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Free ansi c compiler software

C is a general purpose procedural programming language that is quite easy to learn (which does not have many built-in features to remember) but still makes enough sense that it can be used to build any type of computer program, including the entire operating system like Linux. C++ is a general purpose object-oriented programming language originally created as a superset of C (although nowadays two languages have evolved in different directions so that it is no longer strictly true). These two programming languages, C and C++, are probably among the most popular languages used to write programs. This page lists many free C and C++ compilers, cross-compilers and interpreters for a variety of operating systems on PCs, Macs and other computers. If you're looking for a C/C++ compiler and cross-compiler for microcontrollers, PDA, calculators (like HP Calculator) and other such devices, you should also check free C/C++ compilers and cross-compilers for the page of microcontrollers, embedded systems, PDAs, calculators and other devices. Most compilers that can be safely classified under that category have been taken to that page. Amsterdam Compiler Kit amsterdam compiler kit (ACK), for Unix-type systems including Linux, is a cross-platform compiler for ANSI C, K&R C, Pascal, Modula-2 and Basic (although the original support is primitive, according to their site). It can generate code for a variety of processors, although it has been tested only for 8086 (i86), 80386 (i386), 68000, 8080 and VideoCore IV. A fork of this compiler serves as the default toolchain for Minix 1 and 2 (Minix uses 3 clang). Note, however, at the time I write it (in 2020), that the developer (on the site) states that he cannot sincerely recommend using ACK for production code unless the stop-gap measure or as long as other benefits of ACK (e.g. a very light turnkeychain is valuable to you) outweigh code quality. This software is issued under BSD license. Microsoft Visual Studio Community For an individual or amateur programmer, the Microsoft Visual Studio community seems to include most of its critical cousins' critical tools. To complete a list that compares different versions, you get ide, debugger, customizable compiler, editor, debugging and profiling features of the full version. With this suite, you can develop desktop and mobile versions of Windows as well as programs for Android. The C++ compiler appears to support most of ISO C++11 and C++14 and C++17, while the C compiler is still woefully outdated without proper C99 (yes, 1999 standard) support, so there's no need to dream about C11 support. The software also comes with support for building programs with C#, Visual Basic, F# and Python. At that time I wrote this, the site tells Visual Studio community is free for individual developers, open source projects, academic Education and small professional teams. Clang: The C Language Frontend for LLVM Clang is a C, C++, Objective C and Objective C++ compiler, mainly developed by Apple. It is part of the LLVM project. (Before you ask, LLVM is nothing particularly, although historically, it was low for low-level virtual machines.) I think they want to live down that name because it's not a virtual machine in the sense people use it today.) It implements various ISO C and C++ language parameters such as parts of C11, ISO C++11, C++14 and C++1z. It also supports various extensions found in the GNU C compiler family. The compiler is issued under the BSD license. Unfortunately, at the time I write it, it is only provided in source form, and you have to compile it yourself. Mingw like MinGW-w64 (listed elsewhere on this page), the MinGW-w64 project provides the libraries, headers and runtime needed to run on Windows systems for GNU C and C++ compilers. In the case of MinGW-w64, these support files allow you to create 64 bit programs in addition to 32 bit people. This project also provides cross compilers, so that you can compile (say) Windows programs from linux systems if you choose. AMD x86 Open64 Compiler Suite This is a version of the Open64 compiler suite (see elsewhere on this page) that is tuned for AMD processors (and additional bug fixes). The C/C++ compiler conforms to THE ANSI C99 and ISO C++98 standards, supports inter-language calling (since it also has a Fortified compiler), x86 32 bit and 64 bit code generation, Vector and Scalar SSE/SSE 2/SSE 3 code generation, OpenMP2.5 for shared memory models, MPCh2 for distributed and shared memory models, IEEE 754 floating point support, an optimizer that supports a huge variety (global, loop-nest, inter-processor analysis, feedback guided, etc. It comes with a customized AMD Core Math Library and documentation. This compiler suite requires Linux. The Open Watcom V2 fork is a fork (i.e., spin-off) of the seemingly-stalled Open Watcom project (see elsewhere on this page). It can produce and produce executers for Windows (16-bit, 32-bit and 64-bit), Linux (32-bit and 64-bit), OS/2 and MS-DOS (16-bit and 32-bit protected modes). For people not familiar with Watcom, it used to be a well-known commercially sold compiler until the original developers shut it down and released its source code (under the Sibes Open Watcom Public License). By the time I write this, it's still in development, although a pre-release build is available for download. Open Source Watcom/Open Watcom C/C++ Compiler Watcom C/C++ Compiler (now Open Watcom C/C++ Compiler) is now open source and free. This compiler, which generates code for Win32, Windows 3.1 (Win16), OS/2, Netware NLM, MSDOS (16 bit and 32 bit protected mode) etc., was a highly reputable compiler a few years ago (until Sibes) does not finish). The compiler also includes the rather famous STLPort C++ standard template library implementation). Update: This project seems to have stalled, and there's a new open Watcom V2 Fork project (see elsewhere on this page) in progress. The Digital Mars C/C++ Compiler (Symantec C++ Replacement) is a drop-in replacement for the digital Mars C/C++ Symantec C++ compiler, with support for compiling programs for Win32, Windows 3.1, MSDOS and 32-bit extended MSDOS. If the target machine does not have a floating point processor (pre-pentium machine), you can add floating point simulation to your program. The compiler supports increased language features of the C++ definition and AT&T version 3.0 found in the Annotated C++ Reference Manual (ARM), including templates, nested classes, nested types, exception handling and runtime type identification. UPS Debugger (C interpreter) It's actually a graphical source level debugger for the X window, but it has one built-in C interpreter that can handle single or multiple source files. You can use it to create byte-code executed and execute the interpreter on that executed. If you need an interpreter for debug or prototype programs, or just to learn the language, check it out. It supports the following platforms: Solaris, SunOS, Linux, FreeBSD, BSD/OS, and possibly other Unix. Remember the old (famous) BDS C compiler for BDS C Compiler 8080/Z80 CP/M system? It is now in the public domain, complete with assembly language source code. The package is the retail version of the compiler, with a linker and user manual. Before you scoff at it, remember that it can be used to generate 8080/8085/Z80 code for embedded systems with a little bit of work (i.e., write your routine instead of any runtime library code that uses operating system functions). Bloodshed Dev-C++/C++ Compiler This is a Win32 integrated development environment that includes egcs C++ compiler and GNU debugger from mingw32 environment with an editor and other features to simplify program development using the MINGW32 GCC compiler on a Windows platform. It also includes an installer for your applications. Tiny Sea Fork This tiny C is a fork of the compiler (listed elsewhere on this page) which is distributed in source form. Like the original Tiny C compiler, it implements many features of the ISO C99 standard. It works on Linux and Windows and is distributed under the GNU General Public License. The small C compiler is a single-pass compiler that generates 16 or 32 bit Intel x86 (80386 and later) assembly language code for NASM, YASM or FASM (which are free assemblers), which can then be assembled and added to Windows, Mac OS X, Linux, and DOS. It can also generate code for MIPS and TR3200 CPU. The language supports most of the ANSI C89 standard and some of the ANSI C99 features. It is able to compile itself. At the time this entry was written, however, the Standard C library is still a work-in-progress. Orange Sea Compiler An optimization (if you use other variants of English) C compiler that supports the latest C parameters like C99 and C11. It runs on Windows as well as DIS, it has an integrated development environment with programming editor (featuring syntax highlighting and code completion), utility, debugger and a Win32 resource editor. It can generate programs for Win32 and MSDOS, as well as Intel and Motorola hex files (which is useful if you write programs for embedded systems). For MSDOS output, your programs will use the DOS extender. The authors of this program also produce the CC386 compiler, which is also listed on this page. THE PCC - Portable C compiler is based on the original Portable C compiler by PCC S C Johnson. The goal of the project is to write a small, fast C compiler that can compile C99 source code. The compiler is a two-pass compiler that runs on OpenBSD and NetBSD. DeSmet C. DeSmet C. who will be familiar to the program in C in the 1990s. This is the MSDOS C compiler. It has been released under the GNU GPL, and comes with manual, an editor, and a third-party customization. Apple Xcode for Mac OS X Xcode is Apple's integrated development environment that includes a syntax-highlighting editor, a build control system, a debugger, GNU C compiler (GCC), an interface builder, AppleScript Studio, Java development support, webobjects development tools, etc. To get the tools, you need to be an Apple Developer Connection (ADC) member, but it seems that online membership is free. Tiny C Compiler - Smallest Linux C Compiler [Update: The author says on the website that he is no longer working on the compiler. See elsewhere on this page for this project running at a fork, which is still running at the time it's written.] This small Linux and Windows C compiler generates customized x86 native binary. It reportedly compiles, assembles and links several times faster than GCC. The compiler is currently moving towards ISO C99 compliance. It also includes an optional border checker. It also handles C script files (just add the Shebang line #!/usr/local/bin/TCC-run the first line of your C source code file on Linux to have it executed directly). TCC is distributed under GNU General Public License. Portable Object Compiler This is a set of Objective C Class libraries and a compiler that transforms your Objective C code into plain C code. It works on Windows, Linux, OS/2, Macintosh, etc. Mingw32 C&amp; compilers This system comes with the GNU C/C++ compiler, which you can use to generate the Win32 executable. It has its own <windows.h> which is among the masses. Applications generated using this system should be faster than those generated by the Cygwin32 system (see elsewhere on this page), and they are free of the load of GNU licenses. Like other systems based on GNU tools, Mingw32 comes complete with various programming tools, such as a program maintenance program (i.e., make), text processing tools (Grep), Lexical Analyzer Generator (Flex), Parser Generator (Bison), etc. It also comes with a resource compiler, allowing you to compile your Windows resources. GNU C/C++ Compiler This is the GNU compiler collection page, from which you get the source code for GNU C, C++, Fortran, ADA, GO and D compilers as well as standard libraries. Peles C Compiler This is a Windows-hosted C compiler based on LCC (see also LCC-Win32 elsewhere on this page). It consists of C compiler, linker, resource compiler, message compiler, make utility, etc. It compiles code for both Windows and Pocket PCs. DJGPP C and C++ compiler This is a development system based on the GNU C/C++ compiler. It generates 32 bit MSDOS executors who are Windows 95 long-filename-aware. It is a very complete system with IDS, graphics library, lexical analyzer generator (flex), parser generator (bison), text processing utilities (e.g. grep, sed), a DOS extender, etc. Compilers, utilities, and libraries come with source code. Silk ANSI C based compiler Silk is an ANSI C-based language that can be used for multi-thread parallel programming. It's particularly effective for exploiting dynamic, highly asynchronous similarity in a data-parallel or message-passing style. Their website mentions that Silk has already been used to develop three world-class chess programs, Startech, Socrates and Silkchase. Sphinx C-Compiler This MS-Dos compiler is a type of hybrid C compiler and assembler that allows you to create programs with the power and readability of C while maintaining the efficiency of the assembly language. It can produce msdos executables or OBJ files that you can use together with other linkers to generate an executor. The above link leads to source code and documentation for the compiler. If you want a pre-compliant binary, you can get it from the unofficial Sphinx C-compiler site. LSI C-86 C compiler the website for this compiler is written in Japanese, which I do not understand, but I collect that it is a cross-compiler that allows you to generate romable code. An earlier version of the compiler (3.30c) appears to be free. The free version runs only on Msdos. SDCC C Cross-Compiler It is a C cross-compiler that targets Intel 8051, DS390, Z80, HC08 and PIC microprocessor. It can also be retargeted for another 8 bit MCU or PIC. It comes with a retargetable assembler and linker, a source level debugger and a simulator, and it's capable of a variety of customizations. Library standards are C99 compatible. The source code for the compiler is available under GPL. Supported host platforms include Linux, Windows, Mac OS X, Alpha, Spark, etc. LADSoft CC386 C compiler This is a runtime library, linker, initial debugger, DOS extender (MSDOS version), an IDE which is an ANSI C compiler for MSDOS/DP/M and Win32, version) and comes with a make-up utility. Source code is also available. It compiles the most Build C99 when you run it in C99 compatibility mode. Sigwin Project (C&C++ compilers) This project includes a commercial quality compiler (GNU C/C++) that generates Win32 GUI and console applications. I haven't used this port myself, but based on what I read, it looks like they have their <windows.h> and so on. Source codes are provided for compilers, libraries, and devices. Note that the default option in this package is responsible for you distributing your source code if you compile and link with their libraries. There's also a special option you can invoke that will cause it to link with alternative libraries, allowing you to deliver your applications without sources. LCC - A retargetable compiler for ANSI C LCC is a C compiler (source code only) that generates code for Alpha, Spark, MIPS R3000 and Intel x86. A book written by the authors of the compiler is also a retargetable C compiler that states the code of the C compiler. The link above points to a new version of the LCC (by the same author) described in the book. Cyclone C Cyclone C is not strictly an ANSI C compiler, but a compiler of a safe bid of C. It applies type of protection, there are different types of checks to protect against buffer overflow, array-bound violations, etc. It currently works on Linux and Windows (the latter via Sigwin), and you need the GNU compiler tool on your system (see elsewhere on this page). The Turbo C2.01 is available for free from new owners of the old but famous Turbo C2.01 (ex) Borland development devices for DOS. It was a well-loved compiler from MS-Dos Days, known for its fast compilation time, integrated development environment (IDE), and (DOS-based) graphics library. LCC-Win32 C Compiler [Update: This compiler is no longer available. For the record, www.cs.virginia.edu/~lcc-win32/ used to be found in.] [Update update: I've been told by some visitors that it's Available at. However, since I have no way of verifying that this is a legitimate source, and it is not a third-party site, either infringing someone else's copyright or potentially distributing malware-infected executors, I'm leaving the link in this note instead. Warning empor, and all this.] It is a C compiler that generates Win32 GUI and consoles applications. It comes with its own linker, IDE, debugger, resource editor and resource compiler. LCC-Win32 is based on the LCC compiler (see elsewhere on this page) and is free for non-commercial use only. Leonardo IDE [Update: This project has been closed. Leonardo IDE is a Macintosh-based IDE, compiler and debugger for C programs. It has a syntax highlighting editor, ANSI C compiler, compiler for alpha visualisation language, graph editor, reversible virtual CPU etc. Note that programs in native code is not used but is coded to execute for virtual CPUs. Virtual machines and debuggers allow you to execute <windows.h><windows.h>. Supports front and back and multitasking. IDE comes with animated algorithms, as well as example source code for games like Tetris, Checkers, etc. IDE is useful for checking your source code and debugging, discovering memory leaks, etc. Compak C Compiler [Update: This compiler is no longer available. For records, it was found in h30097.w3.hp.com/linux/compaq_c/index.html. Linux/Alpha users can now download and use Compak's Customizable C compiler independently by simply filling out a form and agreeing to their license agreement. The compiler can be used to generate any type of program, commercial or otherwise. The compiler includes a math library and a debug ported from True64 Unix. It comes with a language reference manual and programmer guide along with normal human pages. Guide.

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