

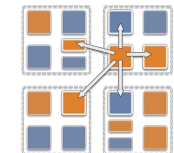
Hello World Example

- hello.ci file

```
mainmodule hello {  
    mainchare Main {  
        entry Main(CkArgMsg  
*m);  
    };  
};
```

- hello.cpp file

```
#include <stdio.h>  
#include "hello.decl.h"  
  
class Main : public CBase_Main {  
    public: Main(CkArgMsg* m) {  
        ckout << "Hello World!" <<  
endl;  
        CkExit();  
    };  
};  
  
#include "hello.def.h"
```



Charm++ File Structure

- C++ objects (including Charm++ objects)
 - Defined in regular .h and .cpp files
- Chare objects, entry methods (asynchronous methods)
 - Defined in .ci file
 - Implemented in the .cpp file

C++



Class Files

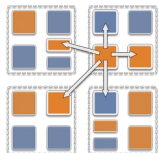
Charm++



Chare Class Files

Hello World Example

- Compiling
 - `charmcc hello.ci`
 - `charmcc -c hello.cpp`
 - `charmcc -o hello hello.o`
- Running
 - `./charmrun +p7 ./hello`
 - The +p7 tells the system to use seven cores



Compiling a Charm++ Program

