

Visual Studio 2012

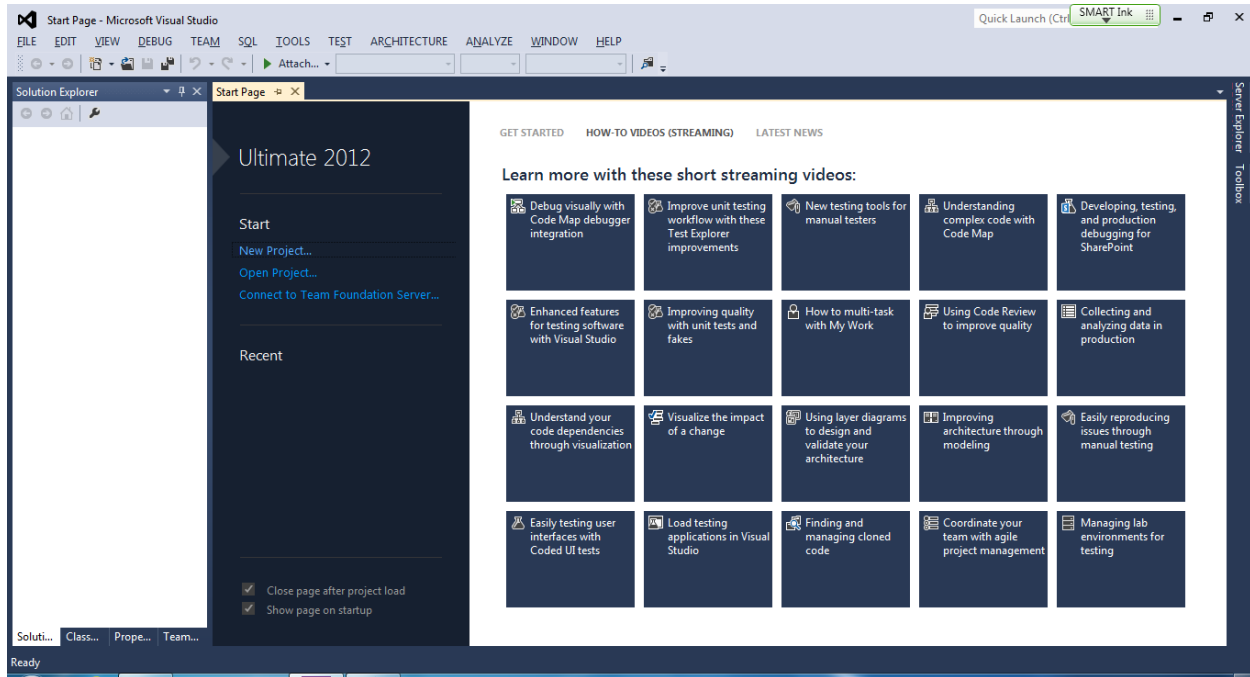
"How To : Quick Tour"

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START VS

Start VS by using your preferred method (Start button, Desktop shortcut, etc). If this is a new project then click on **New Project...** on the start page, else click on **Open Project...** to open an existing project.

If the start page is not shown, you may use the **File** menu instead.



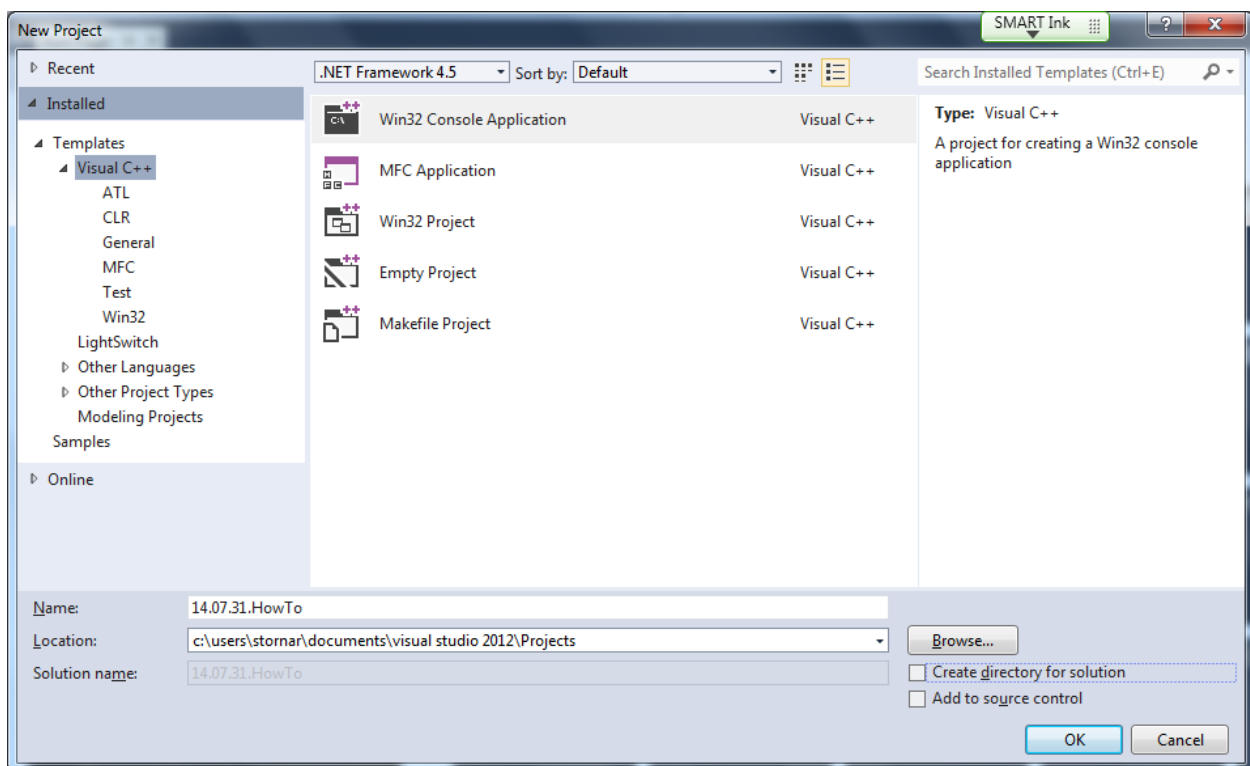
CREATE NEW PROJECT

In the **New Project** dialog box, first make sure that **Visual C++**, under the **Templates** group is selected. If not, select it.

Under the list of available templates (center portion of IDE), select **Win32 Console Application** as the template type.

At the bottom of the dialog box enter a name for the project and its location, if the default is not desired.

Uncheck the **Create directory for solution** and click **OK**.



The **Win32 Console Application** template is used to create command line applications. When your code finally executes, it will appear in a command window, or DOS window, the standard black dialog box you may have seen already.

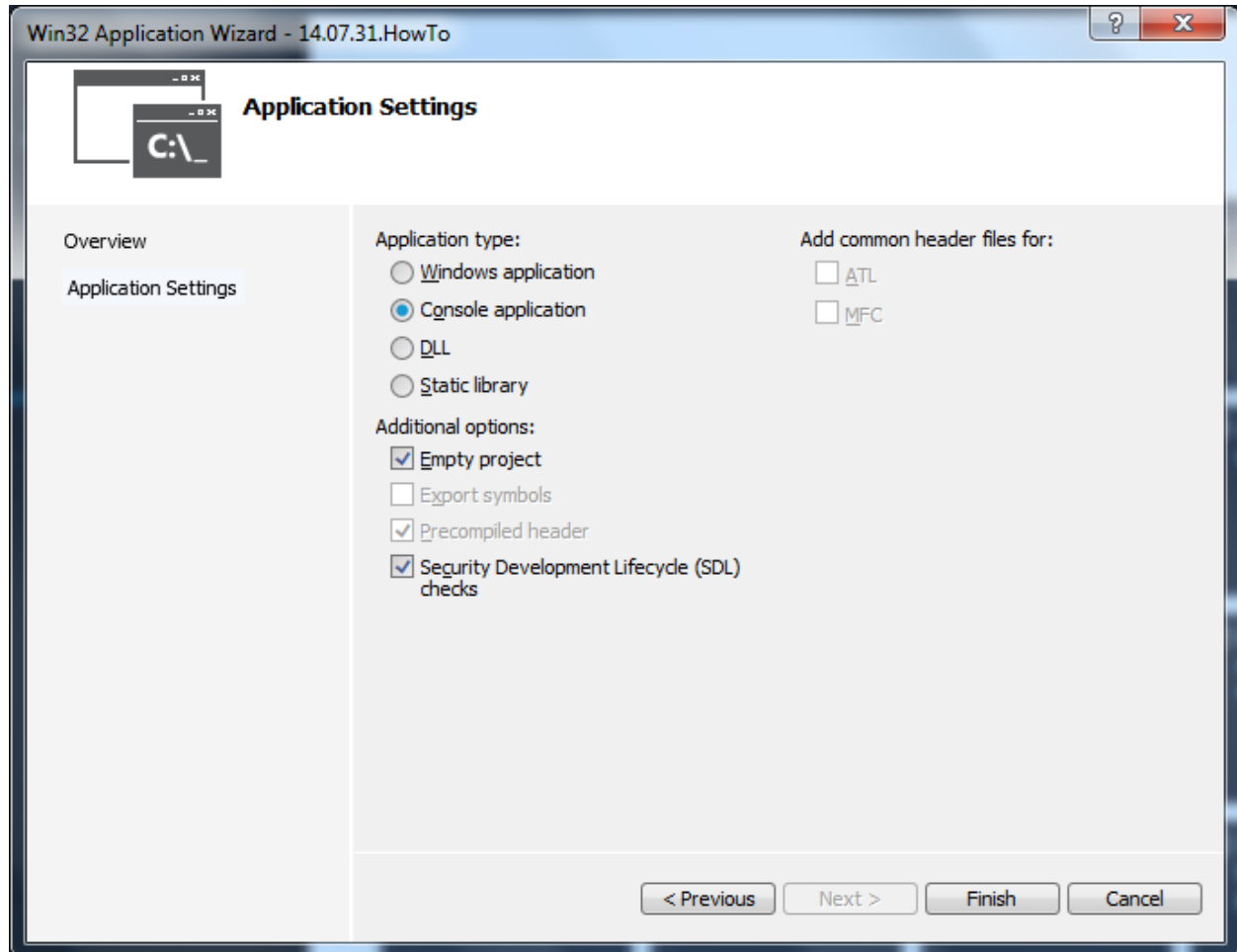
Since most of your solutions will be based on a single project, it is not necessary to create a folder for the solution. If you were to do so then you will one additional level of subdirectories to navigate through.

For instance, in the above screenshot, our solution folder had we asked for one, would have been **14.07.31.HowTo**, and within it a project folder would have been created with the same name. Can you say "Pizza pizza?"

SPECIFY APPLICATION SETTINGS

This next step assures that the project you create is lean and mean.

Simply check the **Empty project** option and click **Finish**.

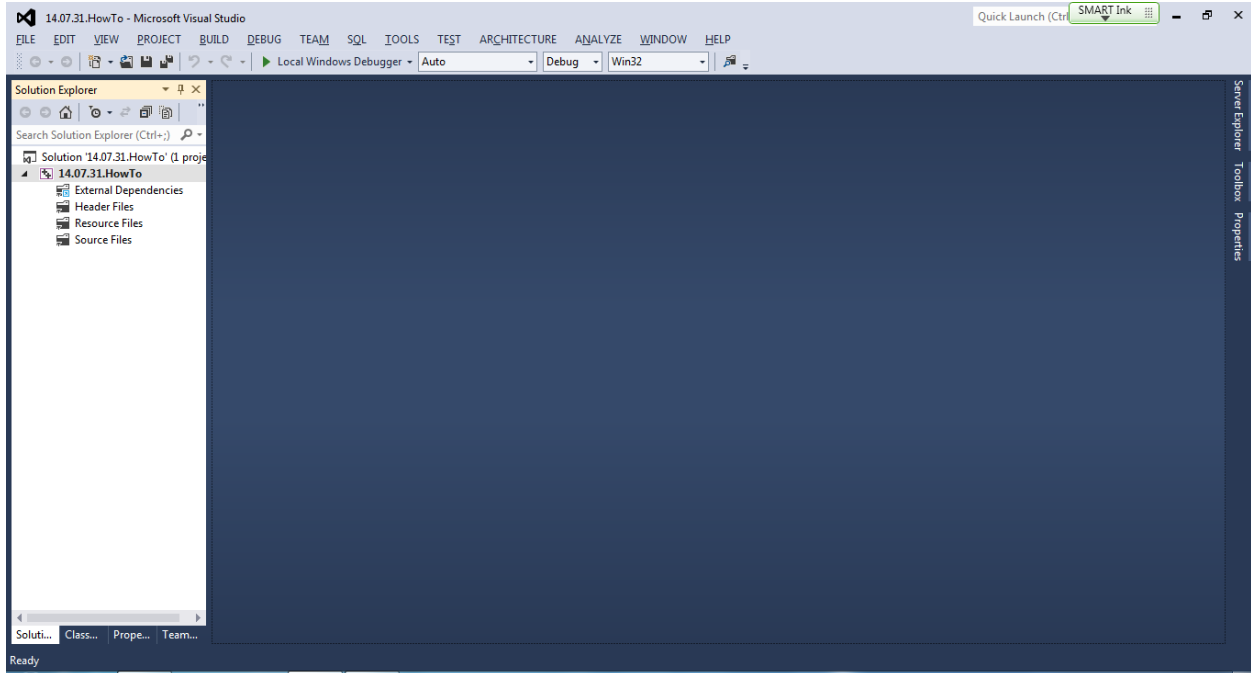


An empty project is the easiest way to start a new project while you are still learning. Who wants to deal with all that extra code that gets created for you anyway?

EMPTY PROJECT: WALKTHROUGH

The new project is now ready for your code. On the left is the **Solution Explorer**, which represents your project's state. Note the groups that have been created thus far (**External Dependencies**, **Header Files**, **Resource Files**, **Source Files**).

You may add/remove these groups without worries. These are only used by VS to organize your files, thus it pays to keep things organized.



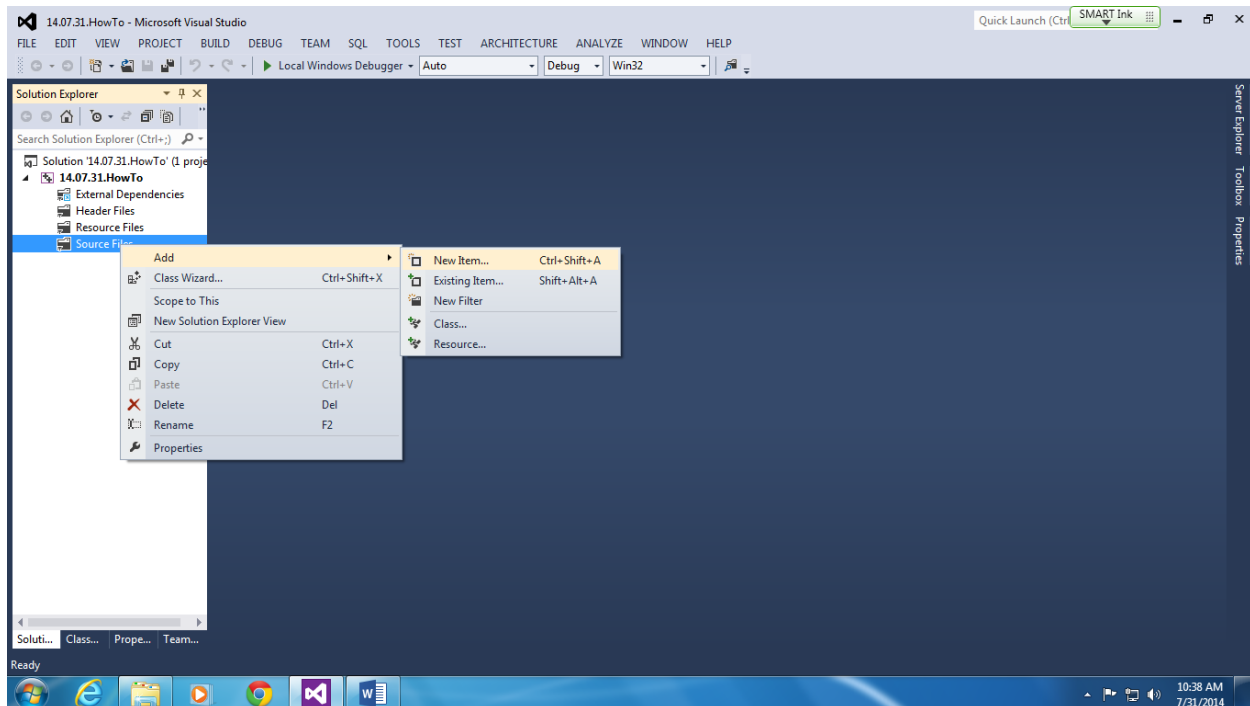
Next you will add your source files.

ADD NEW ITEM...

You will need to add source files to your project, either new or existing ones. Here we will add a new source file.

Right-click on the **Source Files** node and follow the links **Add > New Item...**

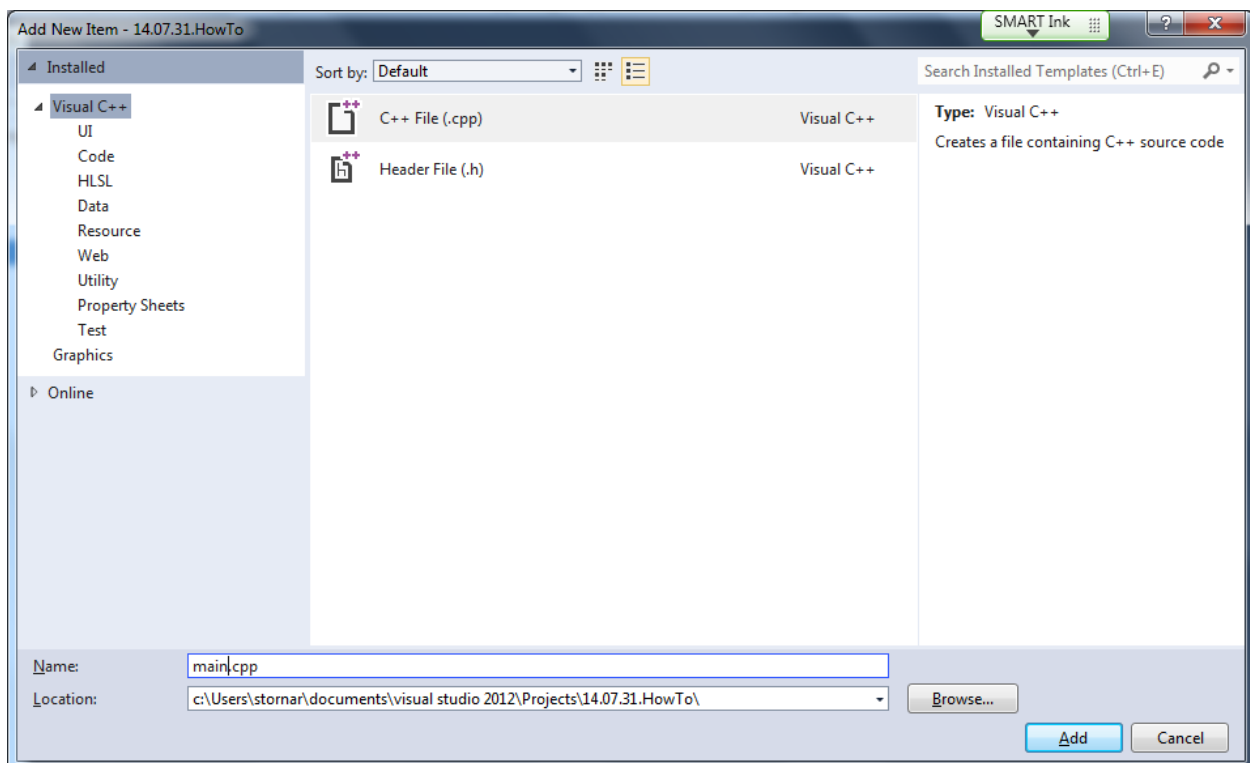
It won't hurt if you don't select the **Source Files** node first, but remember, you want to stay organized, and from that prospective it does hurt.



ADD NEW ITEM... CONT'D

Item for all practical purposes means file, and so notice the two types of file (**.cpp**) or (**.h**) that you may add to your project.

Select the **C++ File (.cpp)**, and name it accordingly. I like to use **main.cpp** for the file that will contain the `main()` function. Thus, it stands out from the rest of the files when I have a lot of them.

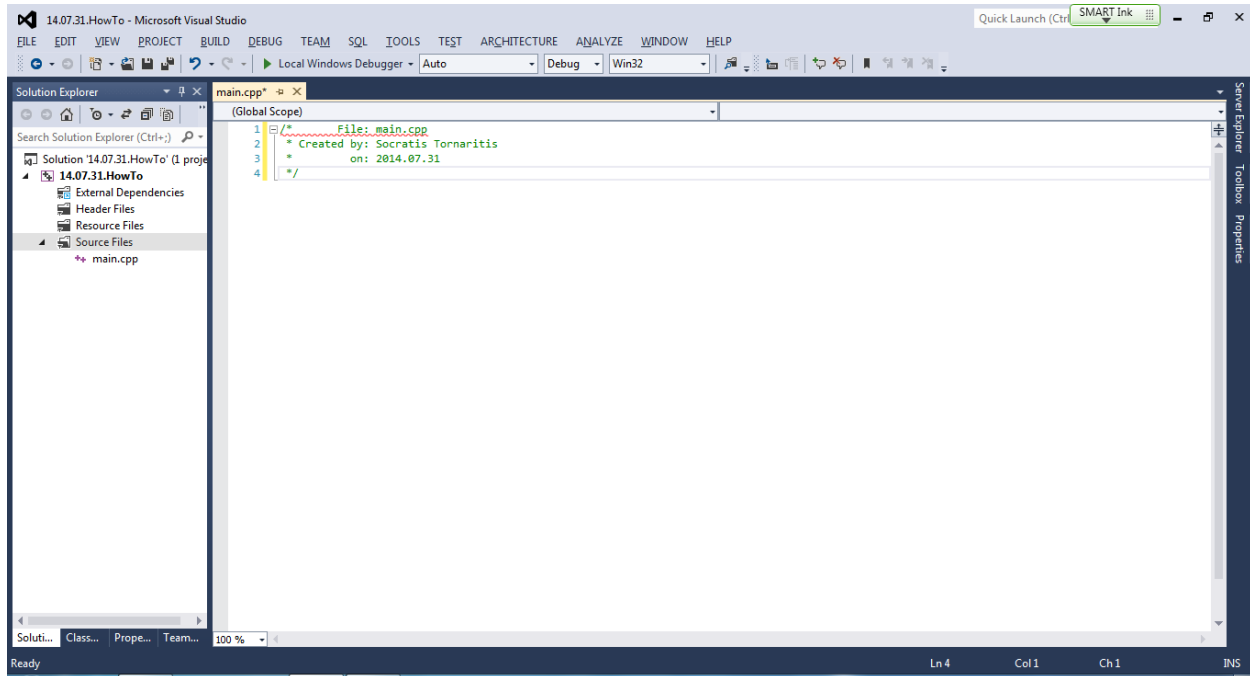


EDITING A SOURCE FILE

Notice how the new file (main.cpp) has been added to the **Source Files** node, where it belongs.

The source file is open in the editor and you may now add your relevant code. Don't forget to add a comment section at the top with identifying information.

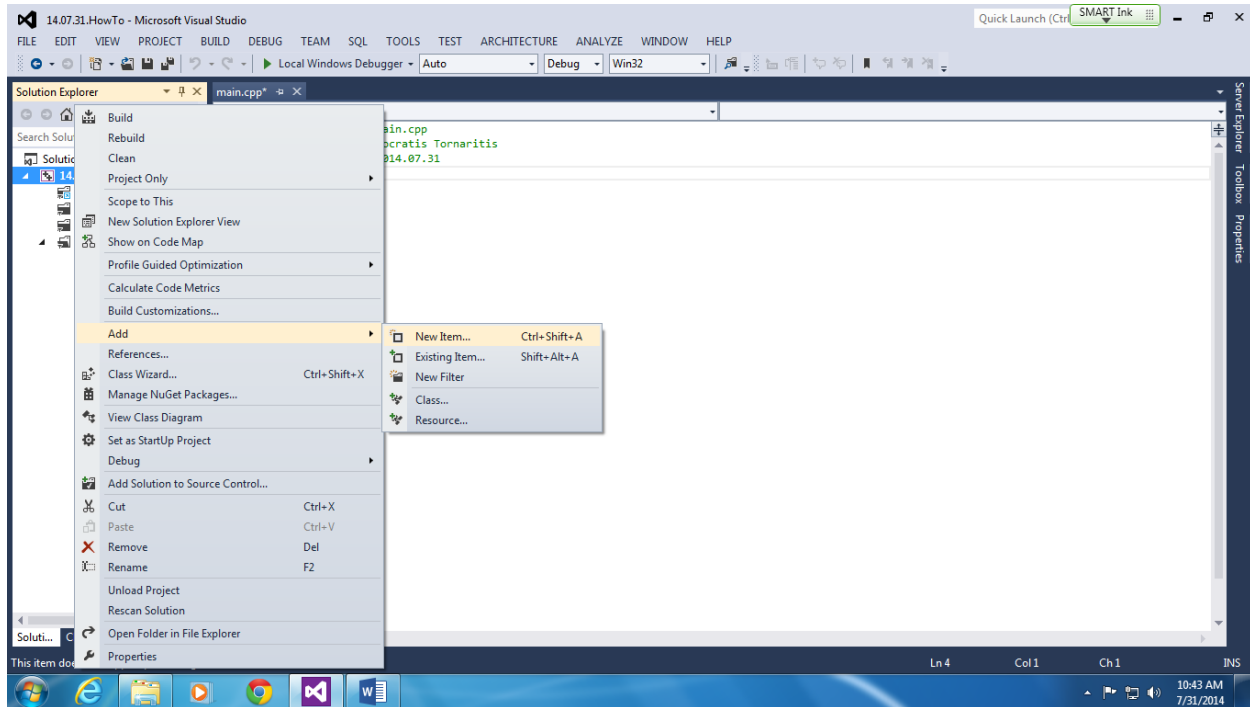
I've shown the bear minimum of documentation in the screenshot below.



CREATING A TEXT FILE

If your project requires a text file you may add one in a similar manner that you added your source code file.

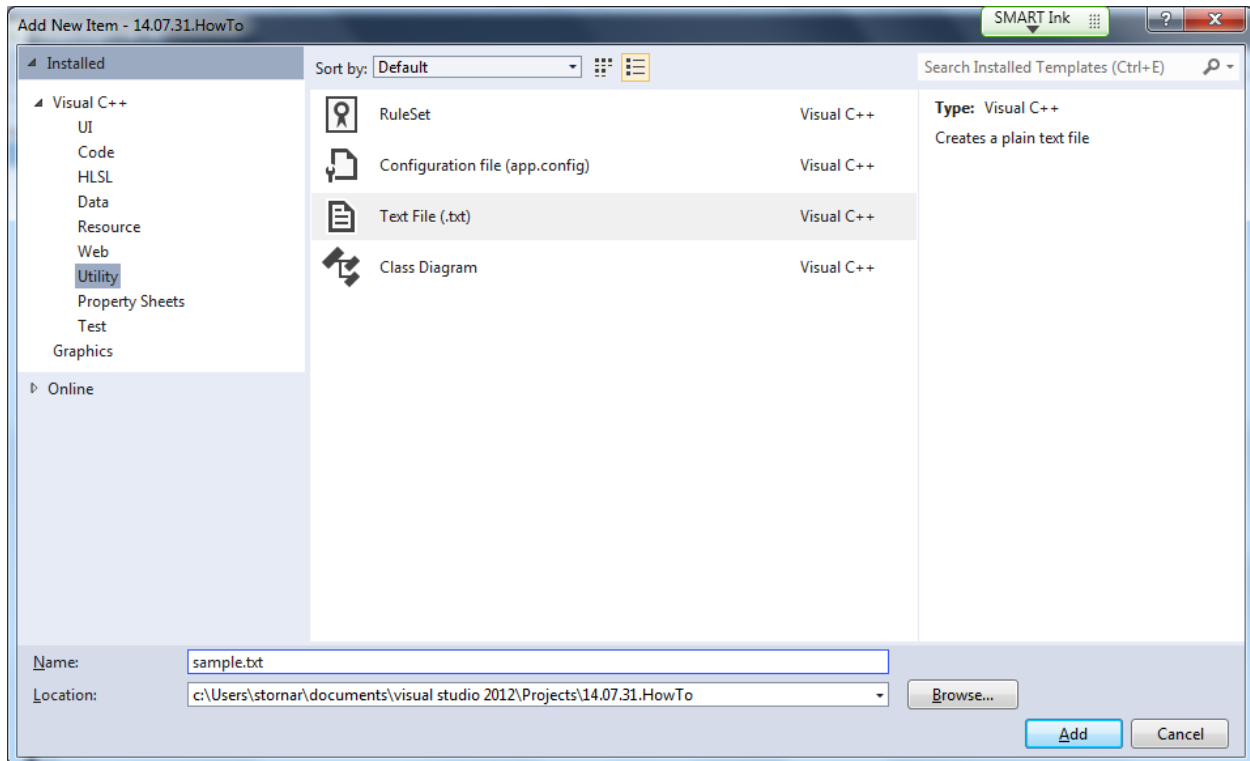
First right-click on the project node and select **Add > New Item...**



CREATING A TEXT FILE CONT'D

A text file is under the **Utility** node, so first select that node.

Select **Text File (.txt)** and give it an appropriate name. Click **Add**.



CREATING A TEXT FILE CONT'D

The text file is ready for some data.

Heads up:

Make sure that you always save the file while the cursor is on an empty line.

Make sure the text file is in your project folder.

