



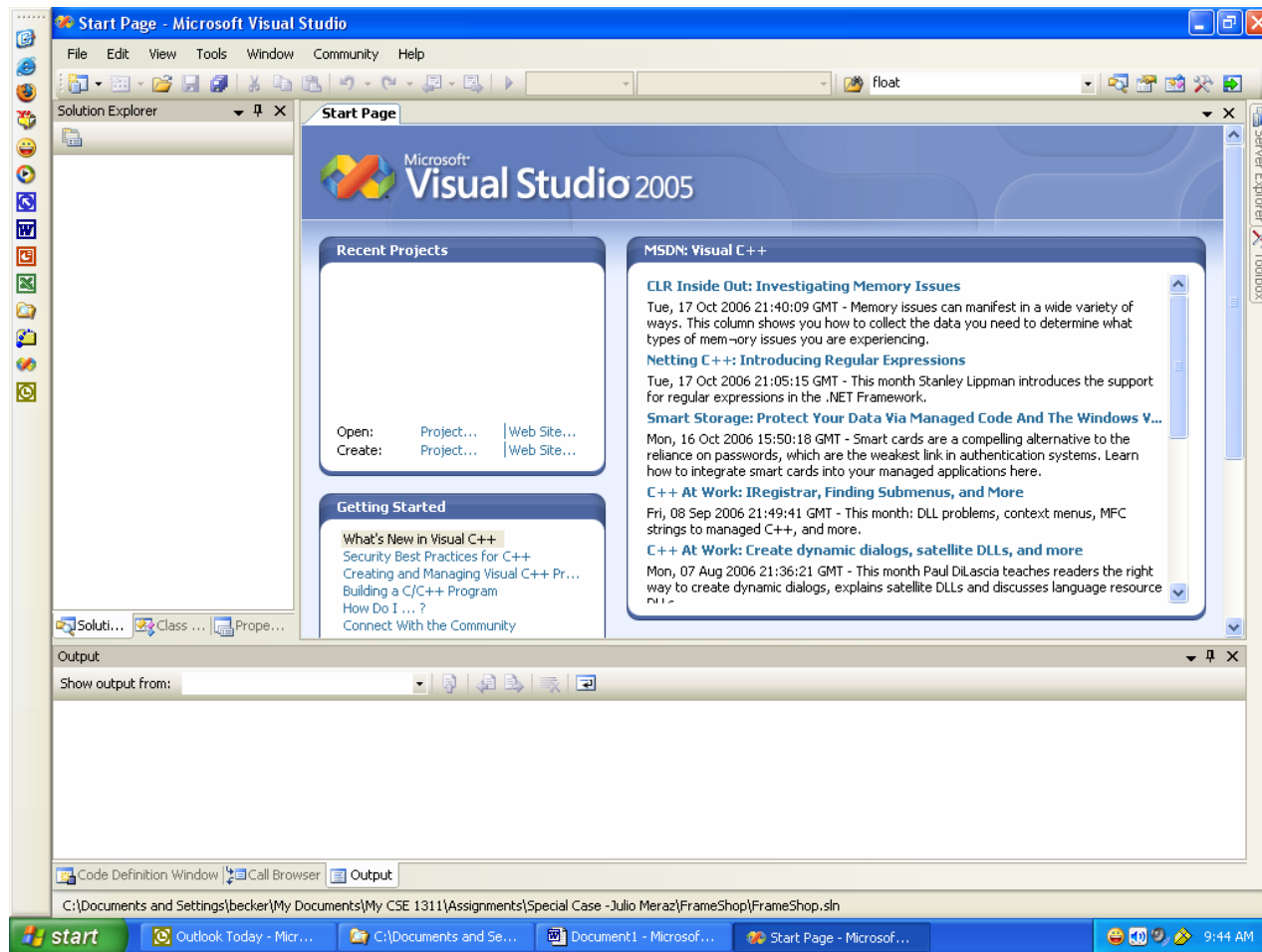
Starting with Visual Studio



Starting with Visual Studio

- When Visual Studio first starts, the system will come up with no active solution or project, and may have a “Start Screen” to display what was worked on last.

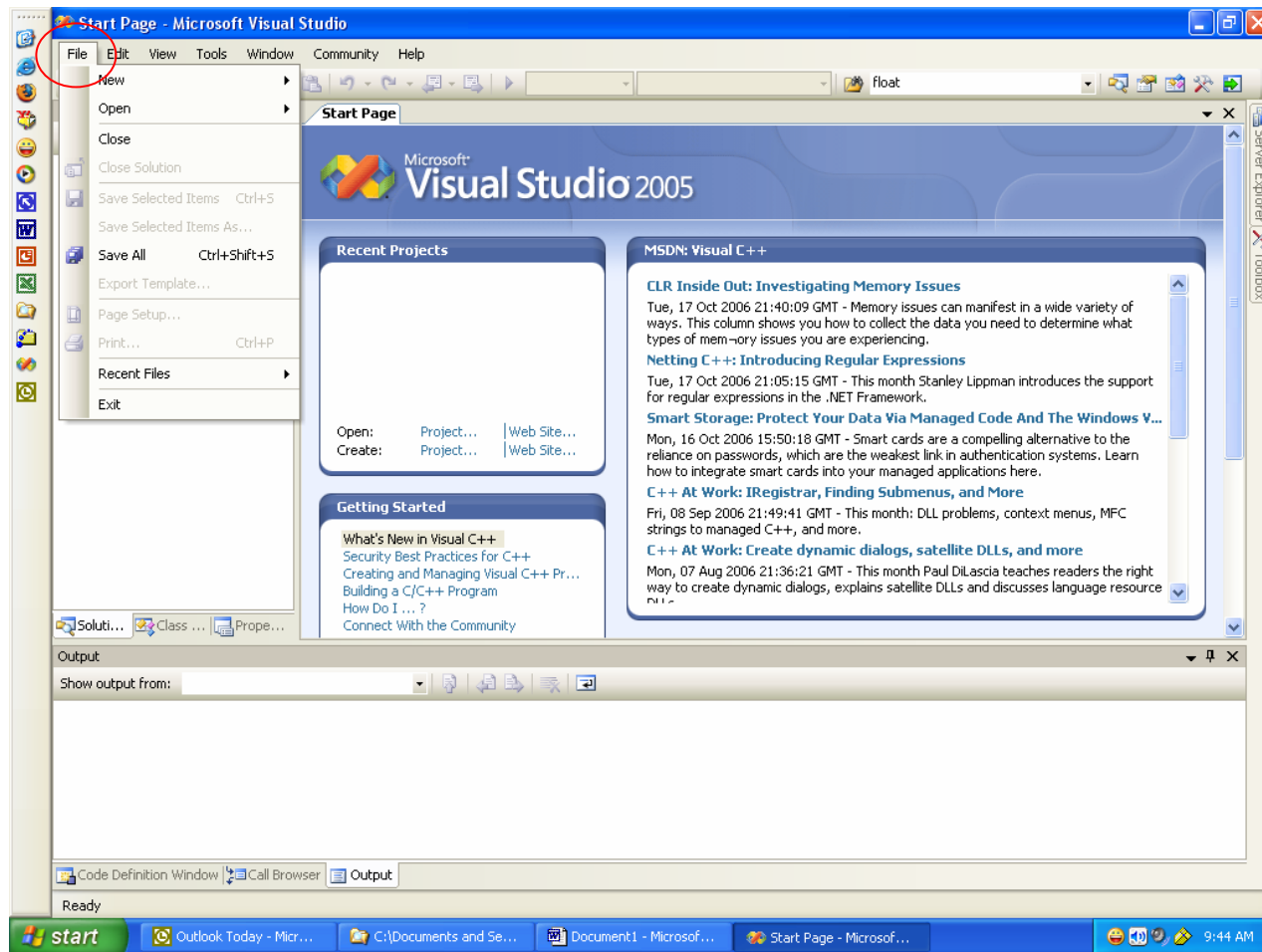
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Starting with Visual Studio

- All Visual Studio programs require a Solution and a Project before the file can actually be added into the system. Start out by going to **File** on the main menu.

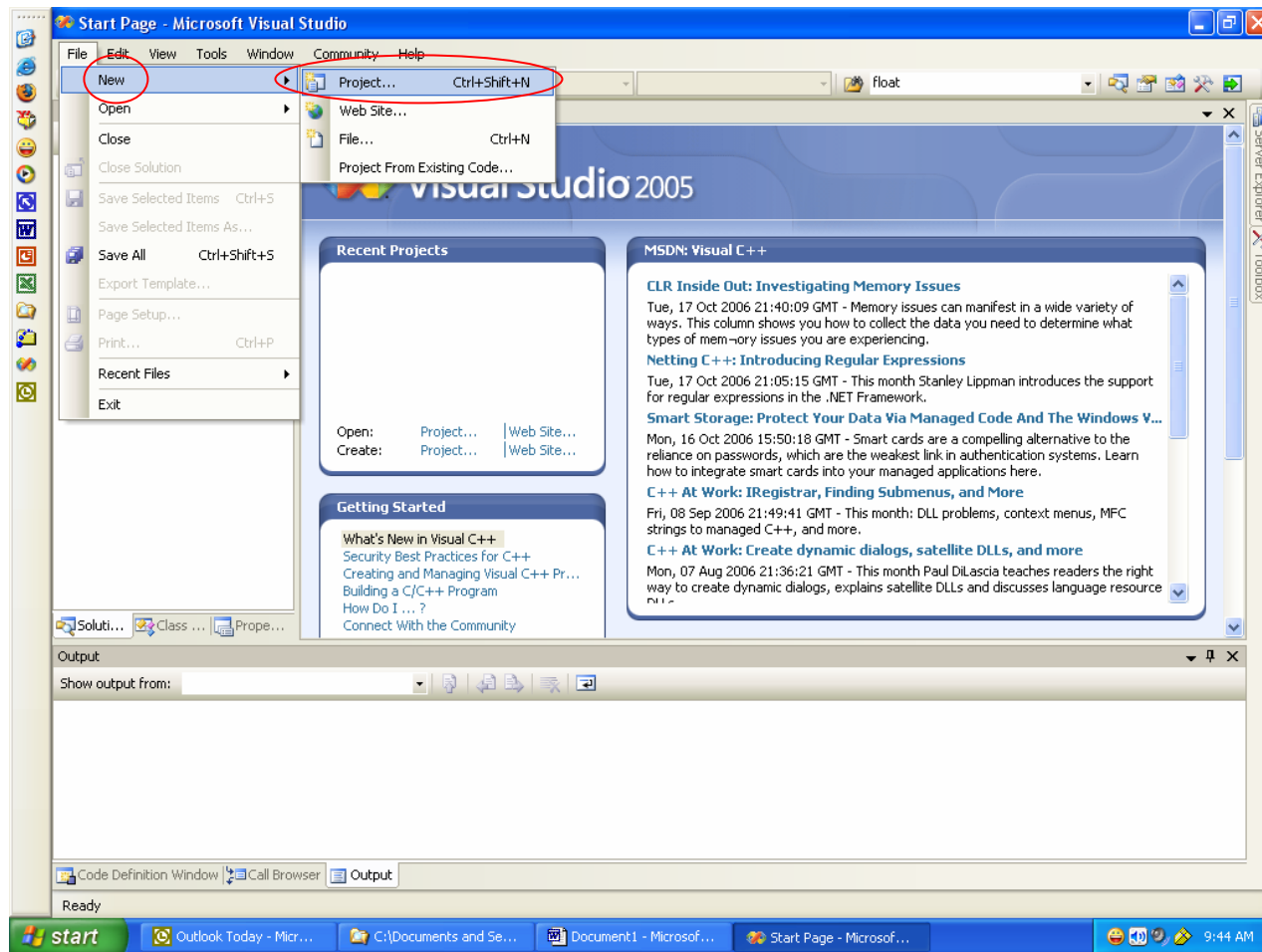
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- Next, select **New** and a second menu will appear. On this second menu, select **Project**.

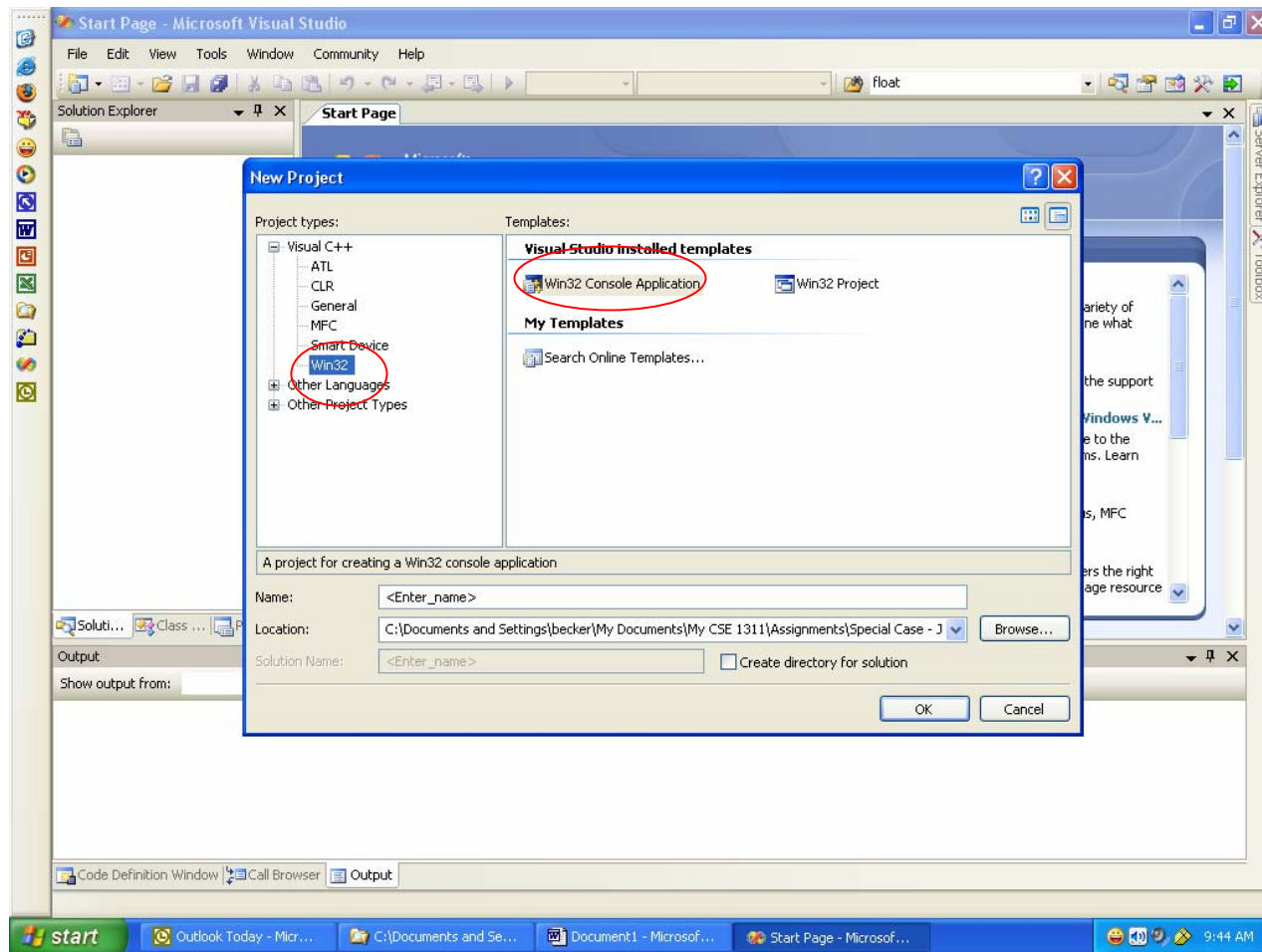
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- A dialog box will appear, called **New Project**.
- Inside of this dialog box, select **Win32** and **Win32 Console Application**.

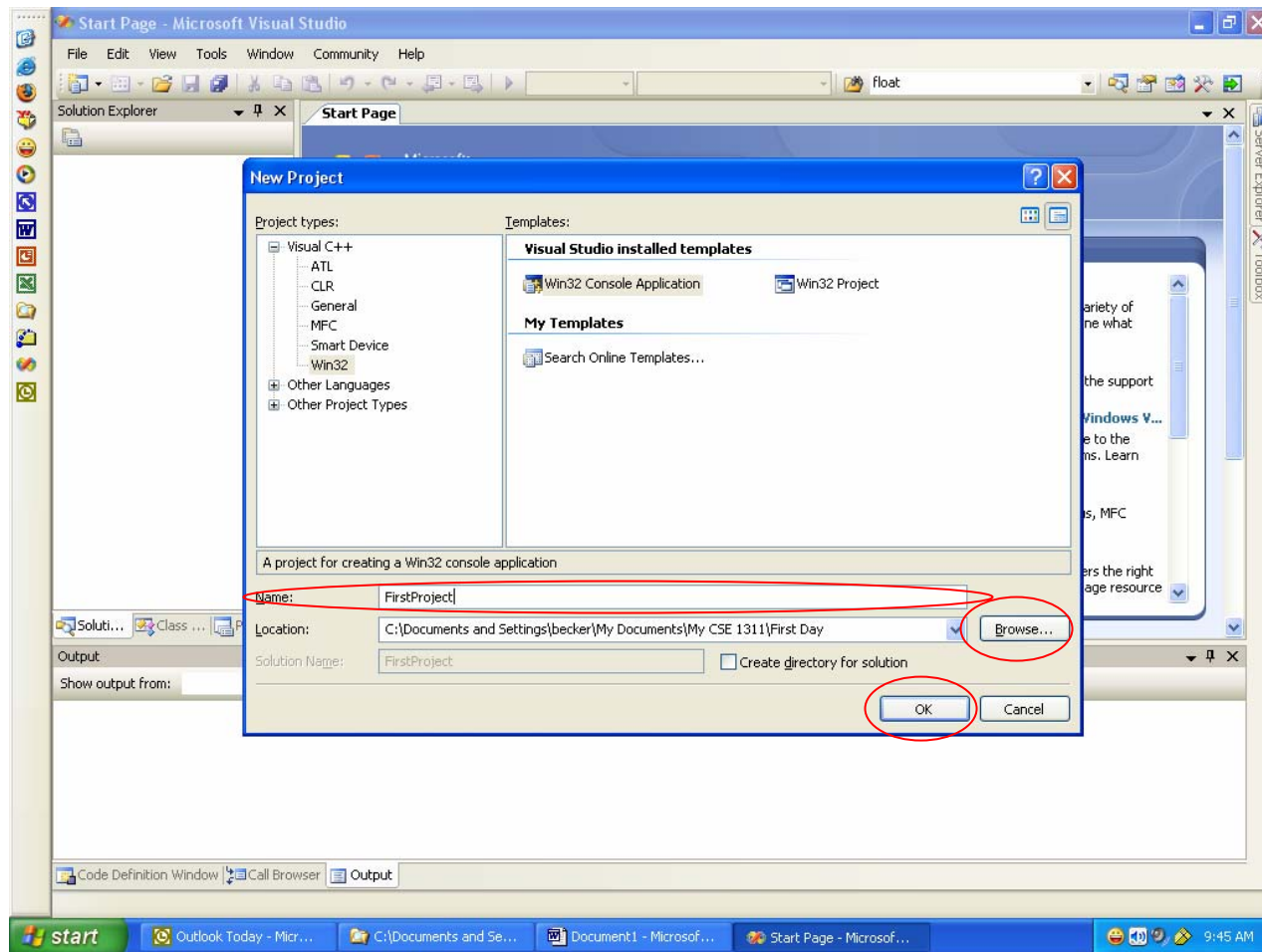
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- Now, give the project a **Name**, in this example “FirstProject”, and use the **Browse** button to find a **Location**.
- The **Location** is important, this is where the files that make up the program will be stored, and can be navigated by using the Windows Explorer.
- Once the **Name** and **Location** are correct, click **OK**

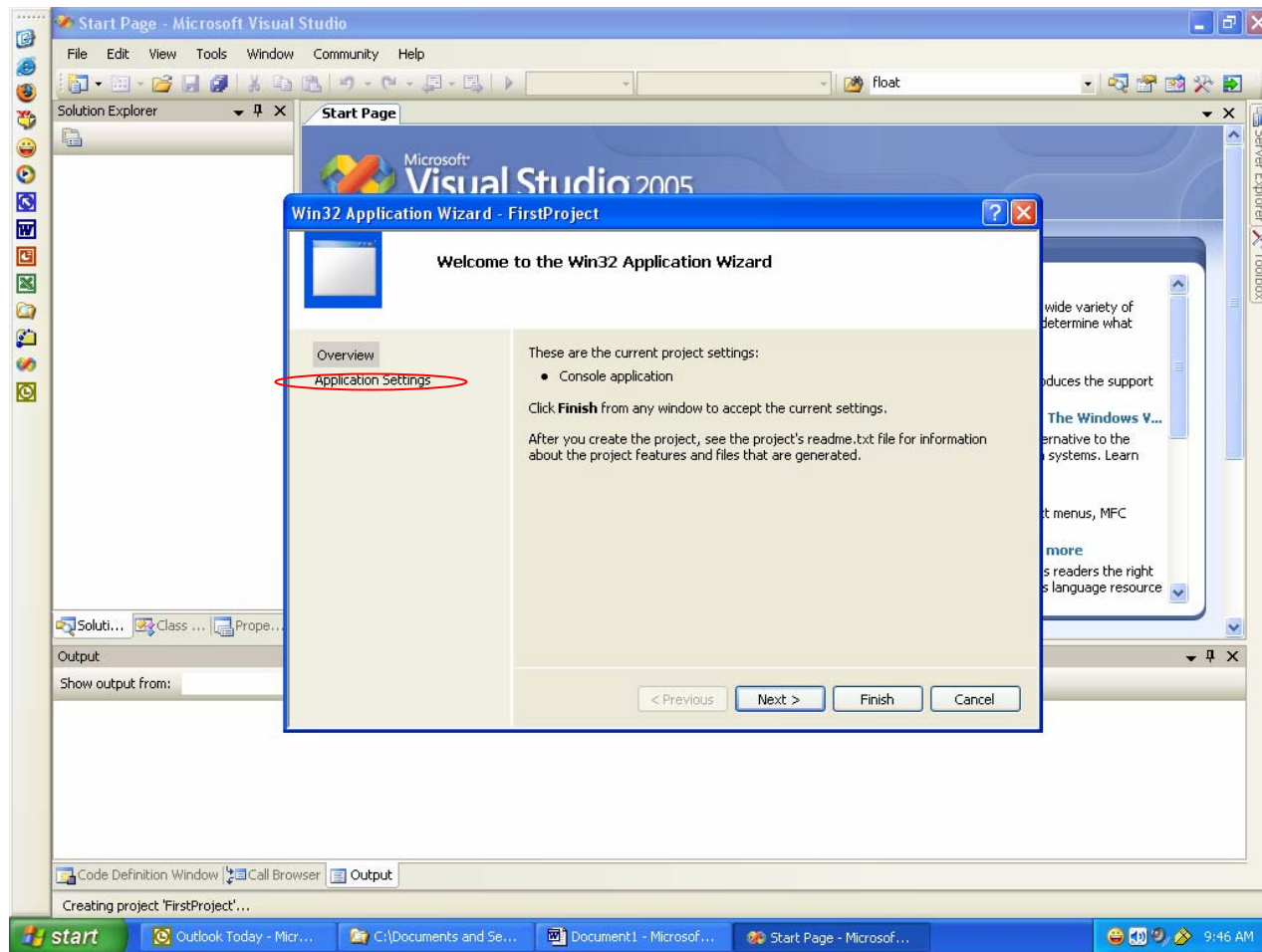
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- Next, the **Application Wizard** dialog box will open.
- On the left will be a pair of options, **Overview** and **Application Settings**.
- Select **Application Settings**.

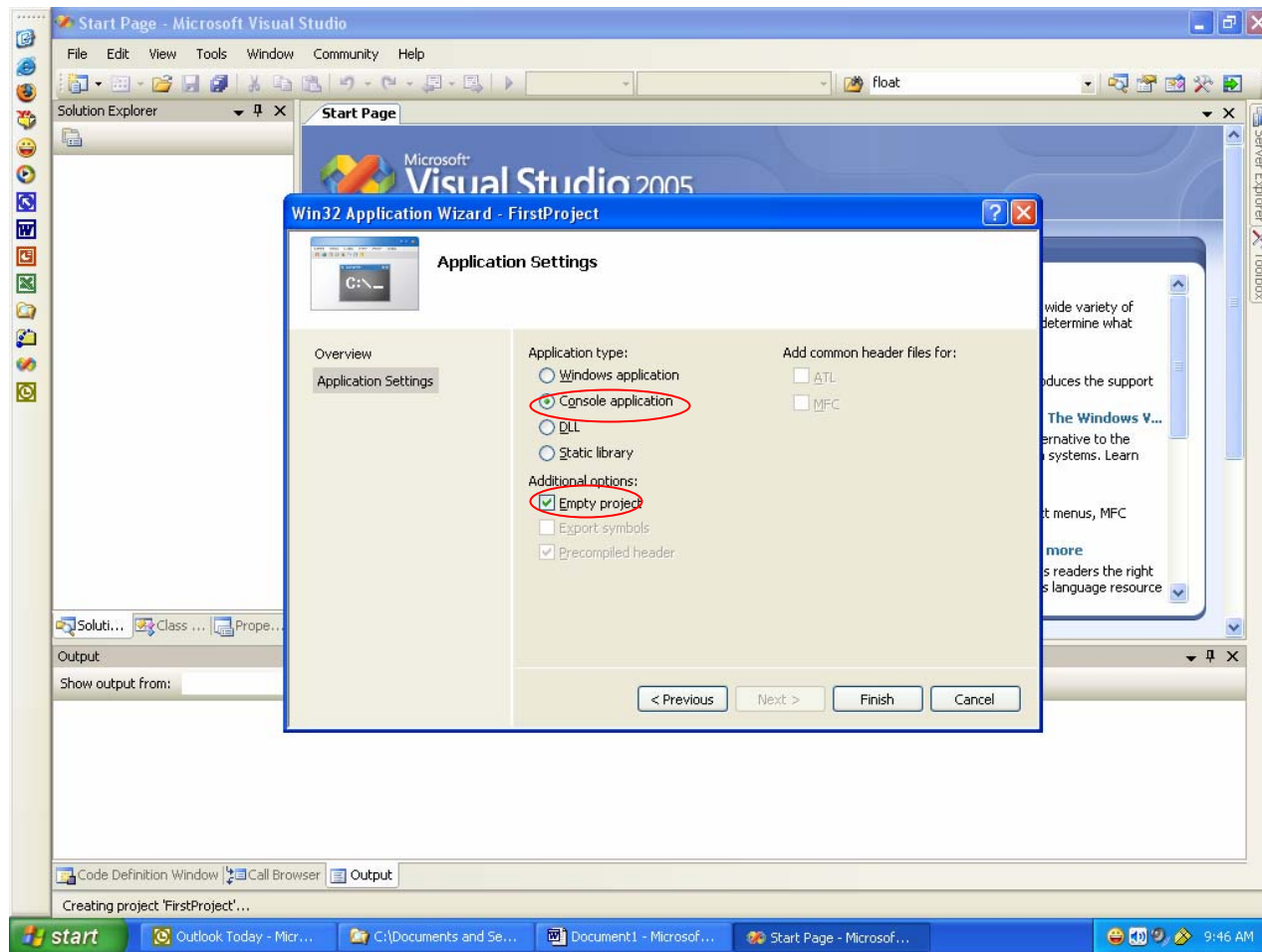
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- Under **Application Settings**,
 - for **Application Type** select **Console Application**,
 - and for **Additional Options** select **Empty Project**.
- Once this is done, click **Finish**.

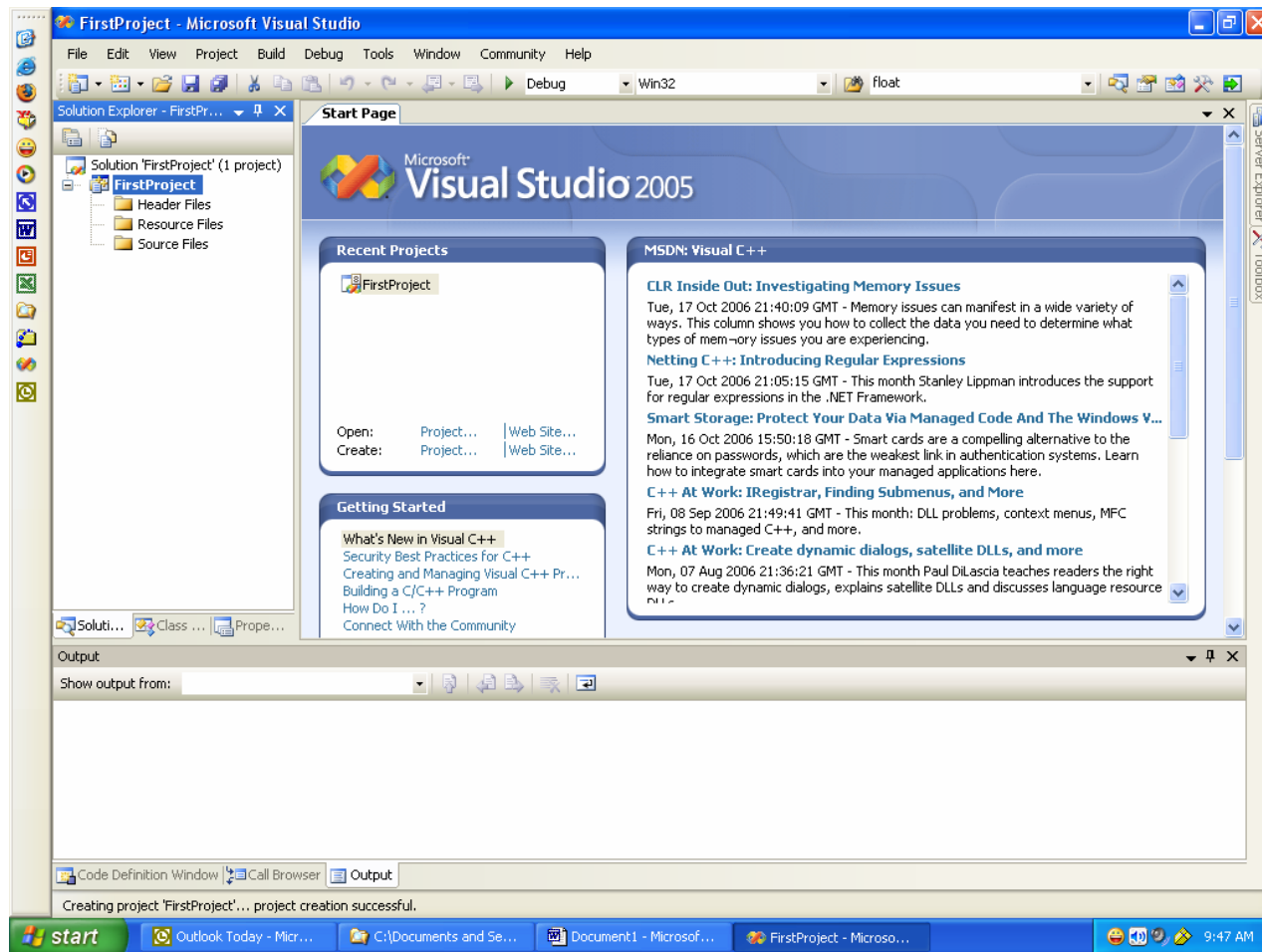
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- Now, the Project and Solution are created and loaded into the Studio.
- The next step is to create a file in which to program.

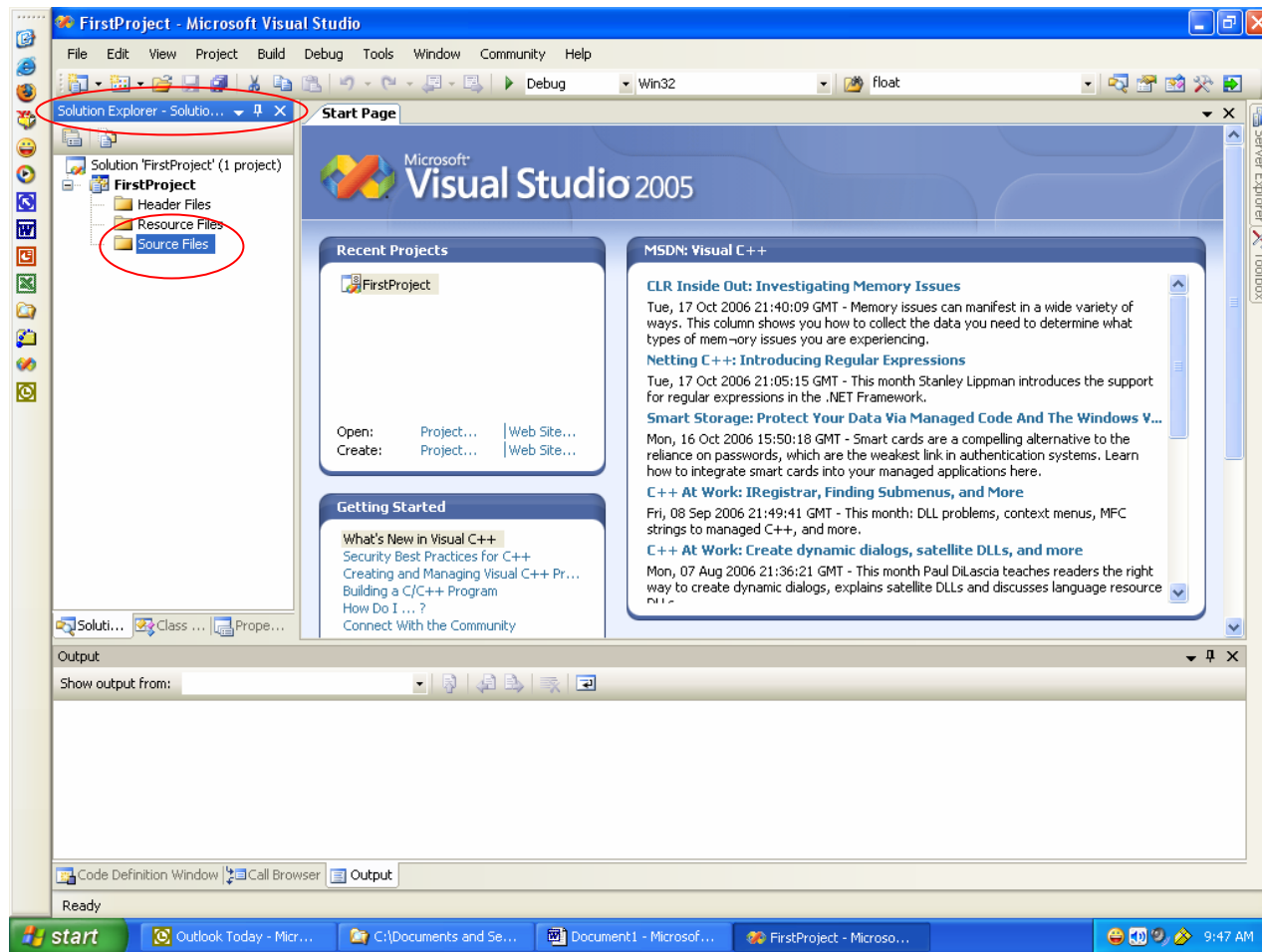
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- Go to the box called **Solution Explorer**, and highlight the **Source Files**.
- Note, different machines may have different layouts for the Studio.
- Look for the Solution Explorer Tab if the system is not immediately visible, or go to **View** on the main menu, and select **Solution Explorer**.

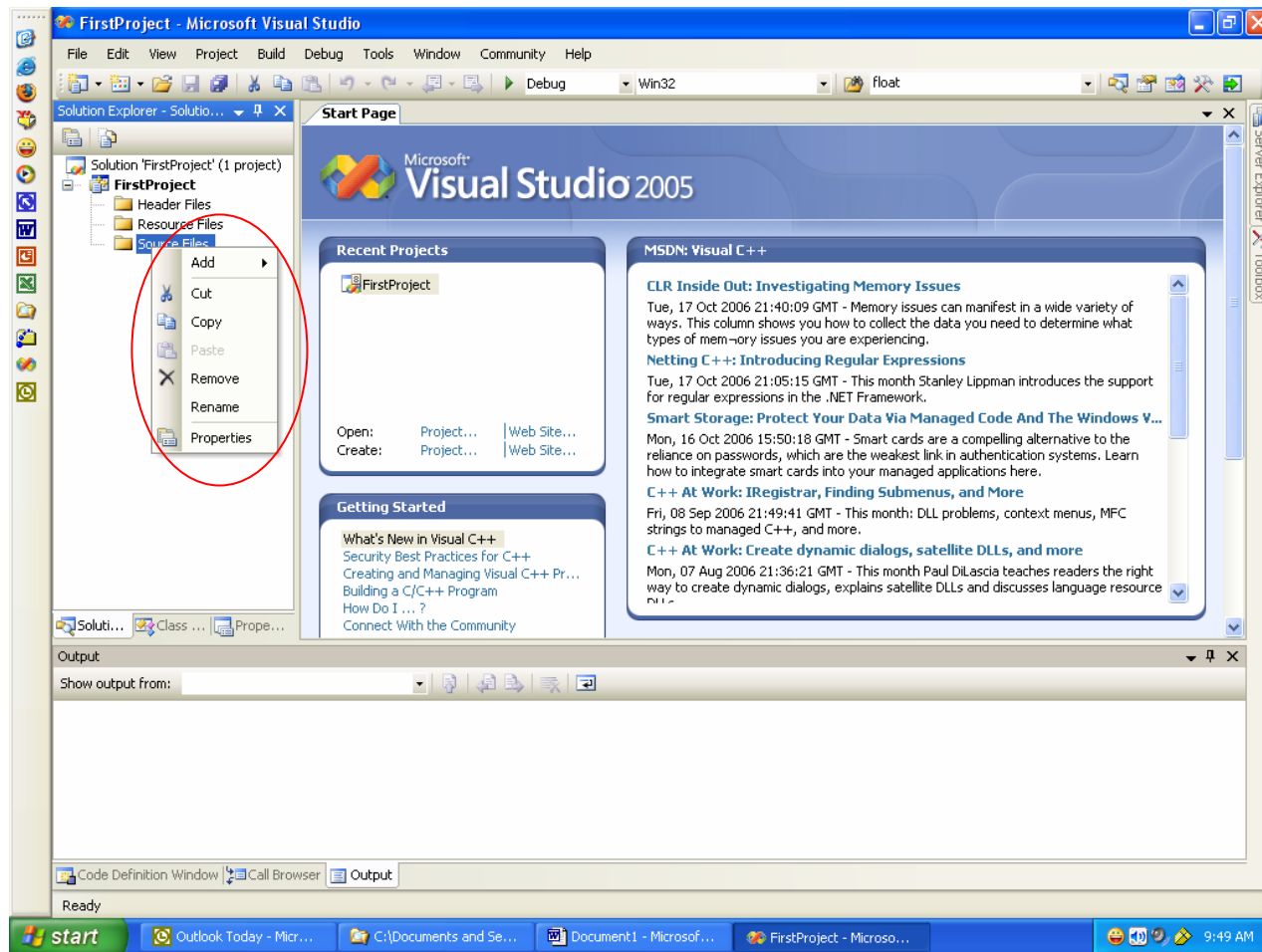
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- Now, click **Source Files** with the right button on the mouse, and a submenu will appear.

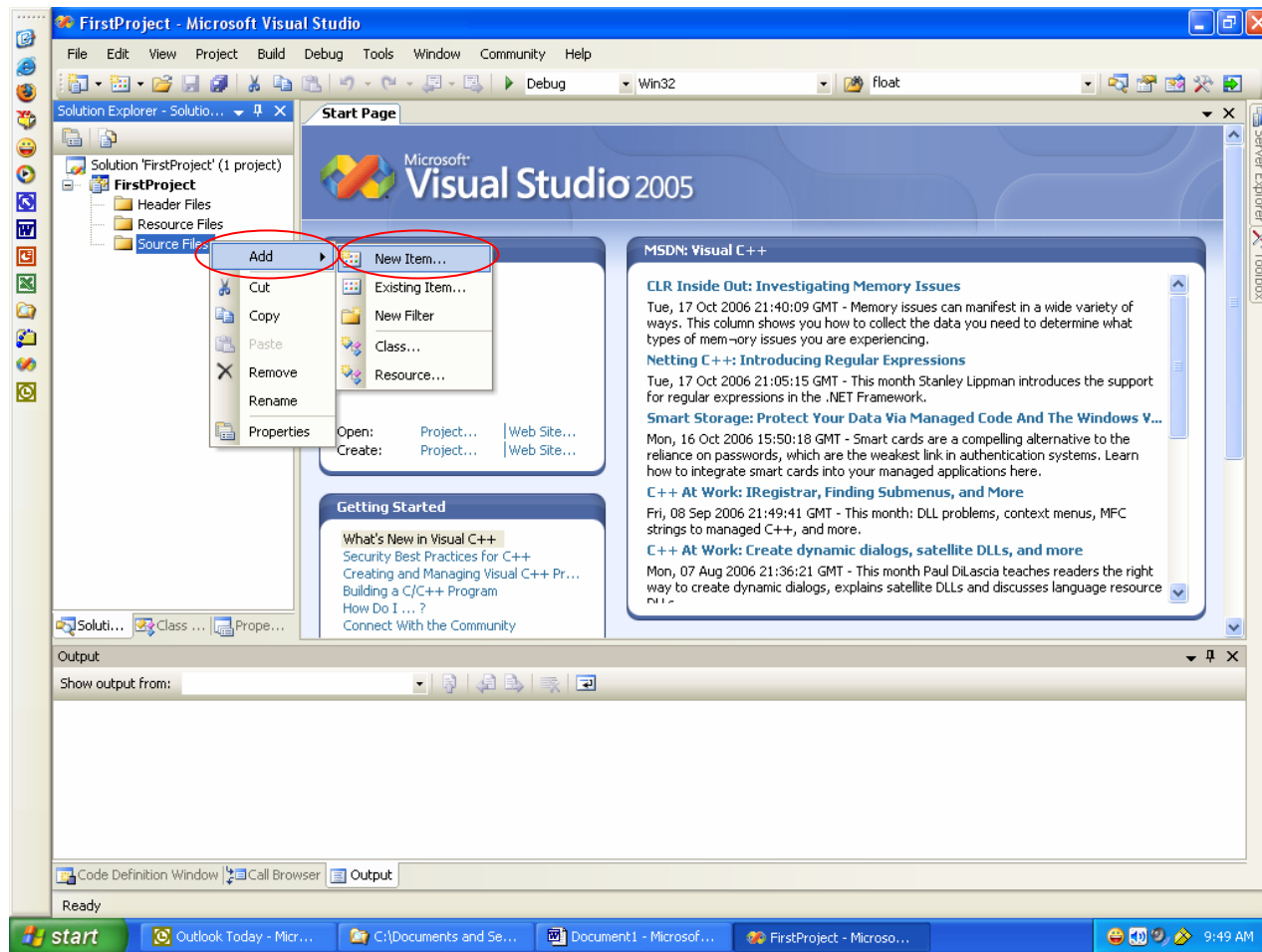
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- Put the mouse pointer on the word **Add**, and yet another menu will appear.
- This time, select **New Item**

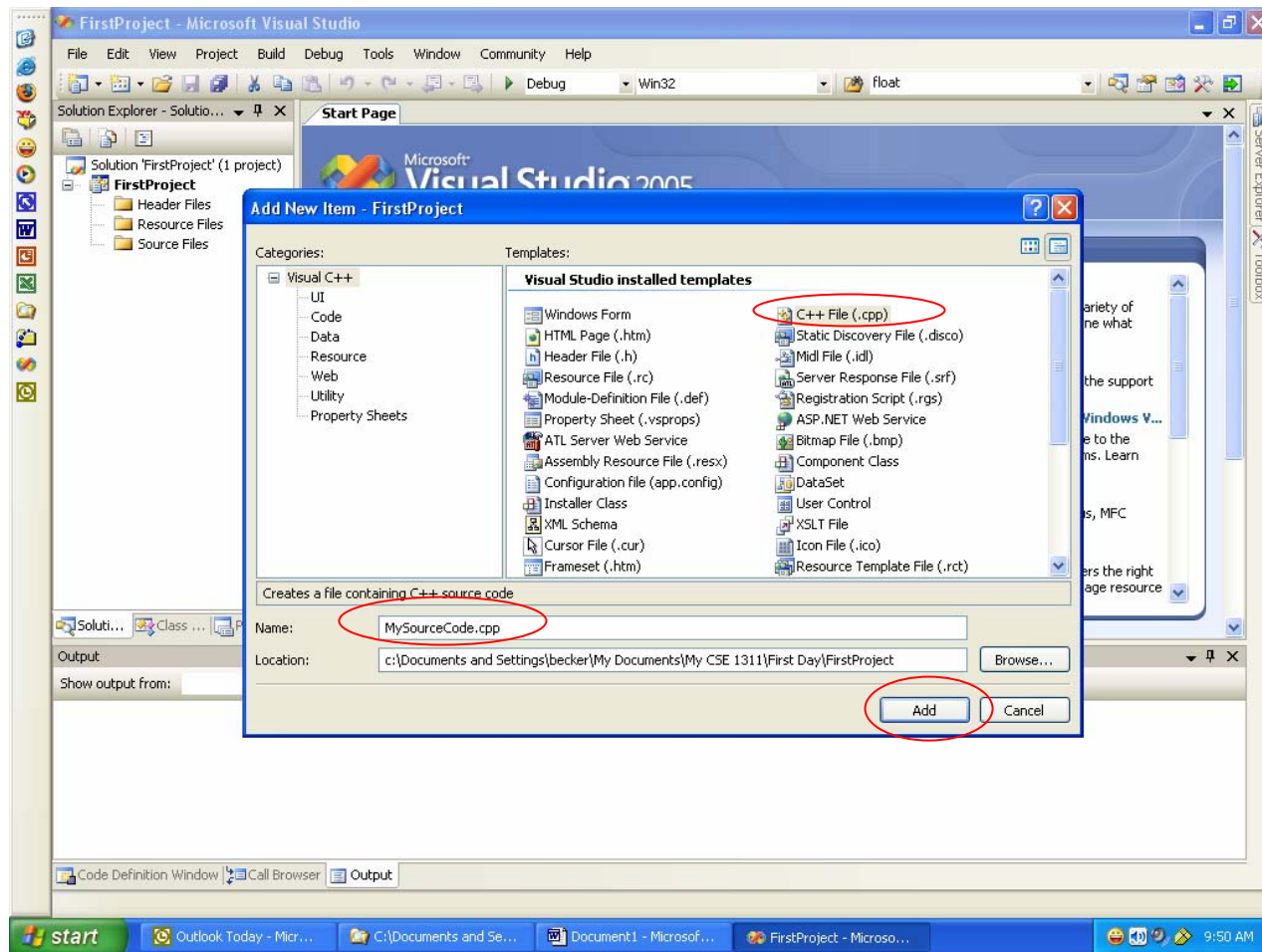
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- The **Add New Item** dialog box will appear.
- In this case,
 - select the **C++ File** from the **Templates** window,
 - and give the file a name, like “MySourceCode.cpp”.
- Then, select **Add**

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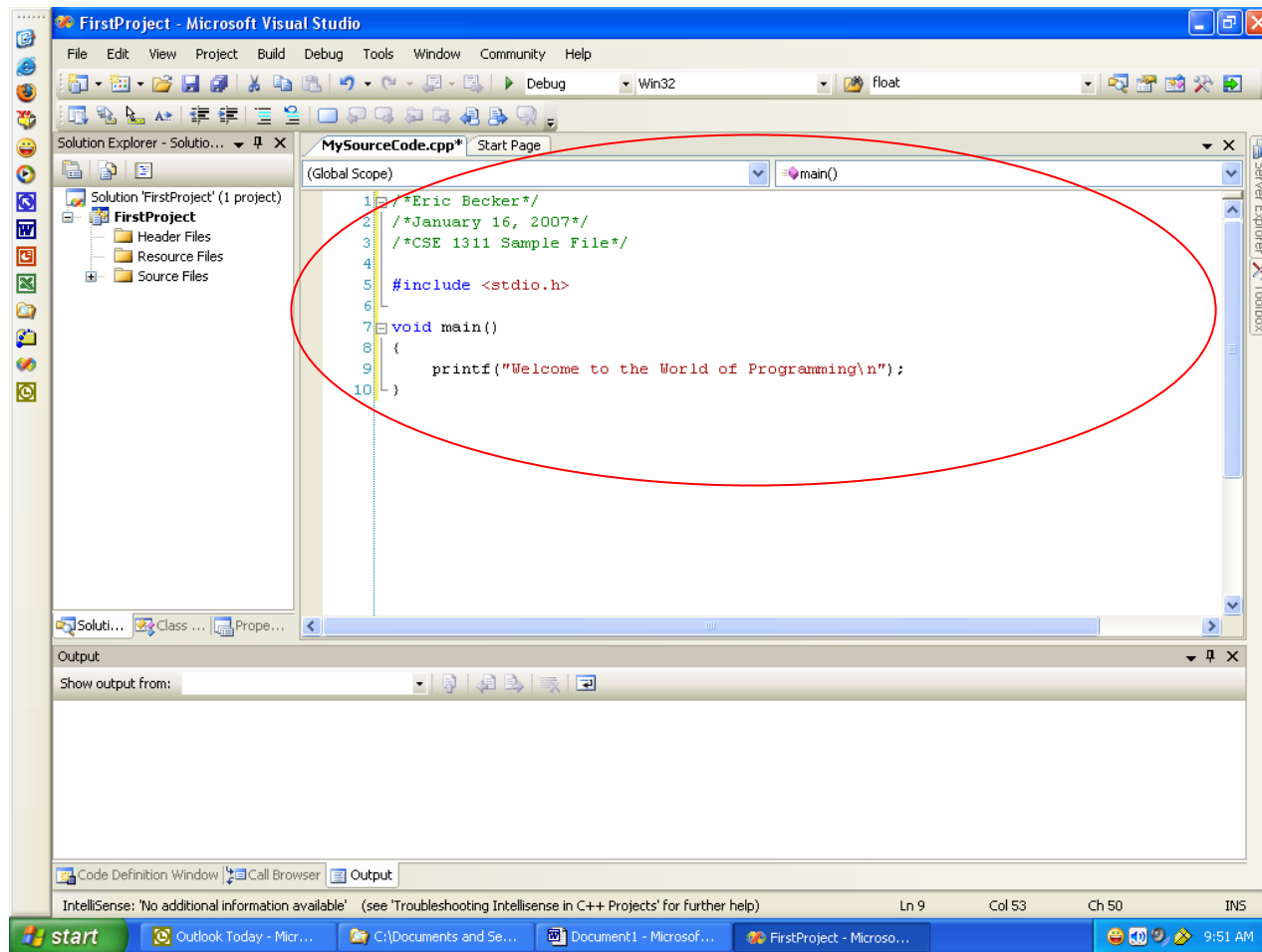


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- Now, a new page opens up on the Studio, where a simple program can be typed in.
- This tabbed area represents the file “MySourceCode.cpp”.
- Here, the C code can be typed in and saved and compiled, a working area.

```
/*January 18, 2008*/  
/*CSE 1311 Sample File*/  
#include <stdio.h>  
void main()  
{  
    printf("Welcome to the World of Programming\n");  
}
```

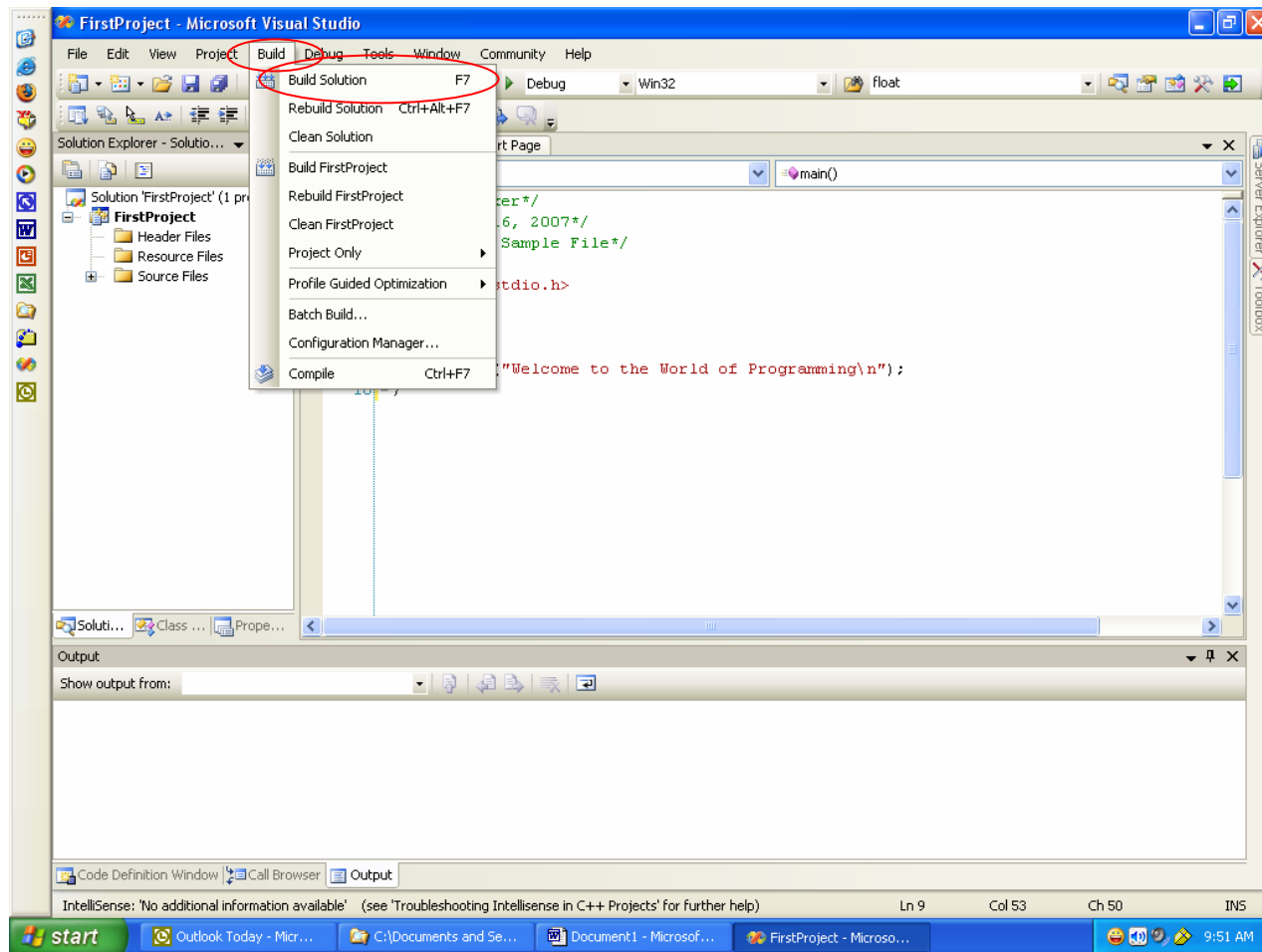
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- Once the program has been entered, select **Build** from the main menu, and choose **Build Solution**.

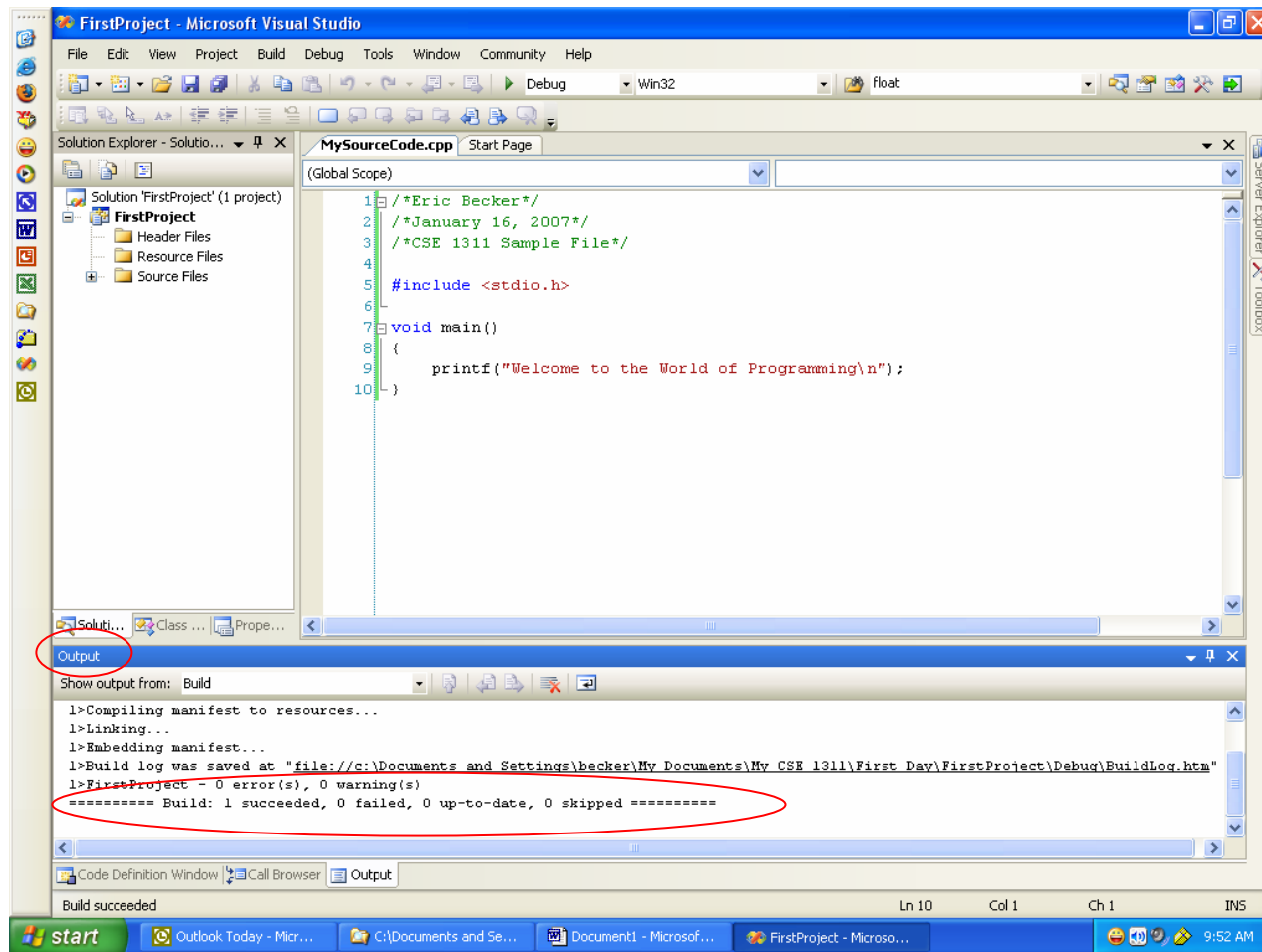
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- The program will now Compile, and if successful will report a success and no errors in the **Output** window

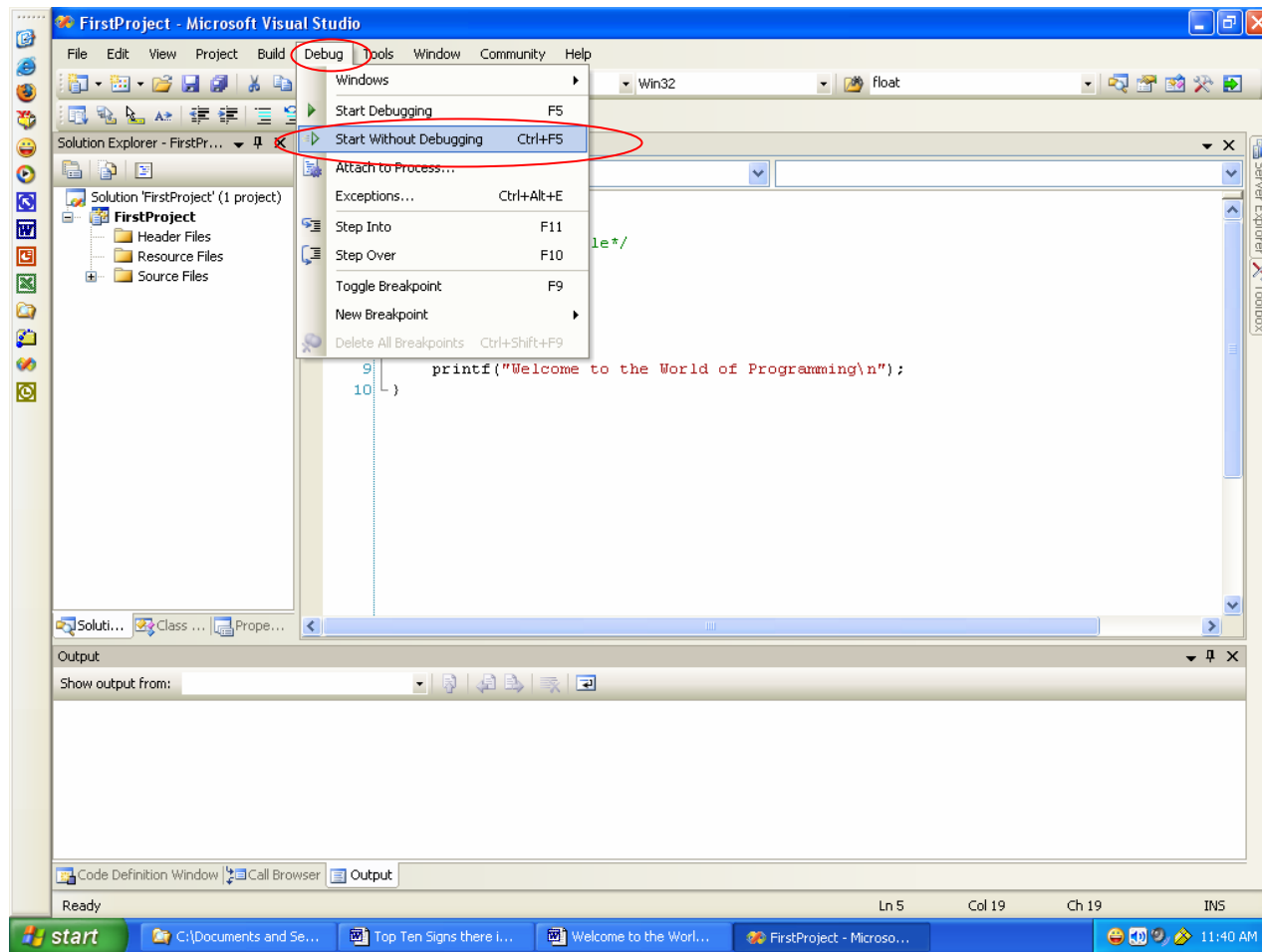
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- Now, to run the program, select **Debug** from the main menu, and select **Start Without Debugging**.

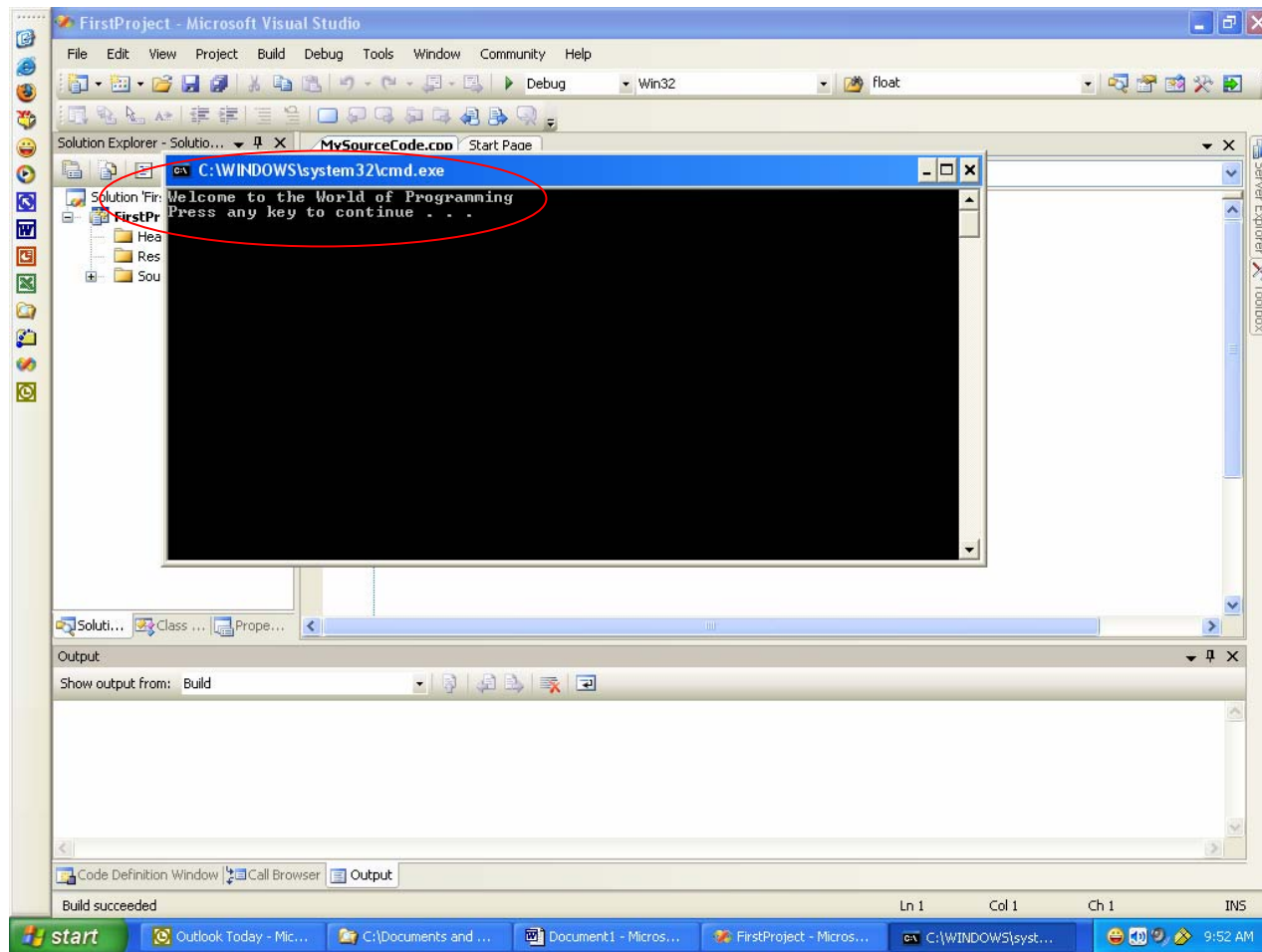
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- A Windows Command Prompt box will appear, and the program will be executed.
- Any output from this program will be displayed in the Command Prompt box.

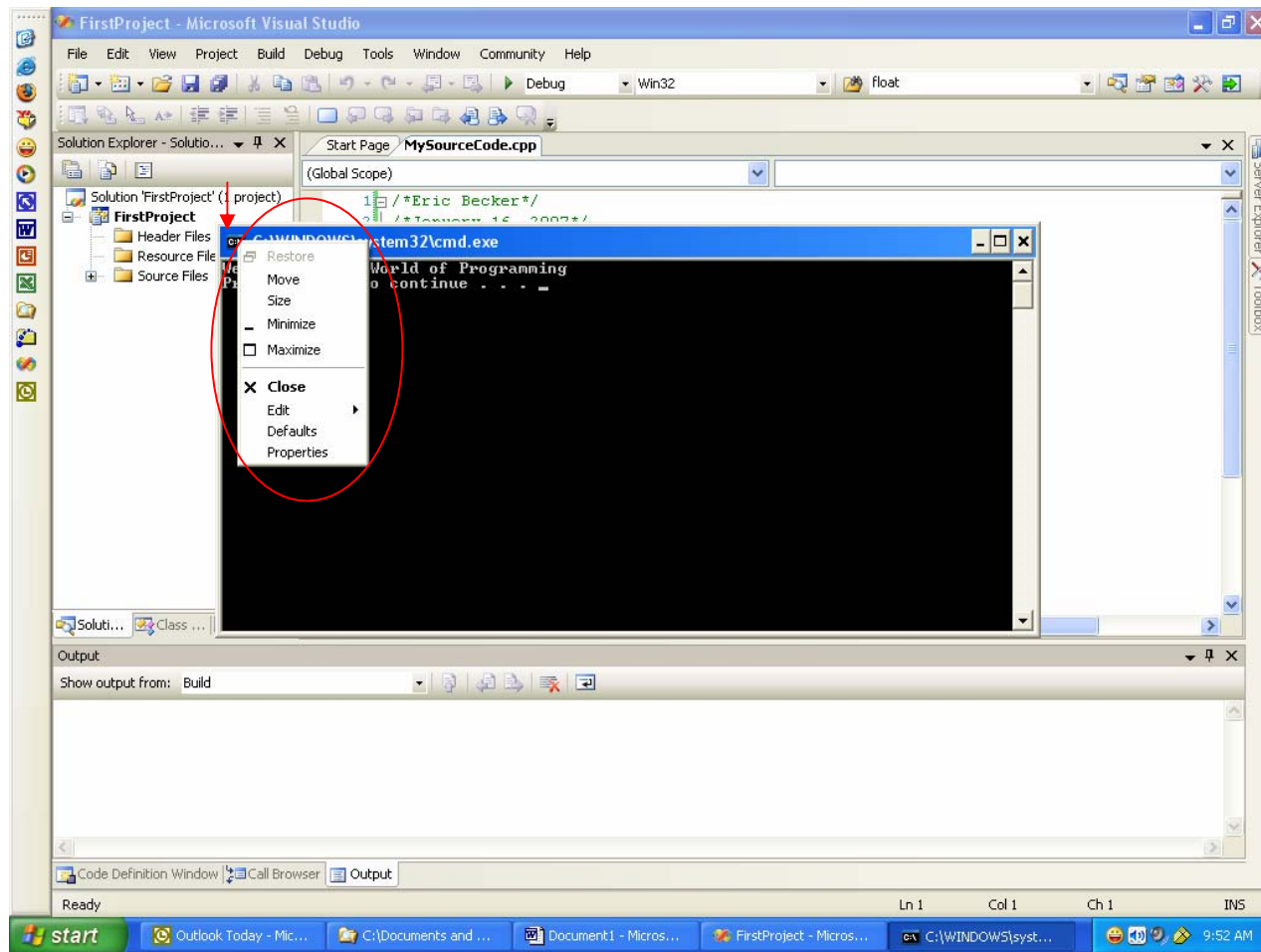
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- Now, in order to get the screen output from a program for a programming assignment, while this box is open, click on the icon in the upper left of the Command Prompt with the right button of the mouse.
- A menu will appear

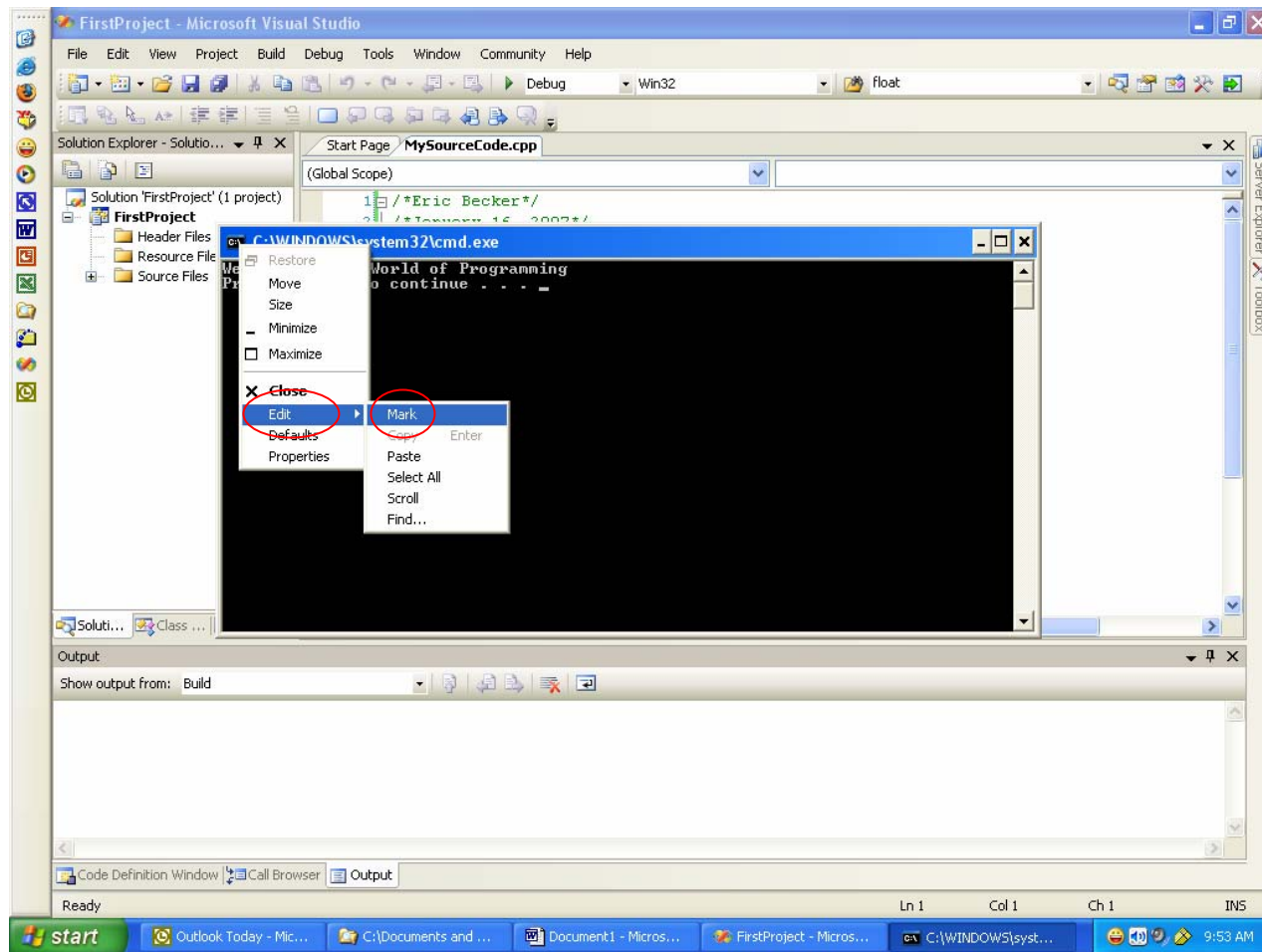
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- Move the mouse down to **Edit**, and yet another menu will appear.
- In this menu, select **Mark**.

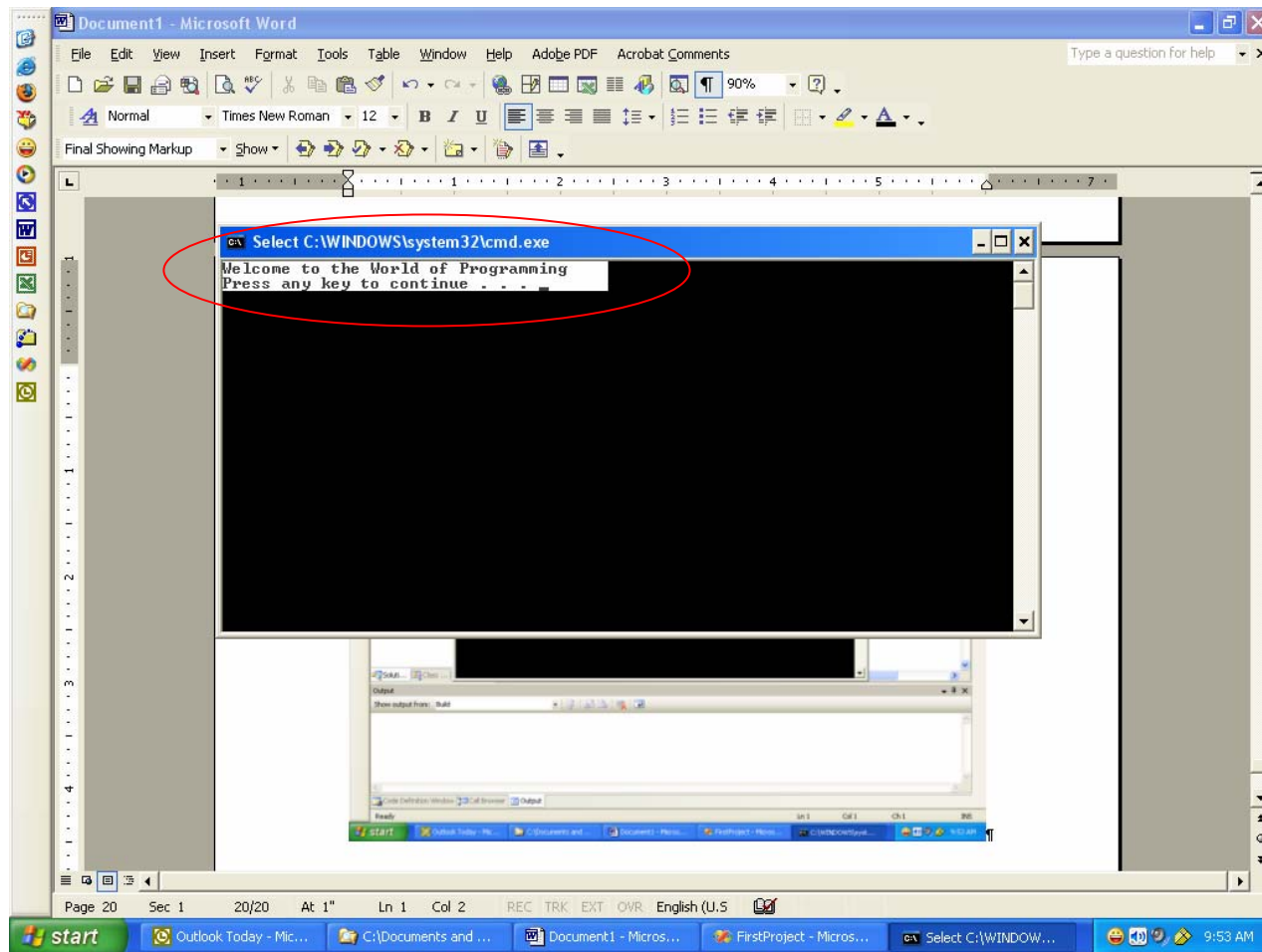
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- Now, using the mouse, highlight the text to copy by holding down the left mouse button and dragging the cursor over the text.

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- Then, press Enter on the keyboard. This will now copy the text into memory and can be pasted into a word processor like Notepad or Microsoft Word. Like below.

Welcome to the World of Programming

Press any key to continue . . .

- That concludes a walkthrough of how to set up a project for creating and executing and capturing computer code using Visual Studio.