1 Assignment 9: Tutorial

1.1 Visual Studio Project Setup

1. Go to moodle and select one of the following:

   FILE
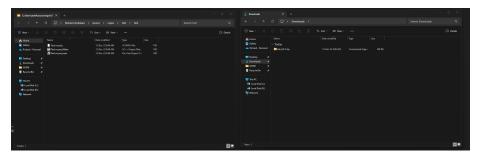   (EN) L10 - BFS

   FILE
   (RO) L10 - BFS
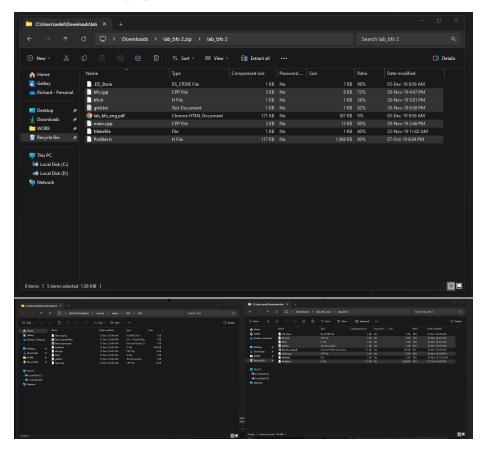
   This will result in a '.zip' file being downloaded.

2. Create an Empty C++ Project and by right-clicking on the project (not the solution) you will be able to select 'Open Folder in File Explorer'.

Solution 'Test' (1 of 1 project)

Build

Run Build Insights ▶

Rebuild

Clean

View ▶

Analyze and Code Cleanup ▶

Project Only ▶

Retarget Projects

☐ Collapse All Descendants   Ctrl+Left Arrow

Scope to This

New Solution Explorer View

Build Dependencies ▶

Add ▶

Class Wizard...   Ctrl+Shift+X

Manage NuGet Packages...

Configure Startup Projects...

Set as Startup Project

Debug ▶

✂ Cut   Ctrl+X

Paste   Ctrl+V

✕ Remove   Del

Rename   F2

Unload Project

Load Direct Dependencies

Load Entire Dependency Tree

Rescan Solution   2

Display Browsing Database Errors

Clear Browsing Database Errors

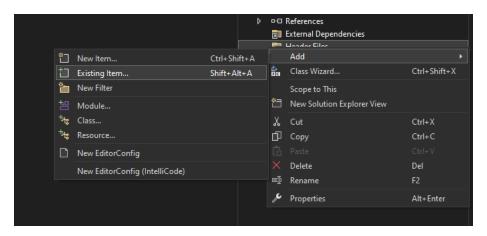Open Folder in File Explorer

Open in Terminal

3. At this point, a 'File Explorer' window will be opened. Open another 'File Explorer' with the location of your downloads (most likely the Downloads folder).
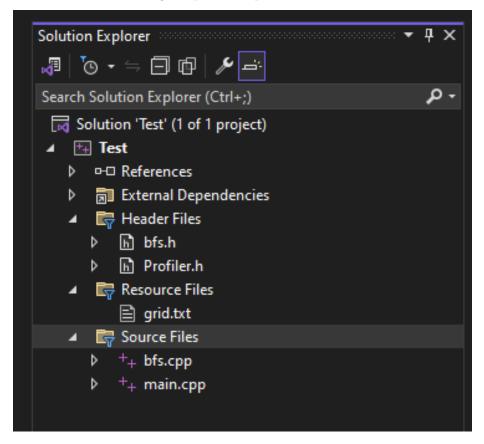

4. Open the '.zip' file and copy as shown below the files from the zip file to the folder of the project.

5. By selecting the folders from the Visual Studio Solution Explorer 'Header Files / Resources / Source Files' use the following options:
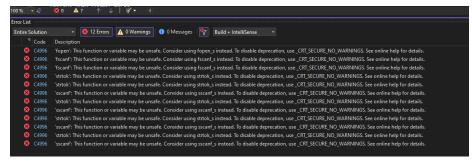
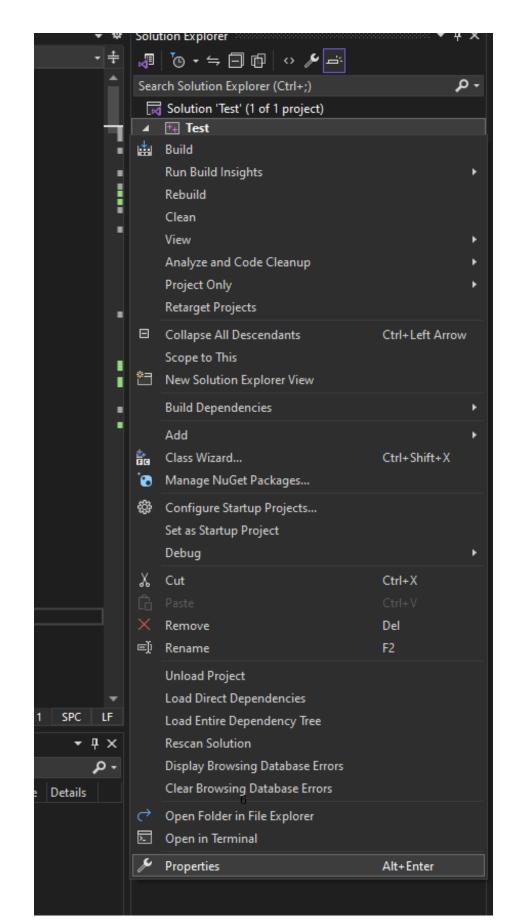6. Such that, the following setup is accomplished:
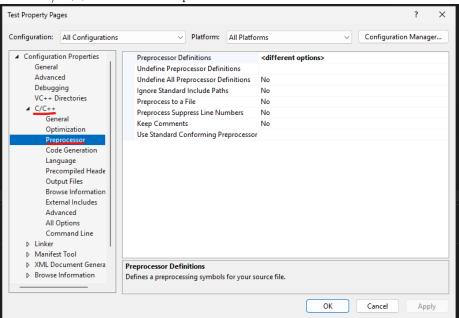

1.2 Visual Studio 'unsafe' error

Example:

Solution:

Right-click on the project (not the Solution which will most likely have the same name) and select 'Properties'.

Solution Explorer

Search Solution Explorer (Ctrl+;)

Solution 'Test' (1 of 1 project)

▲ Test

Build

Run Build Insights ▶

Rebuild

Clean

View ▶

Analyze and Code Cleanup ▶

Project Only ▶

Retarget Projects

Collapse All Descendants   Ctrl+Left Arrow

Scope to This

New Solution Explorer View

Build Dependencies ▶

Add ▶

Class Wizard...   Ctrl+Shift+X

Manage NuGet Packages...

Configure Startup Projects...

Set as Startup Project

Debug ▶

Cut   Ctrl+X

Paste   Ctrl+V

Remove   Del

Rename   F2

Unload Project

Load Direct Dependencies

Load Entire Dependency Tree

Rescan Solution

Display Browsing Database Errors

Clear Browsing Database Errors

6

Open Folder in File Explorer

Open in Terminal

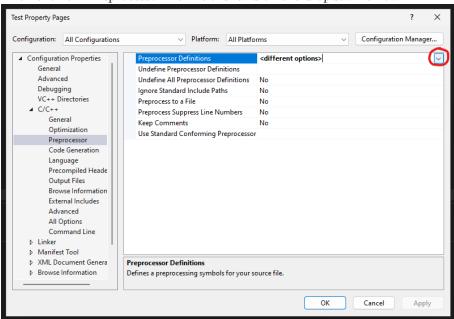Properties   Alt+Enter

SPC   LF

Details

Update the 'Configuration' and 'Platform' in the upper side of the window to 'All Configurations' and 'All Platforms', respectively.
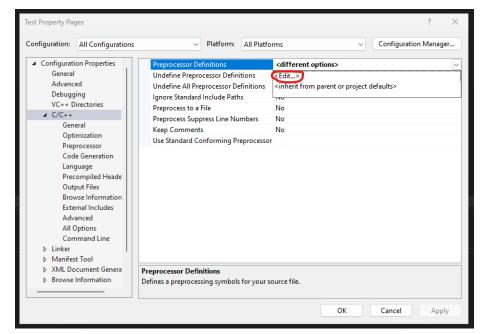
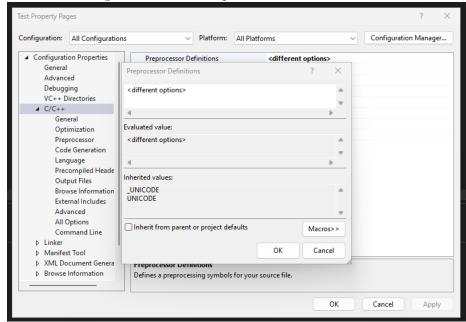Go to 'C/C++' and select 'Preprocessor'.

Then click on 'Preprocessor Definitions' and on the dropdown arrow.
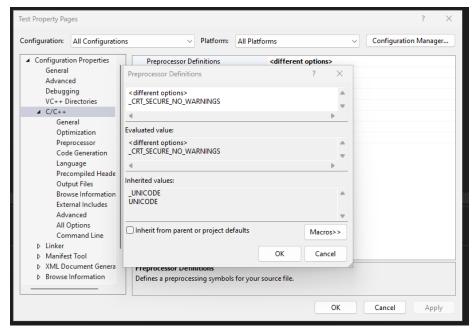

Select 'Edit'
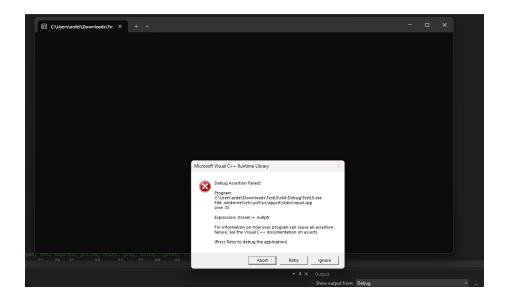
And the following new window will open:

Introduce '_CRT_SECURE_NO_WARNINGS' under '<different options>' as shown below.

Click on 'OK' for all opened windows until you are returned to the main Visual Studio window of the project, and you will be able to run the project.

1.3 Visual Studio 'Assertion' Error

This indicates that you have not followed the tutorial. Go back to the first page and make sure that you have moved the files from the 'Downloads' folder to the 'Project' folder. You might also need to *remove* all the files from the Visual Studio IDE and *re-add* them by hand.
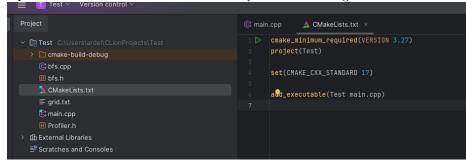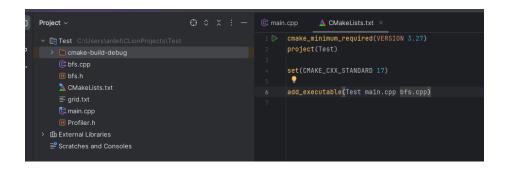
1.4   CLion undefined Error

Example:

Solution:

Open the 'CMakeLists.txt' file and modify in the following manner:
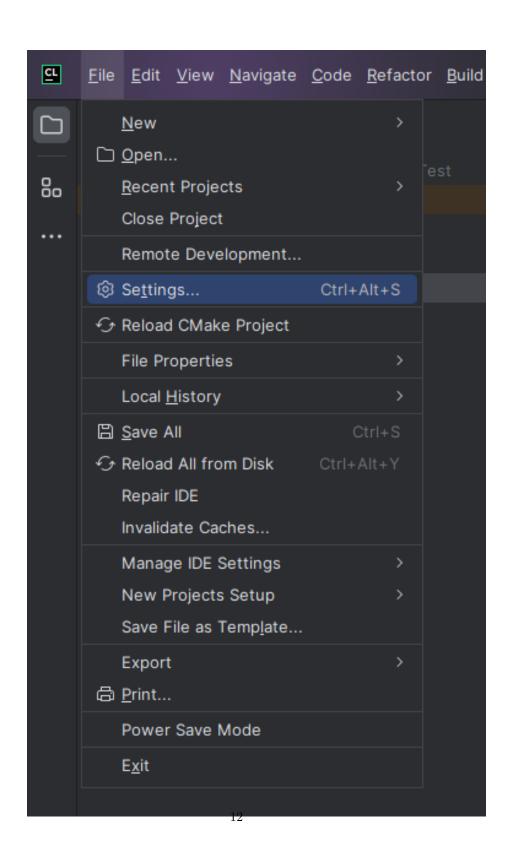

add_executable(Test main.cpp)
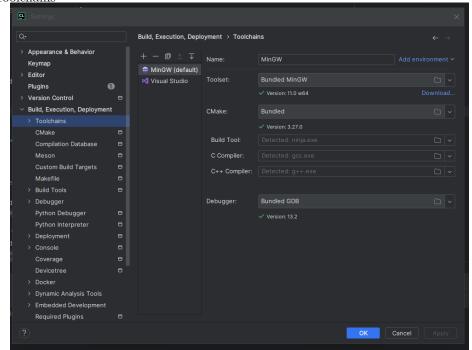into
add_executable(Test main.cpp bfs.cpp)

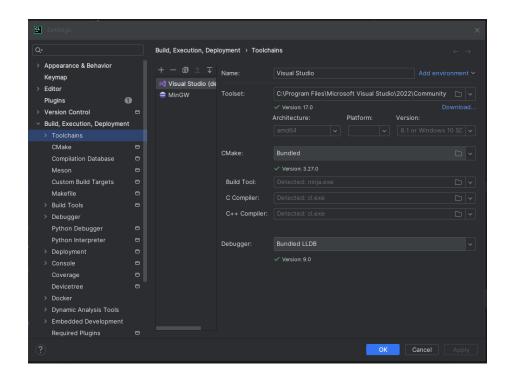## 1.5 CLion Visual Studio – Option 1 (slower)

Go to File -> Settings:

In the newly opened window, go to 'Build, Execution, Deployment' ->
'Toolchains'

Using the arrows, move Visual Studio as default:

1.6 CLion MinGW – Option 2 (faster, requires external console)

1.6.1 CLion Clear error

Example:

Solution:
Go to the main.cpp file and scroll to lines 113-117 in the displayGrid function.

Modify in the following manner:

In the else branch from line 116
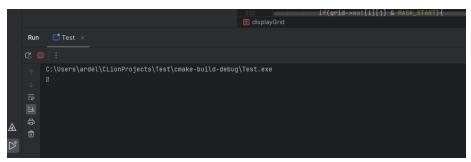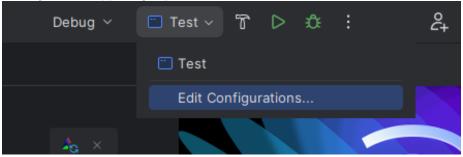
system("clear");

to

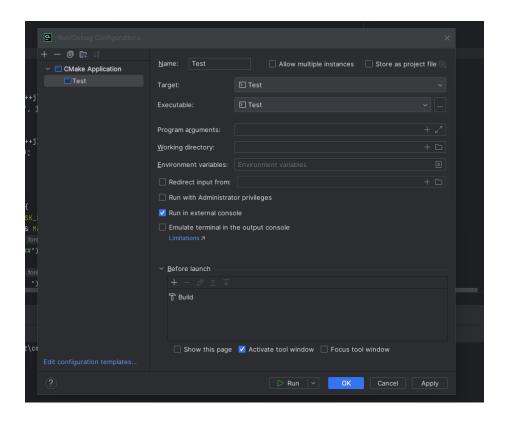system("cls");

1.6.2 CLion not showing grid

Copy the 'grid.txt' file into the 'cmake-build-debug' folder.

Then go to the upper right part of the screen:

Select 'Edit Configurations' and check the following boxes:

- Run in external console

1.7 Mac run command

g++ main.cpp bfs.cpp -std=c++11 && ./a.out