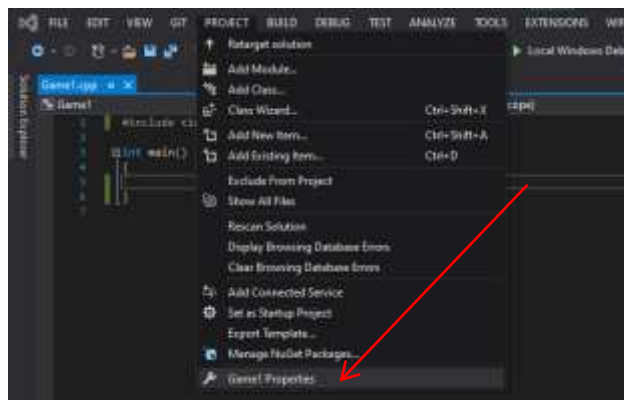**Setting up Visual Studio:**
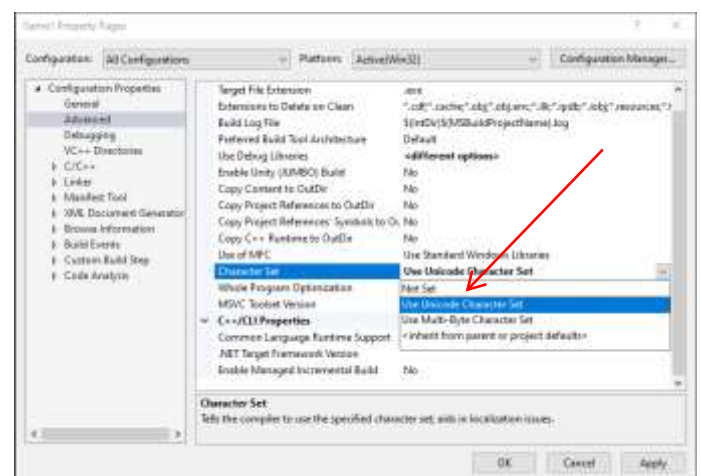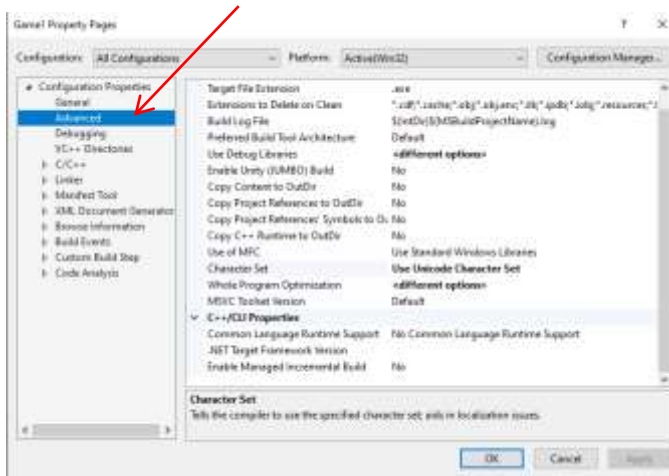
1. Create a new project. Choose "Console App" template, specify the directory and hit "create"
2. Copy the 4 given files:
   - MyGraphics.h
   - MyGraphics.cpp
   - MyConsole.h
   - MyConsole.cpp

   And place these in your projects directory, where cpp files are placed. For example, if your project is called "Game1" and is on the Desktop, you must copy these files into Desktop\Game1\Game1. (This folder will contain a .cpp file that VS has created along with some .vcxproj files).

3. In visual studio, go to solution explorer window.
   Right click on "Header Files" -> Add -> Existing Item. Now select both MyGraphics.h and MyConsole.h
   Right click on "Source Files" -> Add -> Existing Item. Now select both MyGraphics.cpp and MyConsole.cpp
   This step will add these 4 files to your project
4. Go to the top menu bar. Click "Project" and then click "Properties" option at the end of the dropdown. This will open a properties window.

On the left side click "Advanced". On the right set the "Character Set" option to "Not Set".

Now press OK.

To make sure everything is working, copy the code from *demo.cpp* into your main file and press run.