

Objective – How to create a VC++ project

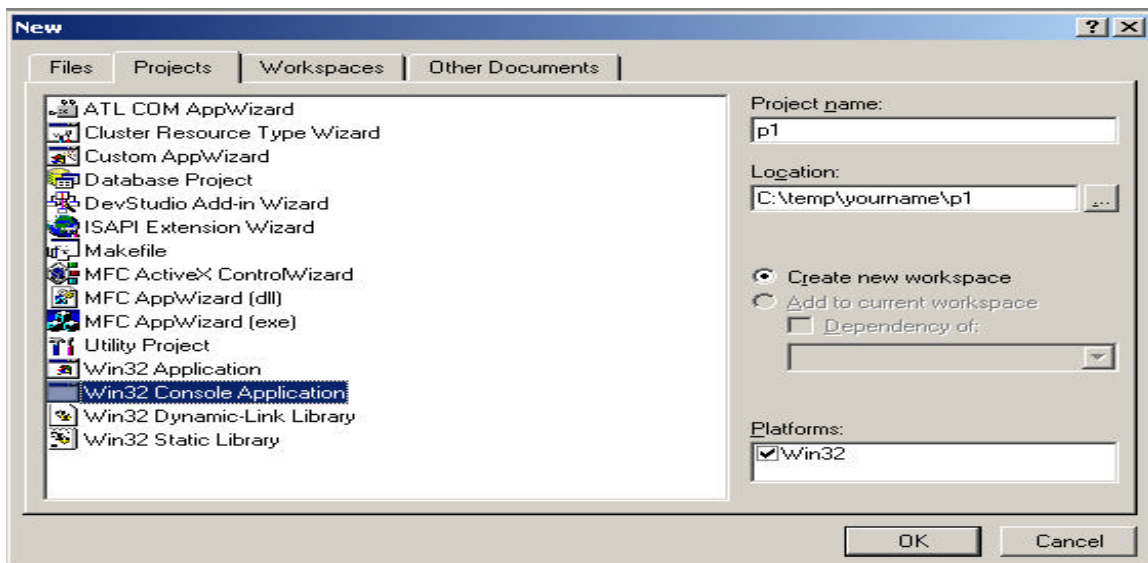
Starting VC++

Double-click on the Microsoft Visual C++ icon on the desktop, or use the start menu to launch Microsoft Visual Studio 6.0. Microsoft Visual C++ 6.0. It will come up as an empty window with pull down menus across the top, and a tool bar underneath the menu bar.



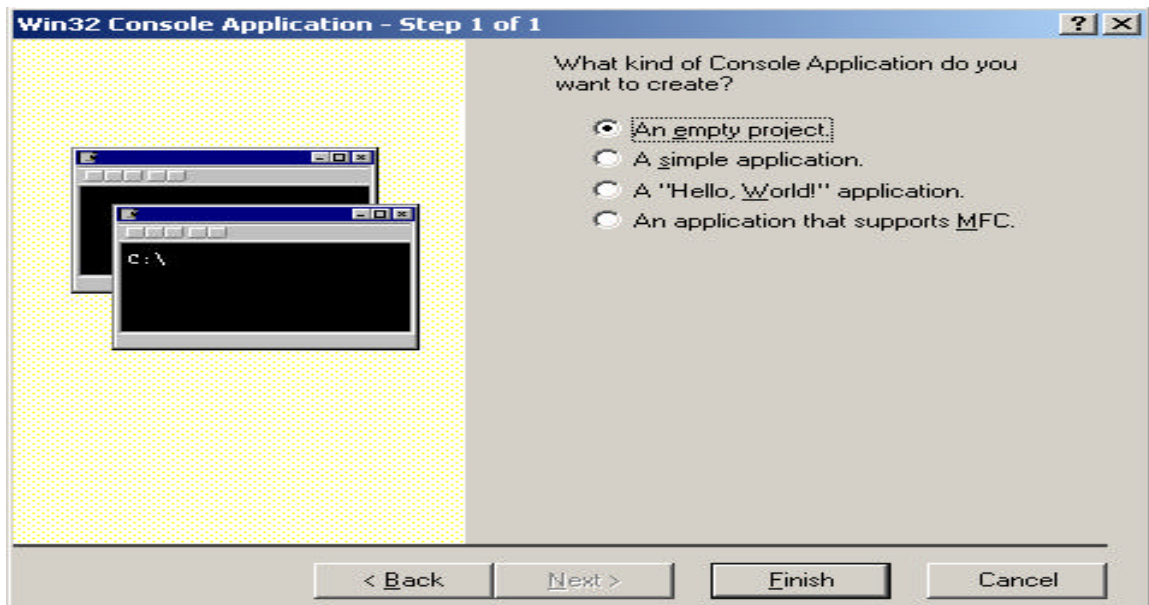
Creating a project

All programming in Visual C++ requires using a project to enable the IDE to correctly link all the needed modules. We will set up a project to ensure that the options are what we want. Select File > New... from the menu. The New dialog box will appear.



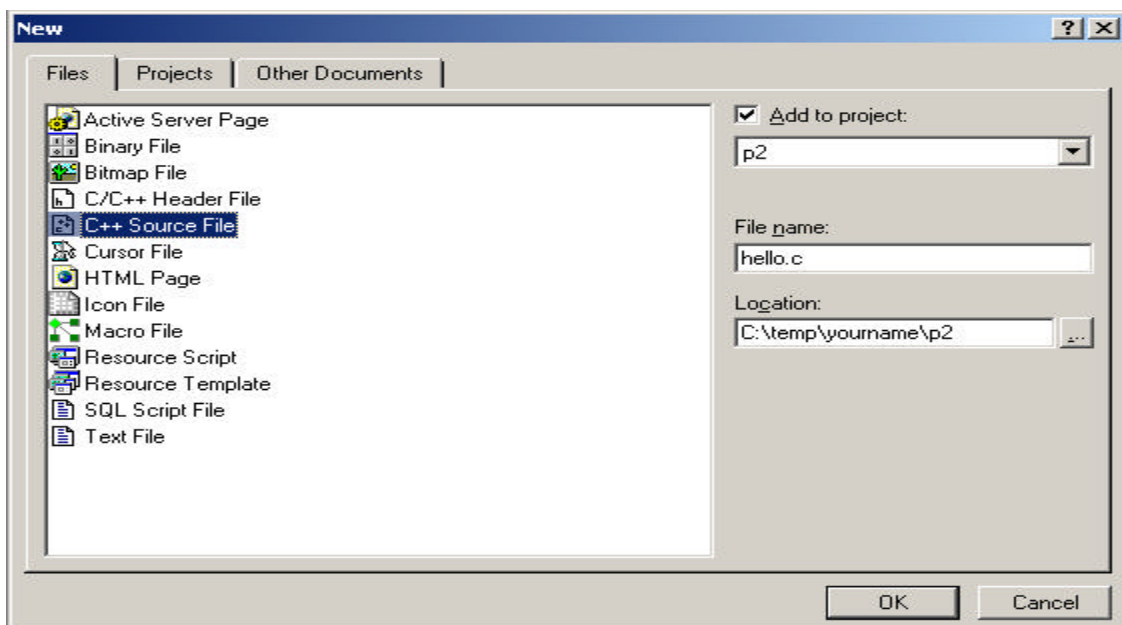
Ensure that the Projects tab is selected. From the list at the left, select Win32 Console Application. In the Location text box on the right, type the name of the directory you wish to create this project's directory in. Alternately, you may select the base directory from a dialog box by selecting the '...' button to the right of the text box. Type in a name for the project in the textbox Project Name. As you type, notice that the project's name is added to the directory in the directory text box. VC++ will automatically create a new directory with the same name as your project in the base directory.

Select OK to set up the project. Next, you will be asked about what kind of console application to create. Select an 'empty project'.



Creating your source file

VC++ will return to the startup screen, but will add two tabs (Classview and FileView) to the leftmost window. You will need to add any source files needed for your project. Select Project ? Add to Project ? New... from the menu. This will bring up the New dialog box again, only this time the 'Files' tab will be selected. Select 'C++ Source File' as the type, and give it a file name, such as `hello.c`

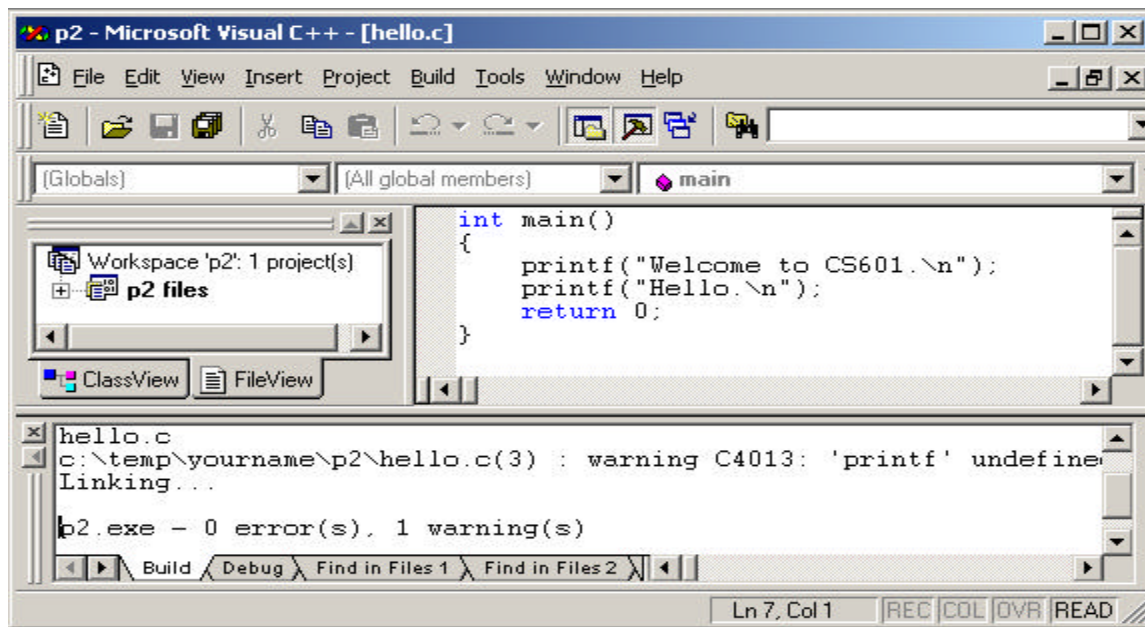


Sample program

```
int main()
{
    printf ("Welcome to CS601.\n");
    printf ("This is my very first program.\n");
    return 0;
}
```

Compile, build, execute

At the top of the screen there is a menu labeled build. Under this menu you have the choice of whether you want to compile (Ctrl + F7), build (F7) or execute (Ctrl + F5). Compiling the program translates the C program into machine code. Building or Linking the program combines the machine code with additional code needed to create an executable file. Executing refers to actually running the executable file. After you build, any errors will appear at the bottom of the window.



Output

```
Welcome to CS601
This is my very first program.
```

Saving your work

Under the file tab, you can select save (Ctrl + S). If this is a new course file the Save As window will appear. In the file name field enter the appropriate file name then hit save. Save all of your work in the C:\temp\yourname\ directory, or if you want the file on disk the A:\ drive.

Opening an existing source file

Under the file tab, select open (Ctrl + O). The Open window will appear. Under the Look in: field, locate the folder or directory where the source file is situated. Pinpoint your source file and double click, make sure it has the .c extension.

NOTE: By default Microsoft Visual C++ assigns all source code the extension .cpp (which stands for C++) to get rid of this .cpp extension, simply add .c (which denotes a C not C++ program).

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