Open Visual Studio

Create: C++ project, windows (system), console

Use “main” at the entry point, on Windows, using console output

* Start up code
* Your code (you wrote): main
* Shutdown code

Some guidelines:

\* Each .cpp (or .c) file is “compiled” into an “object” file (Visual Studio gives these an .obj extension)

\* .h (header) files are only used to “connect” different parts of code together.

\* Never place “code” into a header file. (Exception here is if the code is “templated”, and if you don’t know what that means, yet, then just “don’t put code” in the headers)

\* Never #include a .cpp file.

\* This “object” (.obj) code is “linked” together by the linker.

\* This “compile + link” stage is called “building”

\* If it won’t compile, it also won’t link (aka build).

\* Compiler errors are annoying, but give you some insight, usually.

\* Linker errors are evil and confusing – this is mainly because the linker *does not have access to the original source code.* It only has the “object” code to work with.

\* “Object” code can also be in “libraries” (in Windows this can be a “static library” (.lib) or a “dynamic library”, which is a .dll).