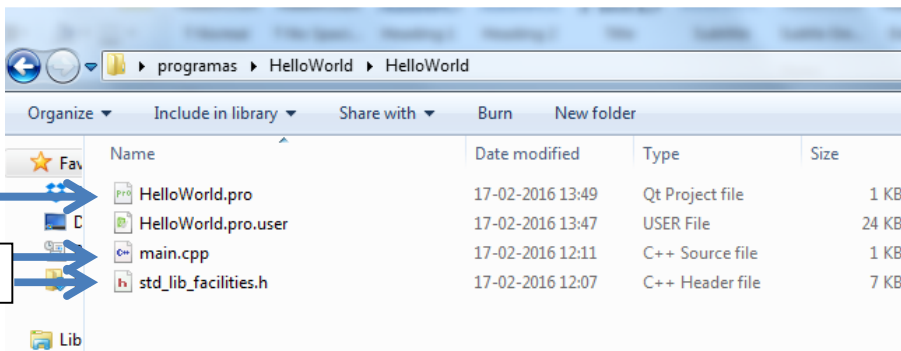
11. No projeto fica automaticamente numa pasta de ficheiros de cabeçalho



12. E aparece o fantástico resultado do nosso primeiro programa



13. A pasta HelloWorld estará assim



14. Executável

