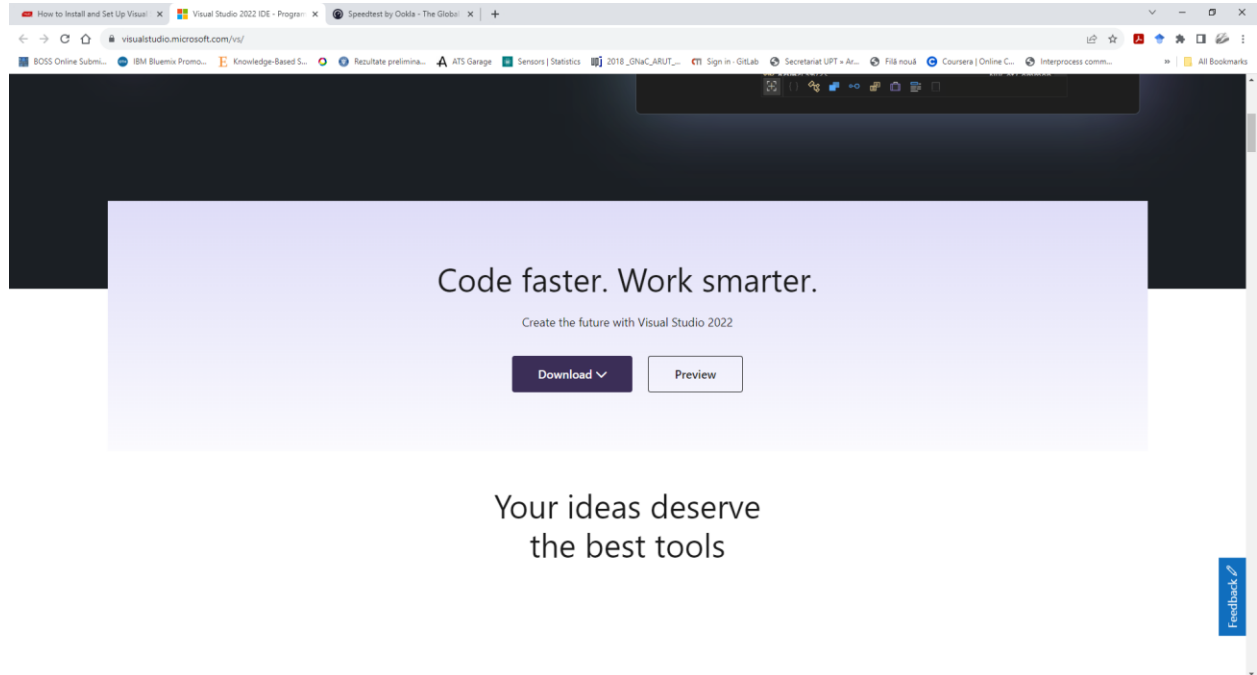


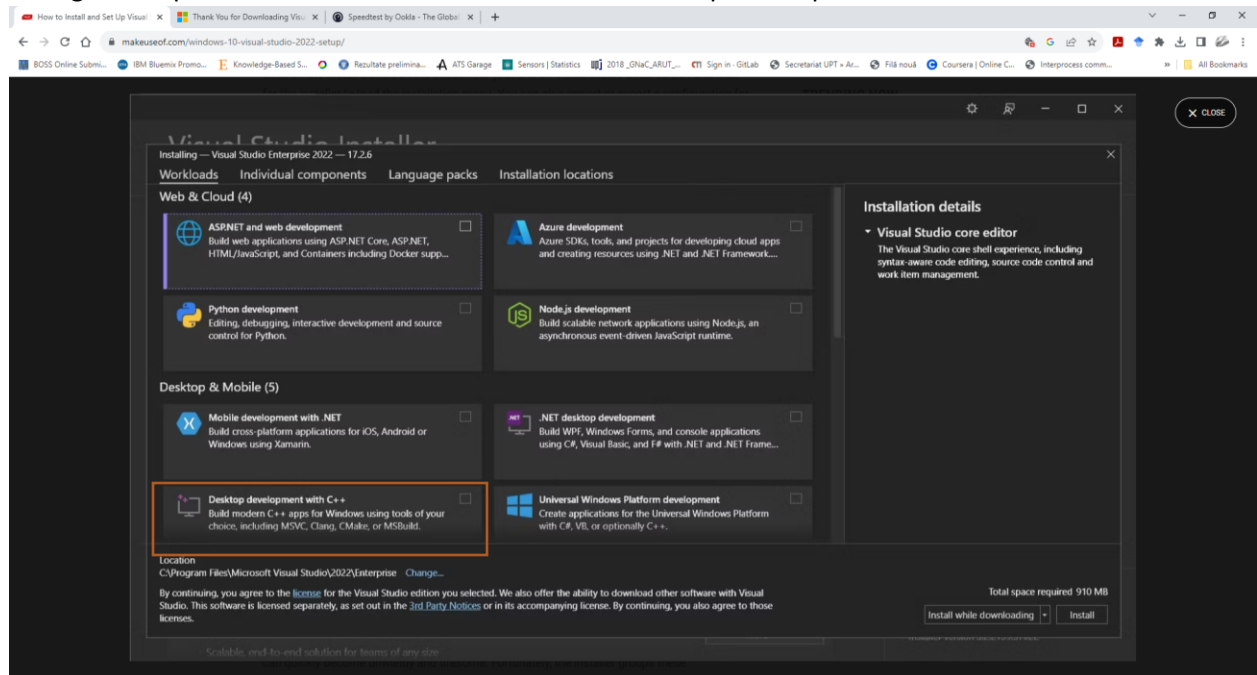
## I. Instalare Visual Studio 2022

1. Descarcati kitul de instalare pentru Visual Studio Community 2022 de pe

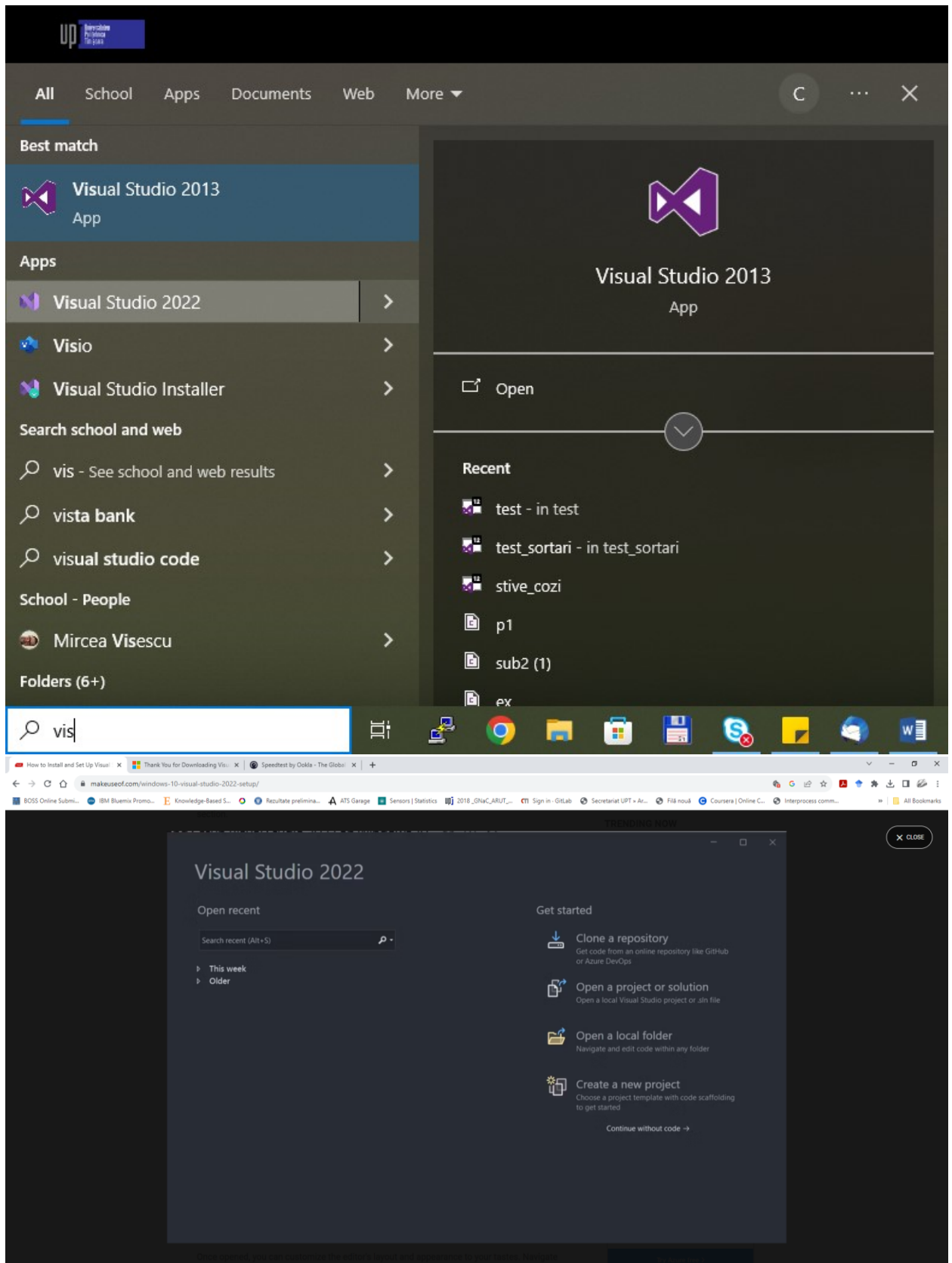
<https://visualstudio.microsoft.com/vs/>



2. Din folderul unde ati descarcat kitul de instalare (Download in mod implicit), rulati VisualStudioSetup
3. Adaugati componentele necesare. In cazul nostru Desktop development with C++

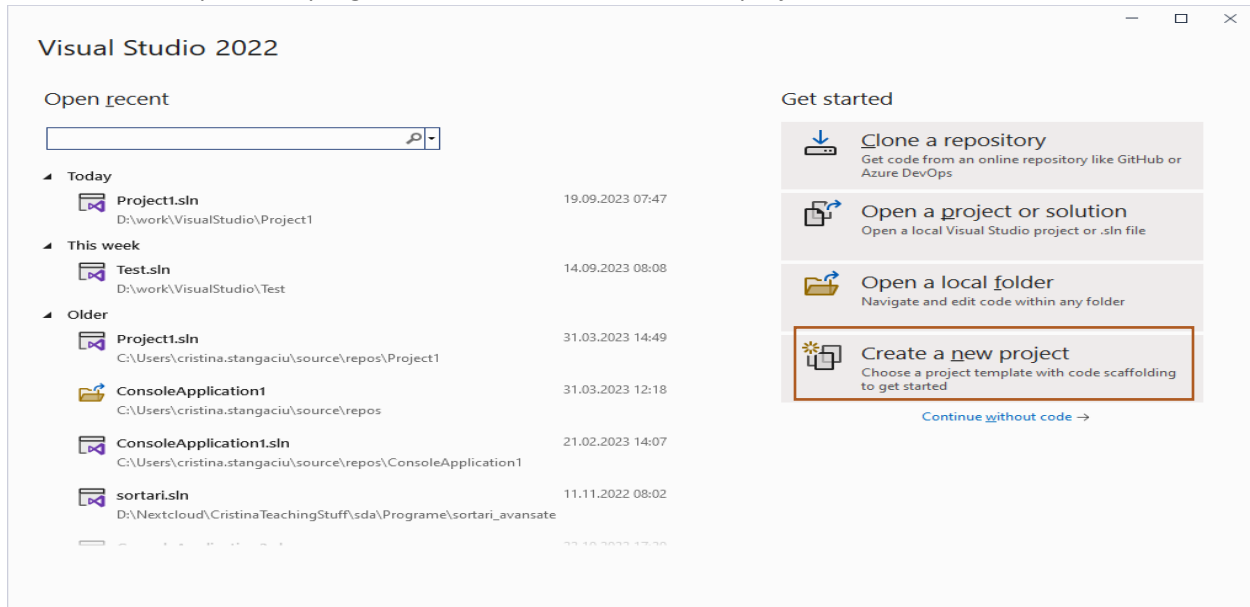


4. Instalati pachetele selectate, dand click pe butonul install
5. Cautati in bara de start si rulati Visual Studio 2022

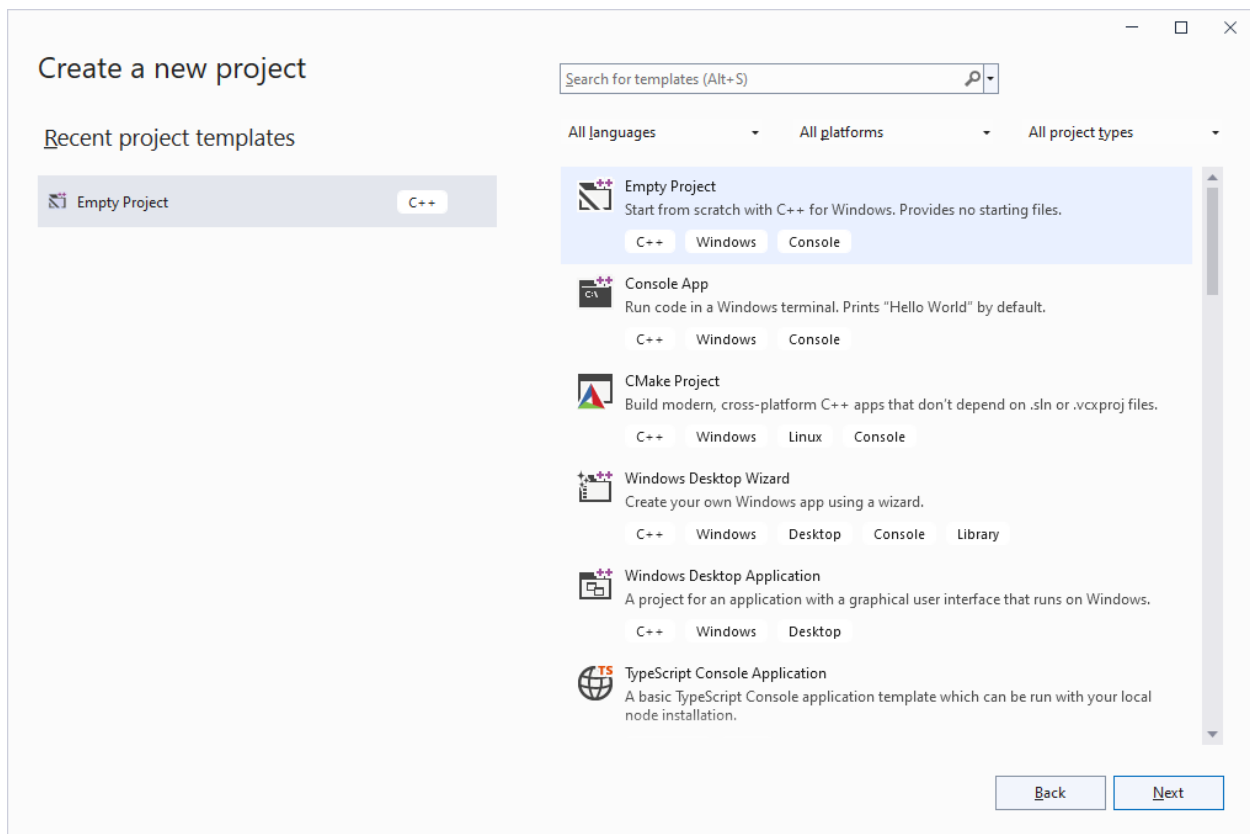


## II. Crearea unui proiect de C

1. Rulati Microsoft Visual Studio 2022, ca in pasul anterior si din fereastra ce apare la pornirea programului, selectati Create a new project



2. Selectati Empty Project si apoi dati click pe Next



3. Dati un nume proiectului si apoi dati click pe Create

## Configure your new project

Empty Project C++ Windows Console

Project name

Location

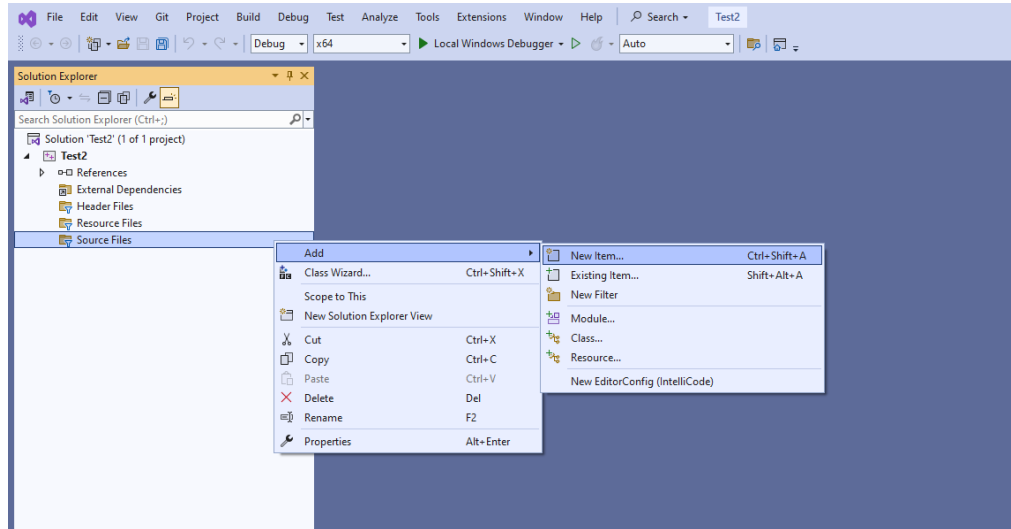
Solution name ⓘ

☐ Place solution and project in the same directory

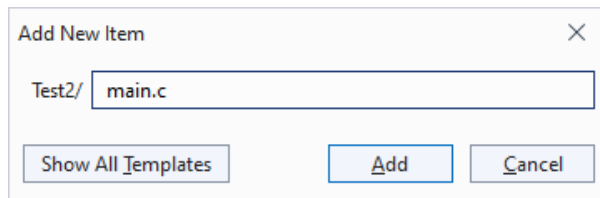
Project will be created in "D:\work\VisualStudio\Project2\Project2\"

### III. Adaugarea unui fisier in proiect

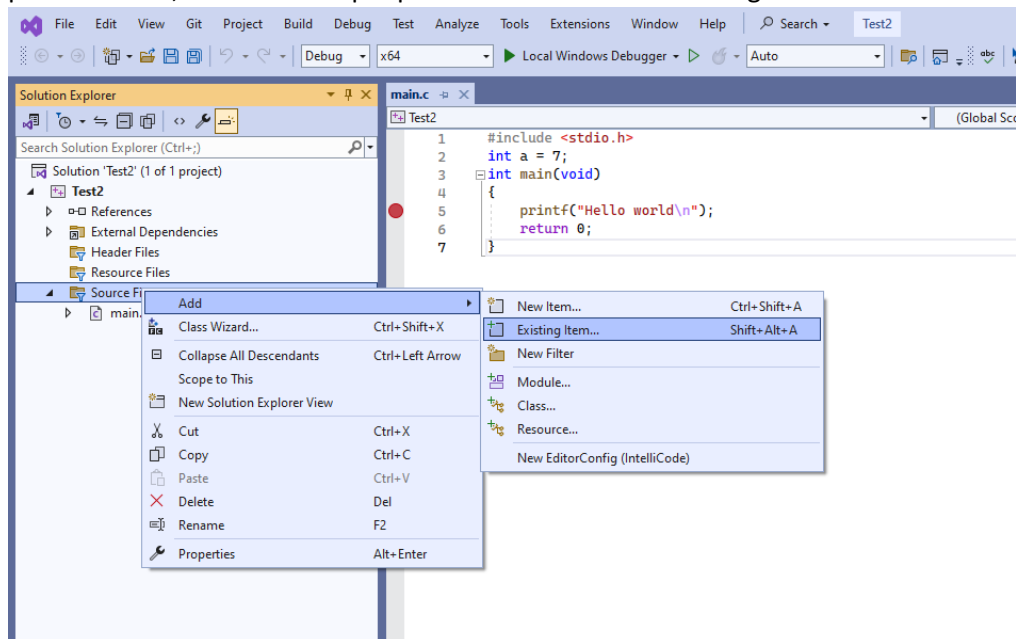
1. Pentru adaugarea unui fisier de cod **nou**: intr-un proiect deja creat folosind pasii anteriori, dati click dreapta pe Source Files->Add->New Item



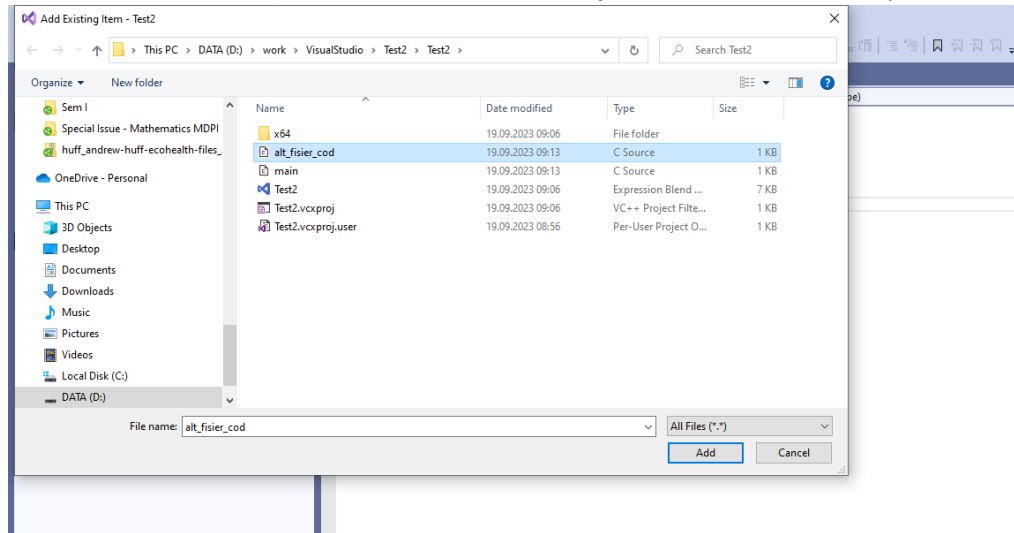
2. Denumiti fisierul folosind extensia **.c**



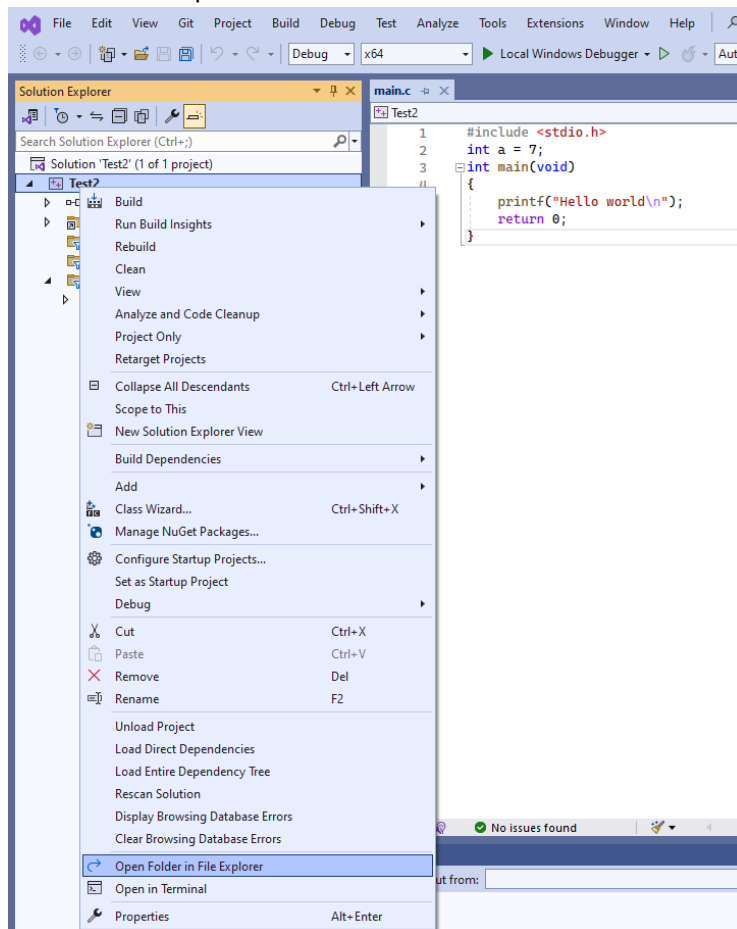
3. Scrieti codul dorit in noul fisier
4. Pentru adaugarea unui fisier de cod **deja existent**: intr-un proiect deja creat folosind pasii anteriori, dati click dreapta pe Source Files->Add->Existing item



5. Selectati fisierul dorit (acesta trebuie sa se afle deja in folderul de lucru al proiectului)



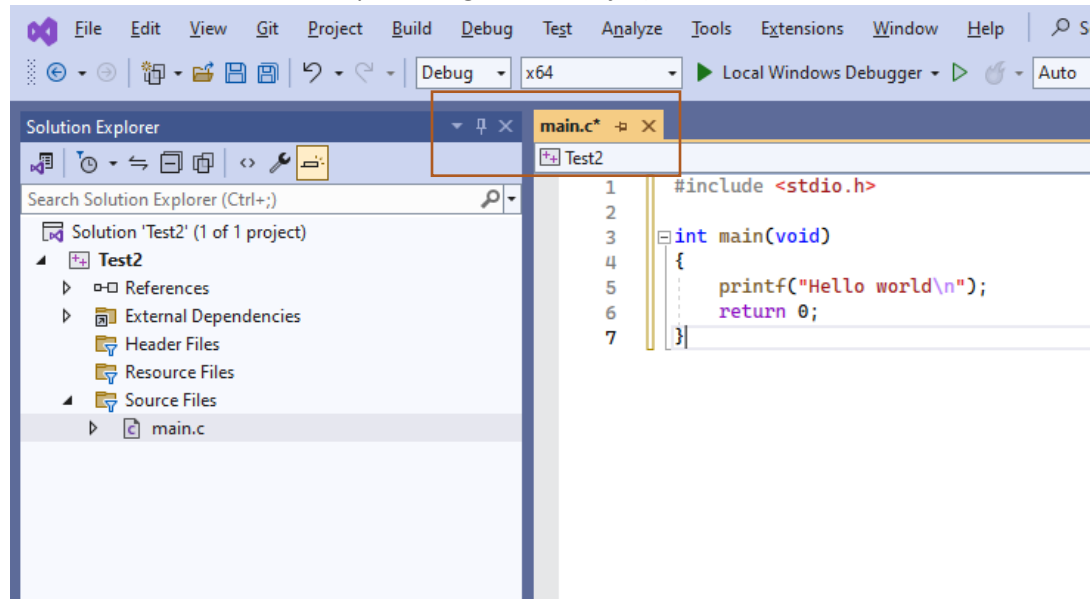
6. Folderul de lucru al proiectului se afla dand click dreapta pe proiect si apoi pe Open Folder in File Explorer



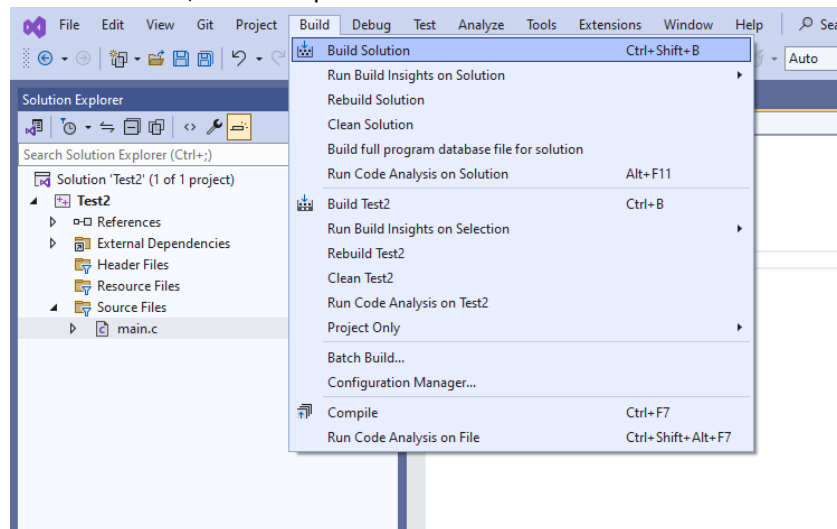
7. Pentru adaugarea de fisiere header sau fisiere resurse se procedeaza ca in pasii anteriori, dar se da click dreapta pe Header Files/Resource Files, dupa caz, in loc de Source Files.

#### IV. Rularea unui program in Visual Studio 2022

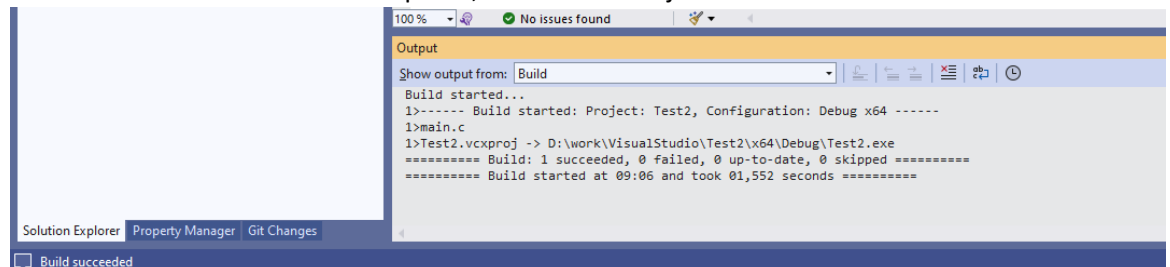
1. Verificati faptul ca ati salvat continutul fișierelor din proiect (numele acestora **nu** trebuie sa fie urmate de \*, asa cum apare in figura de mai jos)



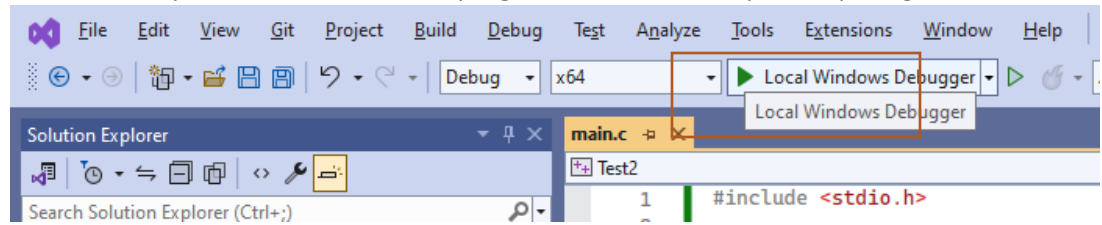
2. Daca fisierele nu sunt salvate apasati Ctr+S pentru a salva
3. In meniul Build, dati click pe Build Solution



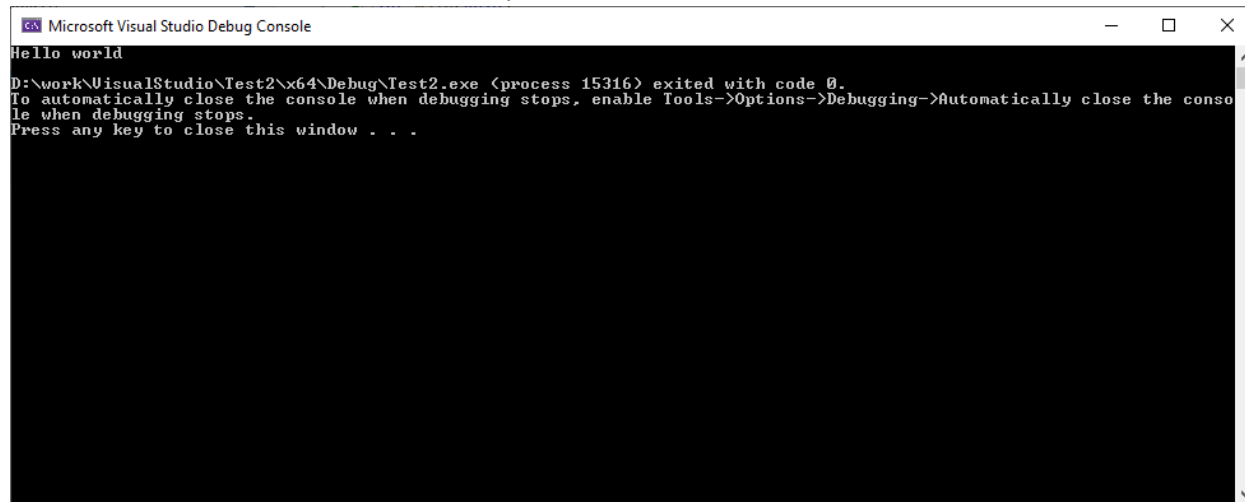
4. Verificati ca nu sunt erori de compilare, urmarind mesajele din fereastra de build



5. In caz de compilare cu succes, lansati programul in executie, apasand pe sageata verde



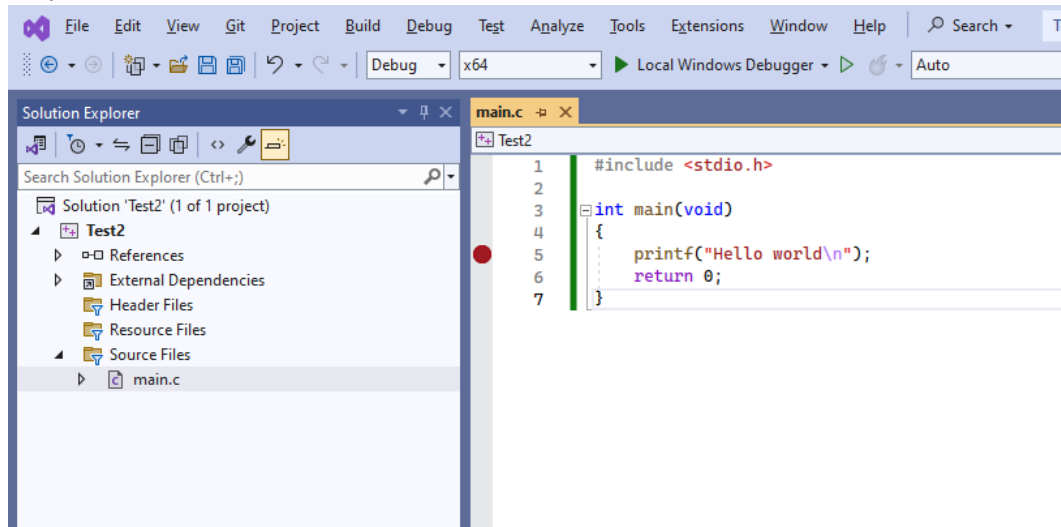
6. O consola cu rezultatul rularii trebuie sa apara



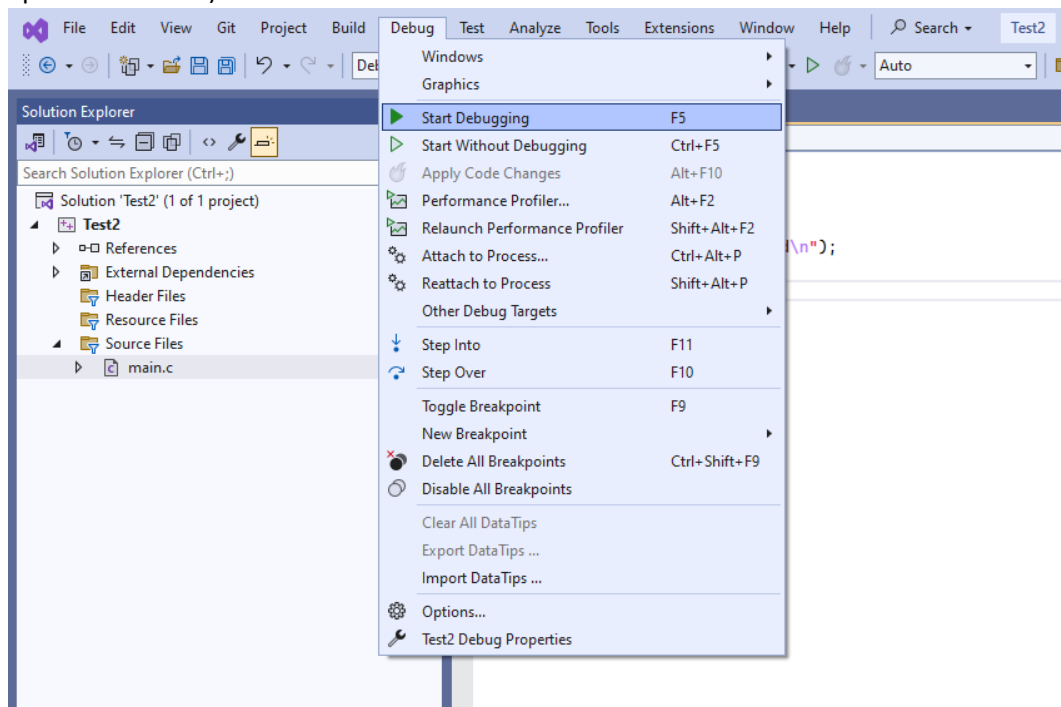


## V. Depanarea unui program in Visual Studio 2022

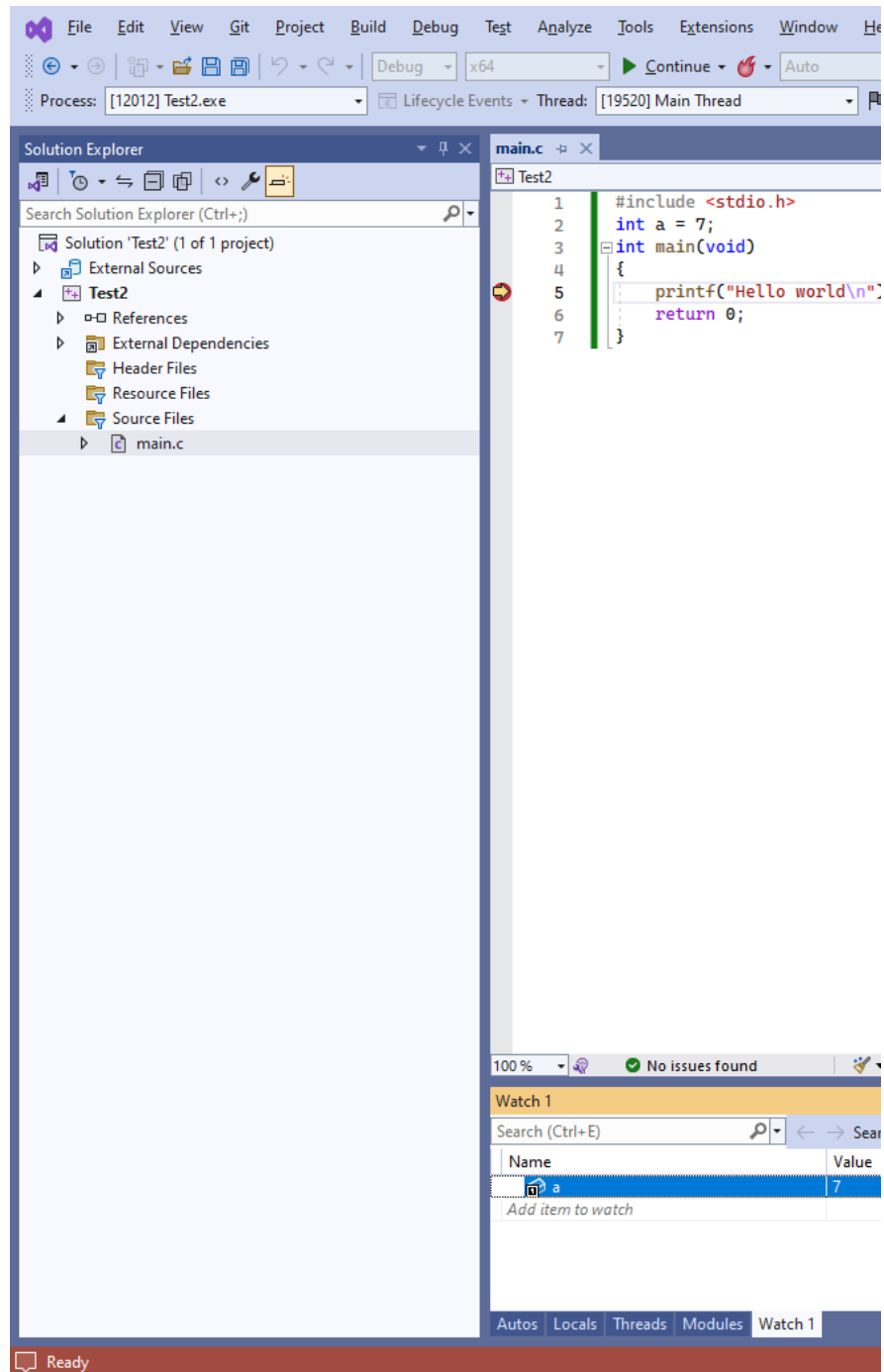
1. Insertia unui punct de intrerupere a rularii programului (breakpoint) se face dand click in dreptul unei linii de cod



2. In modul depanare (debugging) se intra din meniul Debug->Start debugging (sau apasand tasta F5)



3. Urmărirea valorilor unei variabile se face prin adaugarea numelui acesteia in fereastra watch cand suntem in modul debugging



4. Iesirea din modul debugging se face din meniul Debug->Stop Debugging (sau apasand combinatia de taste Shift+F5)

