

From Your First Line of Code to Your Largest Repo:

How Visual Studio Code Can Help You Develop More Efficiently in C++

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Meet the Speakers



Alexandra Kemper
PM for the C++ Extension for VS Code



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C++ Cross-platform and CMake Product Manager for Visual Studio and VS Code

Before we get started...

Join #visual_studio channel on CppCon Discord

https://aka.ms/cppcon/discord

- Meet the Microsoft C++ team
- Ask any questions
- Discuss the latest announcements

Take our survey:

https://aka.ms/cppcon/vscode



Agenda

- 1 Let's talk VS Code Built on open source to run anywhere you are
- 2 Hello Again, World *Getting Started with C++ & CMake*
- 3 Advanced Debugging & Testing *Using VS Code to build the Endless Sky Github Repo*
- 4 What else is new in VS Code? **Dev Containers**, **Makefiles & More**

Let's Talk VS Code

Built on open source Runs anywhere you are





Why should I use VS Code?

- 1 Its free!
- 2 Extensions allow for rich multi-language support Python, C++, C#, Typescript...
- Works on many OS develop on Mac, Linux, Windows,...
- 4 Light-weight and highly customizable
- **5** Remote Development solutions WSL, tunneling, SSH, ...
- 6 Code completion through IntelliSense



But I want a fully integrated build system & debugging suite!

Visual Studio has interesting features for you. Check out the recording of: "What's New in Visual Studio" – David Li & Mryam Girmay

What extensions do you need as a C++ Developer?

Microsoft C++

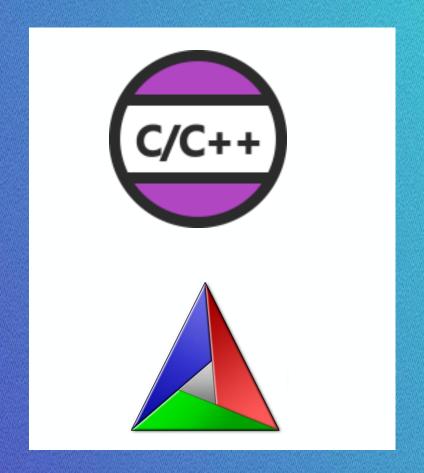
VS Code extensions allow you to dynamically and independently **add language support**, **debuggers**, **and tools** to your developer environment and **customize your environment to your needs**.





Hello again, World

Getting Started with C++ & CMake



What you'll need to develop in C++

Compiler (Ex. MSVC, GCC, Clang)

Debugger (Ex. GDB, LLDB) Build System (Ex. CMake, Make)

IDE or Code Editor (VS Code, Visual Studio)

Want to learn more?

Check out the "Back to the Basics" session:

<u>"Getting Started with C++" – Michael Price</u> On Friday @ 13:30



GitHub Copilot Your Al pair programmer

- Convert comments to code
- Create unit tests
- Get inline text suggestions
- Use chat to understand the context of code, workspace, settings, and more



74% of developers are able to focus on more satisfying work

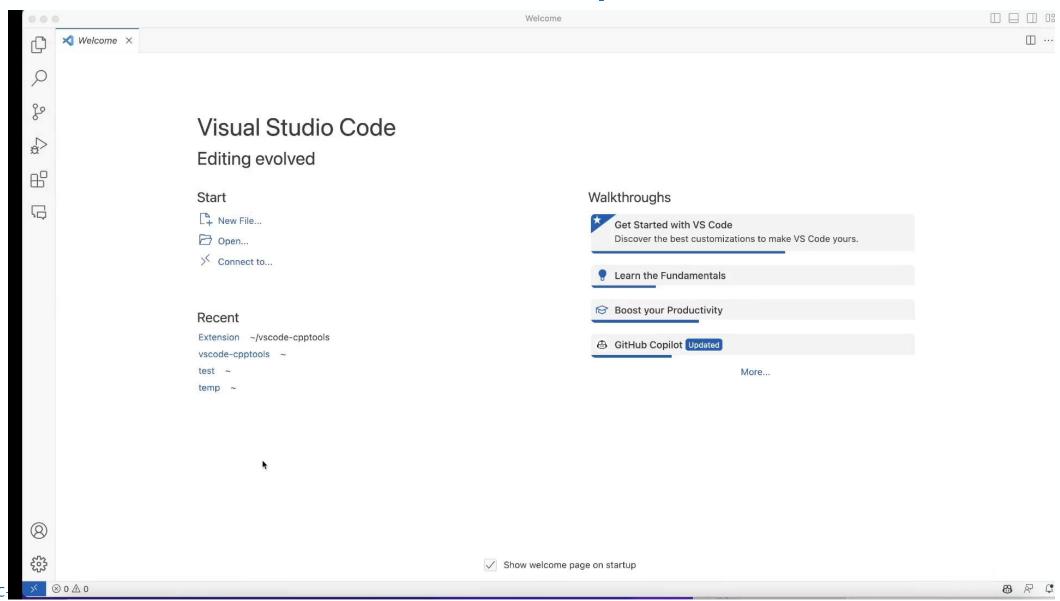


88% feel more productive



96% of developers are faster with repetitive tasks

Before we start, let's install a compiler (Preview)



Demo: Let's get started with C++ in VS Code

Getting Started Walkthrough

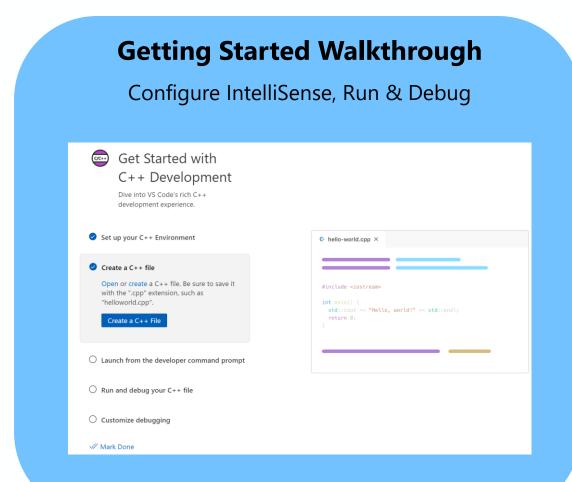
Configuration Quickpick

GitHub Copilot & Copilot Chat

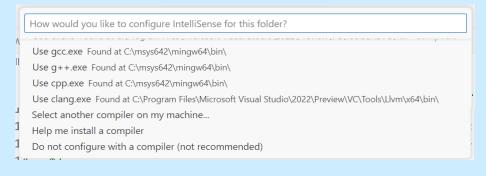
Create Declaration & Definition

New features in the C++ Extension

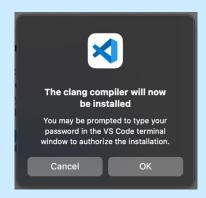
Getting Started & Configuration



IntelliSense configuration options



One-click Compiler Installation



Preview:

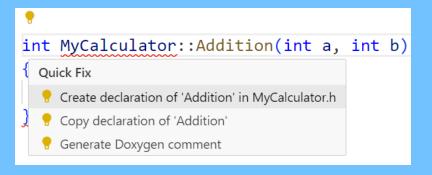
Command line install of GCC/Clang on Linux/Mac Machines

More New features in C++ Extension

Easier Refactoring & Code Analysis

Create Declarations & Definitions

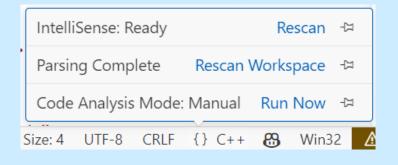
- Create new header/source files as needed
- Inserts declaration/definition relative to existing code



Check on the IntelliSense or parsing status

One Click to run Code Analysis

Language Status Bar



Markdown Comment Support

```
* ## Overview

The 'add' function adds two integers and returns the result.

# int add(int a, int b)

2 Overview

The add function adds two integers and returns the result.

Parameters

1 int a : The first integer to be added.

2 int b : The second integer to be added.

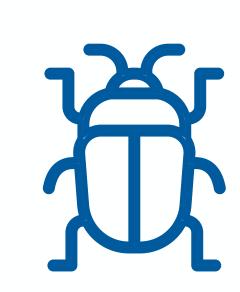
Example
int result = add(3, 4); // result will hold the value 7

Usace
int add(int a, int b) {
```

Recursive Macro Expansion

Advanced Testing & Debugging

Using VS Code to build the Endless Sky GitHub Repo



Now that we've got the basics, It's time to reach for the skies

www.github.com/endless-sky



Languages



vcpkg

Free, open-source C++ package manager For all platforms, build systems, and workflows



Install dependencies without having to spend time figuring out how to build them and manually integrate them with your project individually

Integrates with native CMake features so you don't have to do anything special in your CMakeLists.txt file

Largest catalog of open-source libraries of any C++ package manager - Bring your own libraries or use these!

GitHub Codespaces



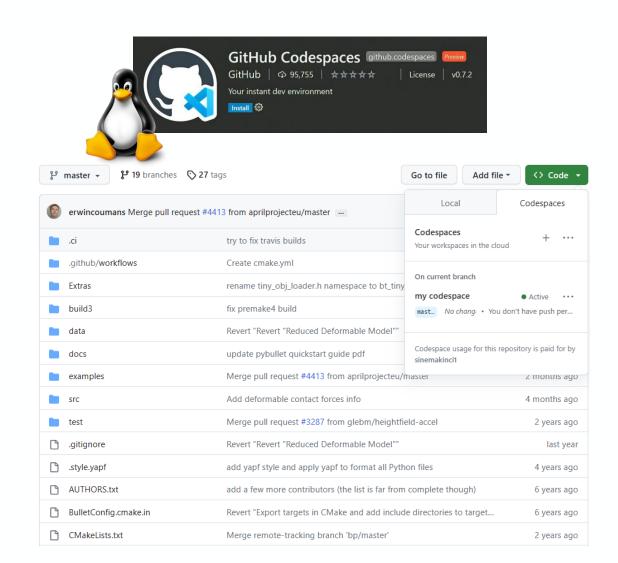
Shared easily so everyone on the team has an **identical developer environment**



Compilers, debuggers & extensions are **already installed** and ready to go



Created with a **few simple clicks** from your GitHub repo



Let's take a look at all of this in practice with VS Code...

vcpkg

CMake Debugger

CMake Tasks

GitHub Codespaces

Call Hierarchy

Test Explorer

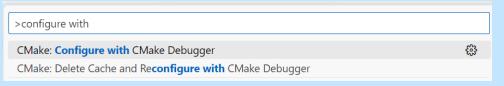
Multi-language Support

New Debugging and Testing Features for CMake

CMake Debugger

Debug your CMake scripts using VS Code debugging interface

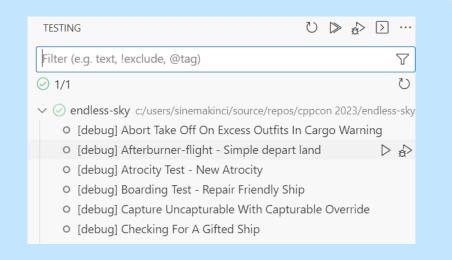
- View variables, call stacks, cache variables
- Set breakpoints



Test Explorer

<u>Interactive view of CMake tests</u> configured by test presets

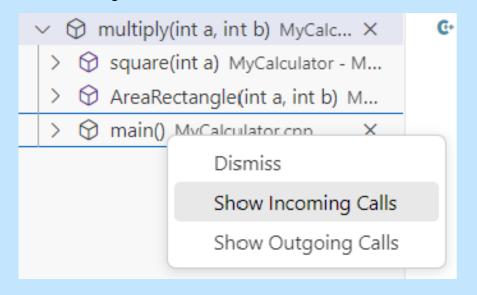
- View detailed state of tests and last run results
- Run or debug one or more tests from a simple view



Improve your Day-to-Day C++ Productivity

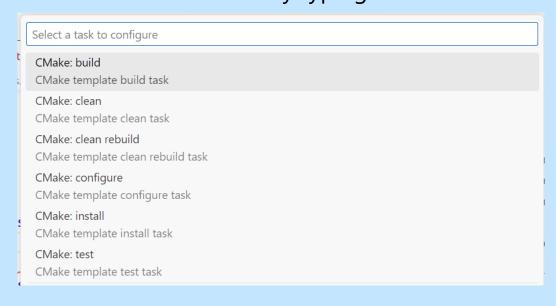
Call Hierarchy

View incoming/outgoing calls **Easily see calls** of node functions



CMake Tasks

Define tasks to **automate your workflow** instead of manually typing shell tasks

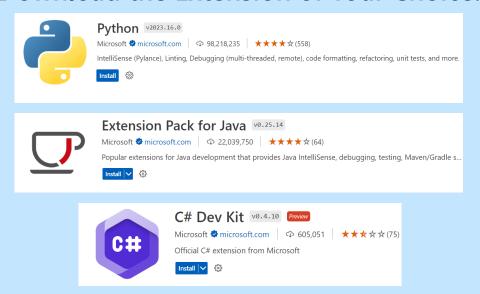


What if I'm working with multiple languages?

All the same features in one place:

Language-specific IntelliSense across your files

Download the Extension of Your Choice:



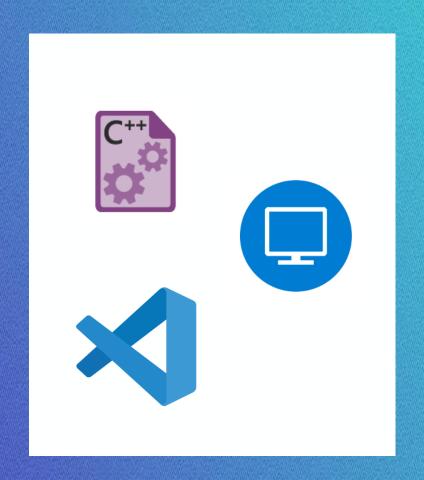
Jupyter Notebooks

- Use C#, Python, SQL, PowerShell, and more in one notebook
- Invoke executable scripts



What else is new in VS Code?

Dev Containers, VS Code Profiles, and More





Create a codespace from a template



Accounts:

- <u>Increased usage limits</u>: 60 hours/month per free user, 180 hours/month per paid user
- <u>Performance improvements</u>: Machines now have 2x the RAM and 1.3x the CPU Performance
- Widened access: Can access from individual accounts

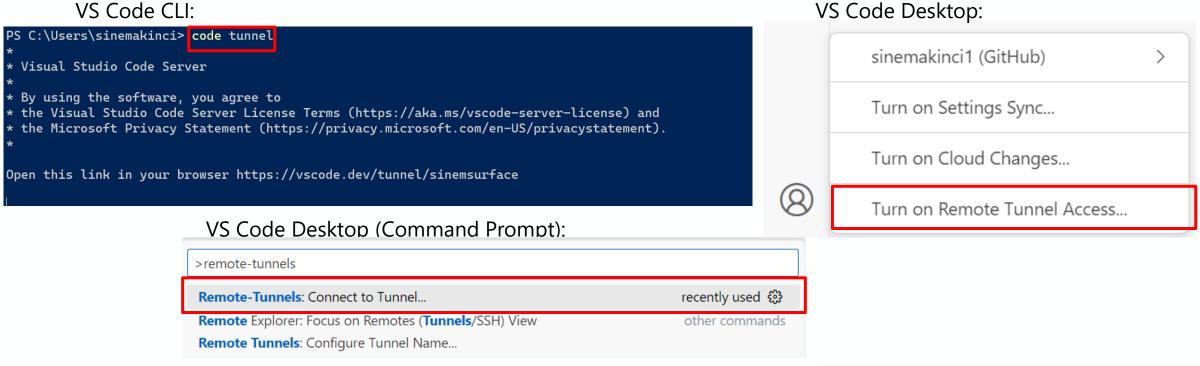
Check out Michael Price's talk from last year to learn more!
Reproducible Developer Environments in C++: <u>aka.ms/cppcon/codespaces</u>



Remote - Tunnels

Connect to a Remote Machine via a secure tunnel from a VS Code client anywhere, without the requirement of SSH.

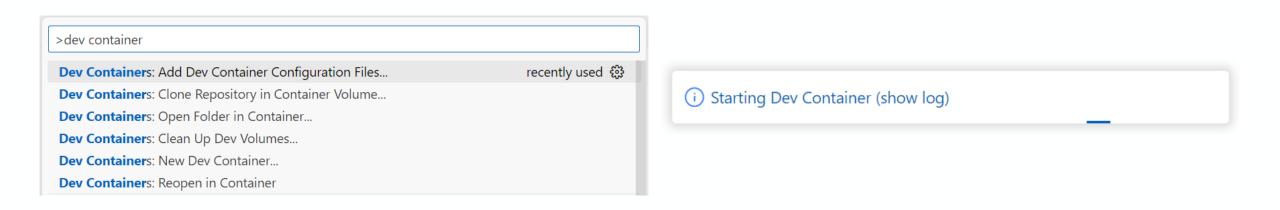
- **Develop anywhere**: connect to a tunnel from VS Code Desktop or vscode.dev
- Like using a CLI more? Create a Tunnel through the VS Code CLI which is included in VS Code Desktop





Open any folder or repo with a Docker container to **use it as a as a full-featured development environment** from anywhere (Local Machine, GitHub Codespaces, CLI).

- Quickly switch between different, separate dev environments
- Make updates without impacting your local machine
- Get new team members up and running quickly



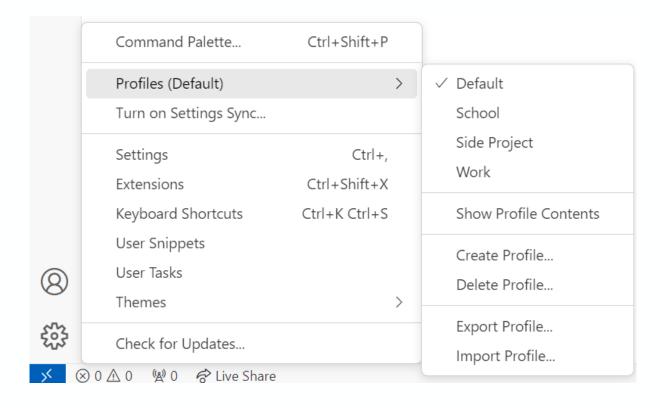
VS Code Profiles

Customize different configurations of your VS Code IDE based on what development you are doing – between different school, work, or leisure projects. **Quickly switch between profiles** and **share** them **with others**.

100s of Settings

1000s of Extensions

Innumerable UI Configs



What's New for Makefile Tools in VS Code



- Provide commands to build, debug, and run your make targets
- Provide IntelliSense configurations to C++ Extension for Makefile projects
- NEW: Support for C++23

Variable Expansion

New macros that are supported to work from any settings.json entry point.

- \${workspaceFolder} and \${workspaceRoot}
- \${workspaceFolderBasename}
- \${userHome}
- \${env:ENVIRONMENT_VARIABLE}
- \${config:ANY_EXTENSION_SCOPE.ANY_SETTING_ID}
- \${command:ANY_EXTENSION_SCOPE.ANY_COMMAND_ID}
- \${configuration} and \${command:makefile.getConfiguration}
- \${buildTarget} and \${command:makefile.getBuildTarget}

User improvements to Extension Activation
More transparent information into critical
components in your Makefile extension

MAKEFILE: PROJECT OUTLINE

Configuration: [Unset]

Build target: [Unset]

Launch target: [Unset]

Makefile (not found): [makefile]

Make (not found): [make.exe]

Build Log: [Unset]

Coming up

<u>C++</u>

Refactoring experience:

- **Extract function**/Member function
- Signature Editing
- Generating overrides for virtual functions
- Add Missing Includes to File

Performance Improvements

• (IntelliSense generation, etc.)

aka.ms/cpptools

CMake Tools

- New fully customizable side bar with CMake Tasks and Presets integration
- CMake Presets support for Workflow and Package Presets
- Automated CMake Installation
- Language Services for CMake

aka.ms/cmaketools

Create & upvote GitHub issues and feature requests
Come chat with us about future ideas and what you'd like to see!

Our sessions

Monday 2nd

- **Lifetime Safety in C++** Gabor Horvath
- Informal Birds of a Feather for Cpp2/cppfront Herb Sutter

Tuesday 3rd

• What's New in Visual Studio – David Li & Mryam Girmay

Thursday 5th

- Cooperative C++ Evolution: Towards a Typescript for C++ Herb Sutter (Keynote)
- How Visual Studio Code Can Help You Develop More Efficiently in C++ Alexandra Kemper & Sinem Akinci
- Regular, Revisited Victor Ciura

Friday 6th

Getting Started with C++ – Michael Price

Questions?

Join the #visual_studio channel on CppCon Discord https://aka.ms/cppcon/discord

- Meet the Microsoft C++ Team
- Ask Questions
- Discuss latest announcements

Take our survey: https://aka.ms/cppcon/vscode



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