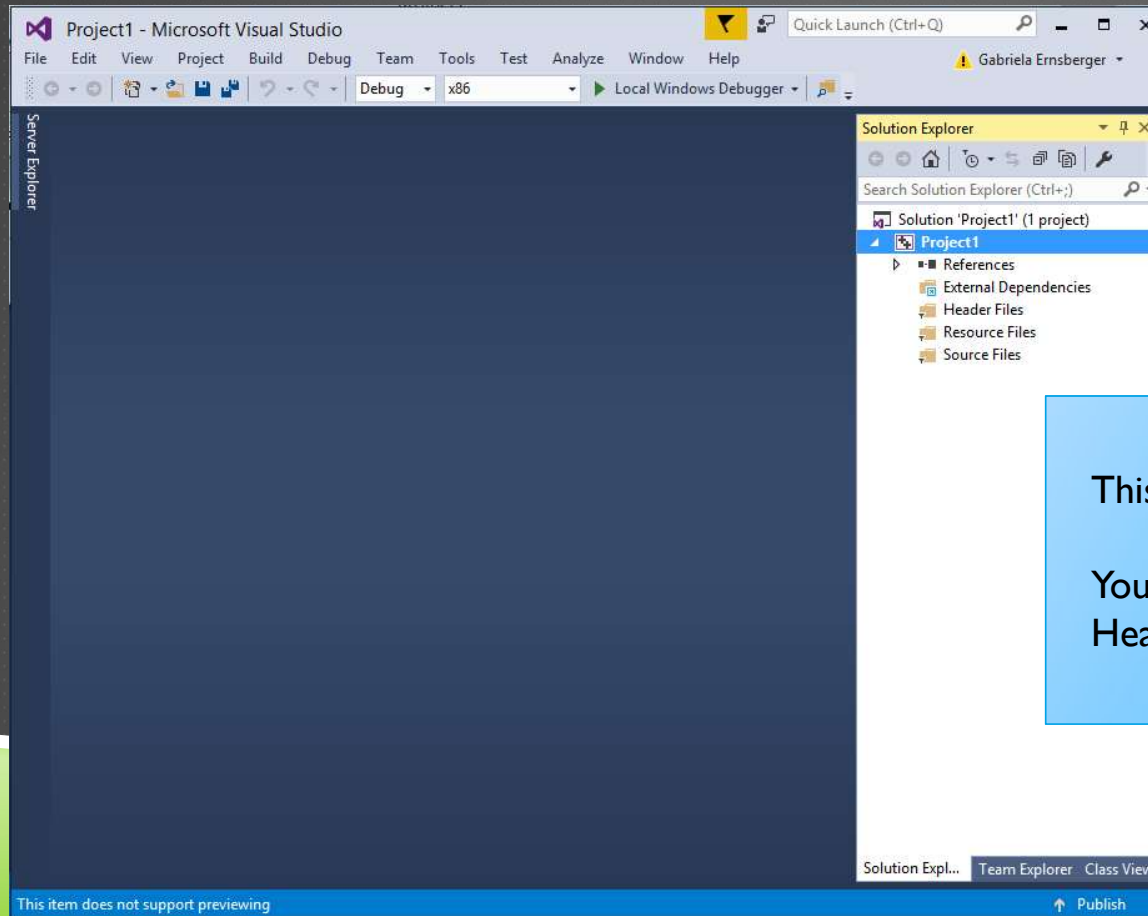▶ This is a quick guide to learn how to create a **class** in a **Visual Studio project**

   ▶ **Note** that instructions might be slightly different depending on which version you are using (community, professional, etc.)

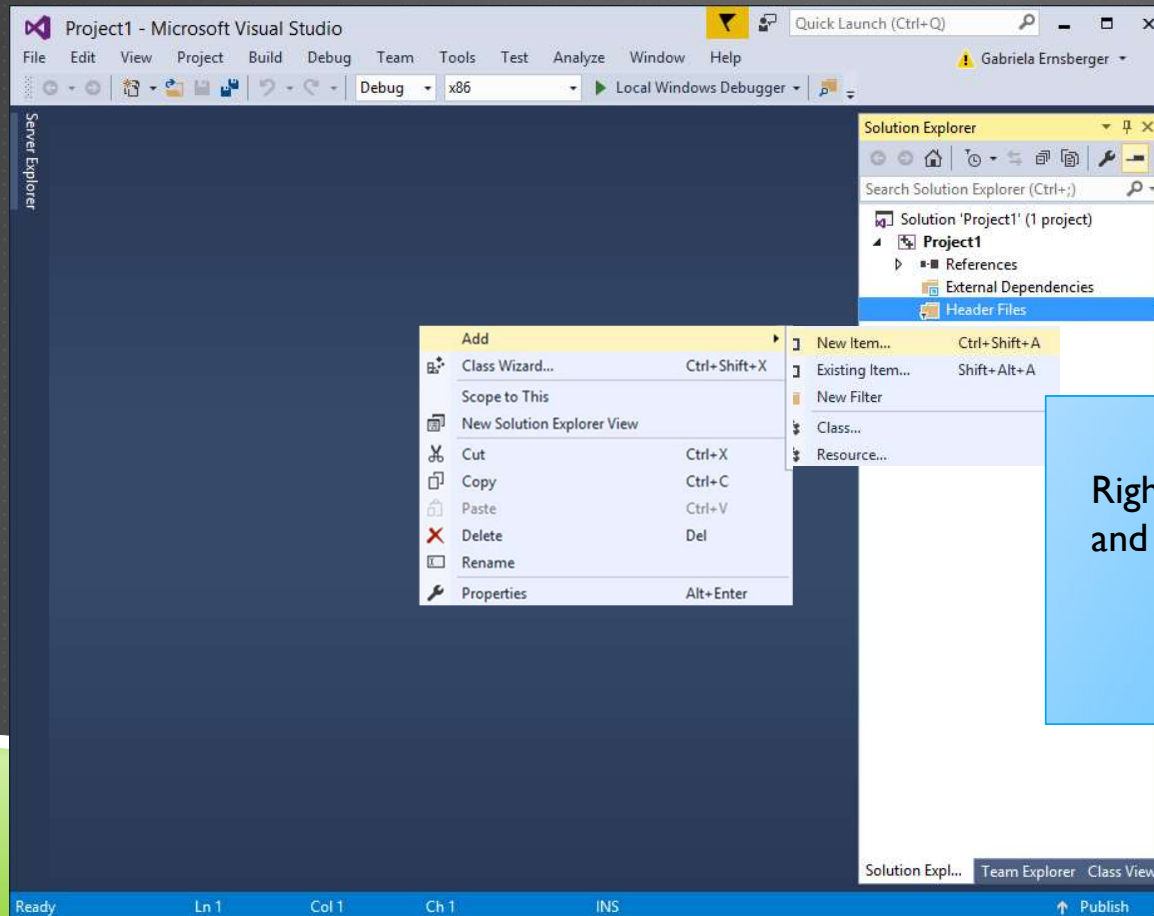# HOW TO CREATE A CLASS IN A VISUAL STUDIO PROJECT
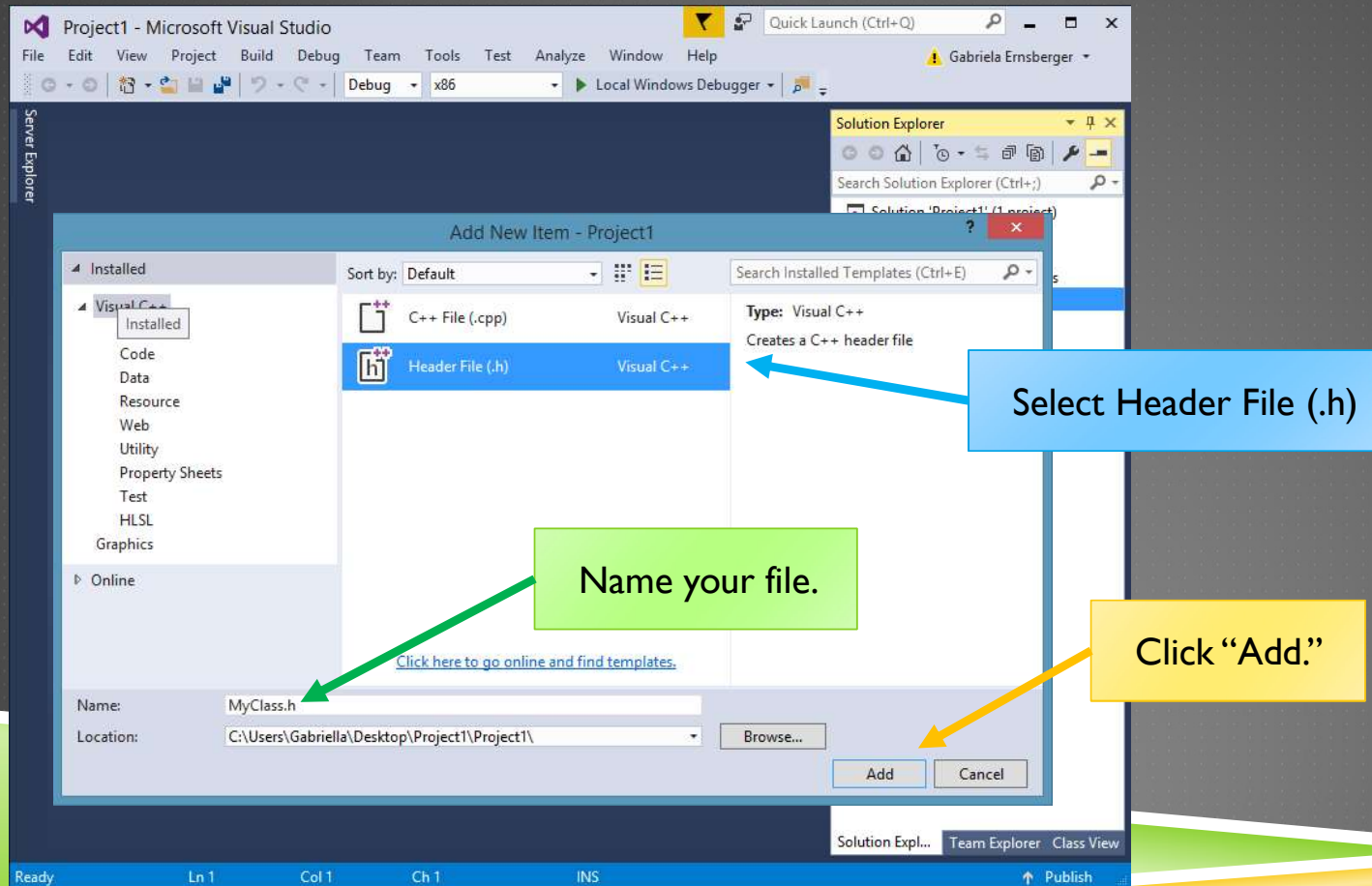
HOW TO ADD A CLASS TO A PROJECT

This project does not have any files.

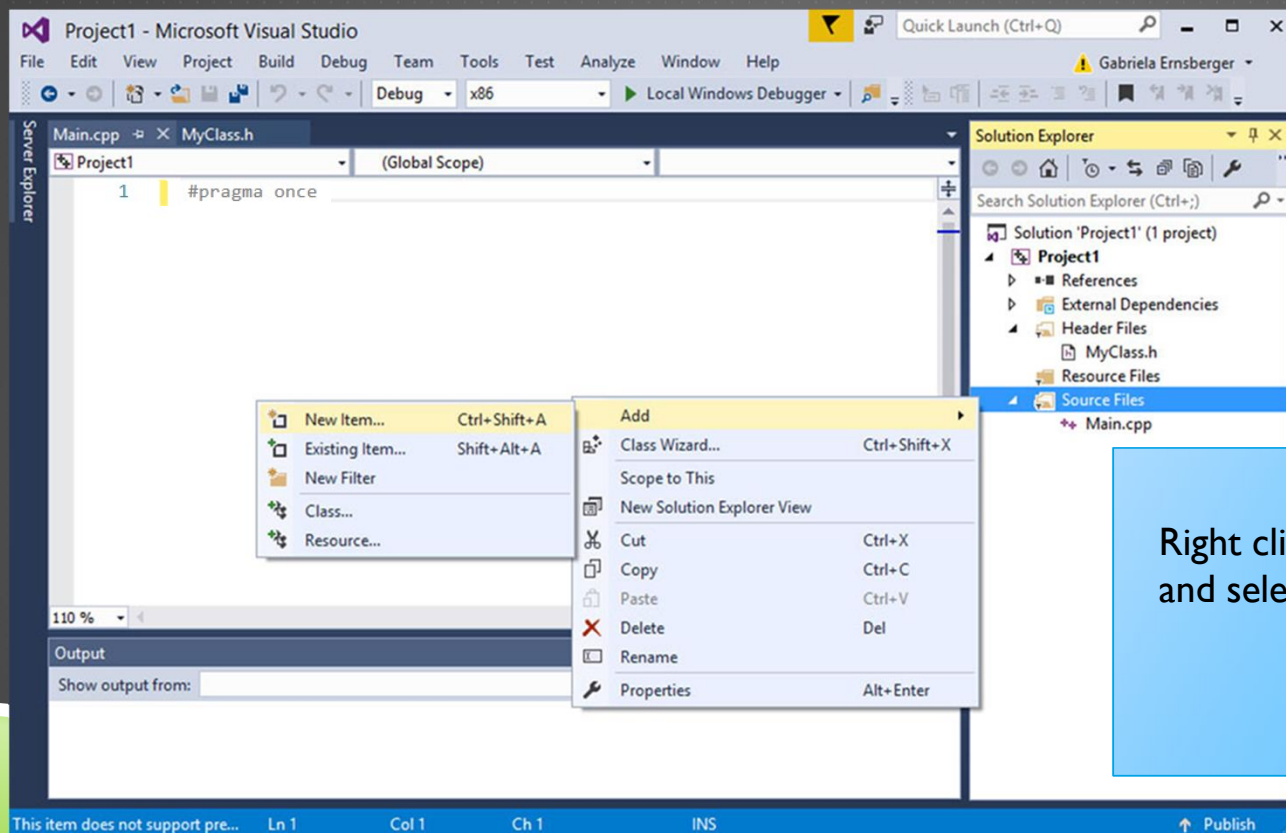You will be adding a header file in the Header Files folder.

HOW TO ADD A CLASS TO A PROJECT

Right click on the **Header Files** folder and select:

Add → New Item…

HOW TO ADD A CLASS TO A PROJECT

Select Header File (.h)
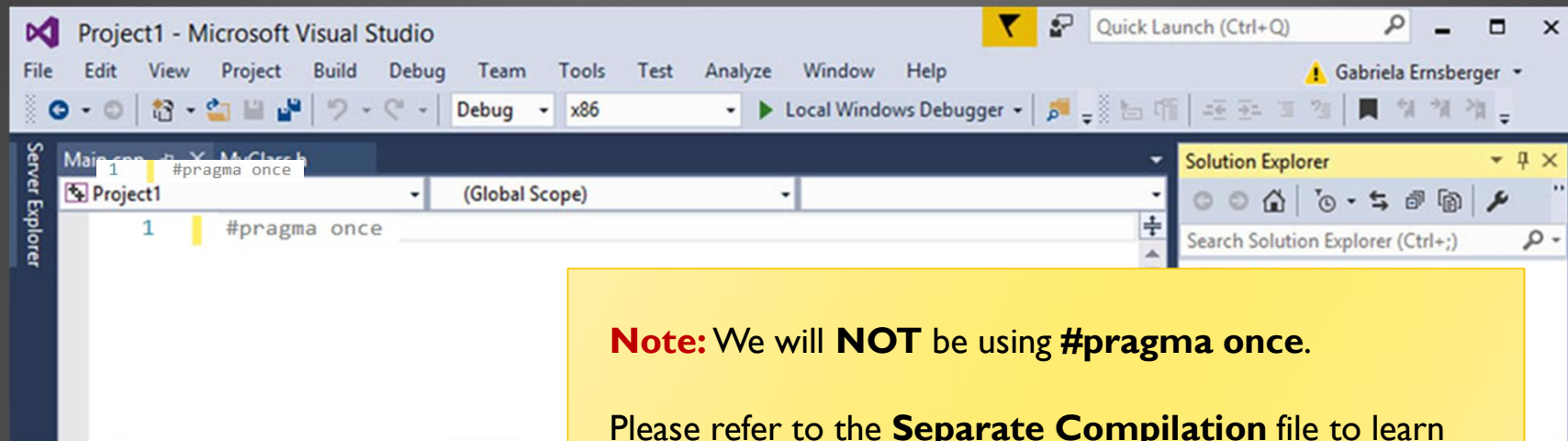
Name your file.

Click "Add."

HOW TO ADD A CLASS TO A PROJECT (CONT.)

Right click on the **Source Files** folder and select:

Add → New Item…

HOW TO ADD A CLASS TO A PROJECT (CONT.)

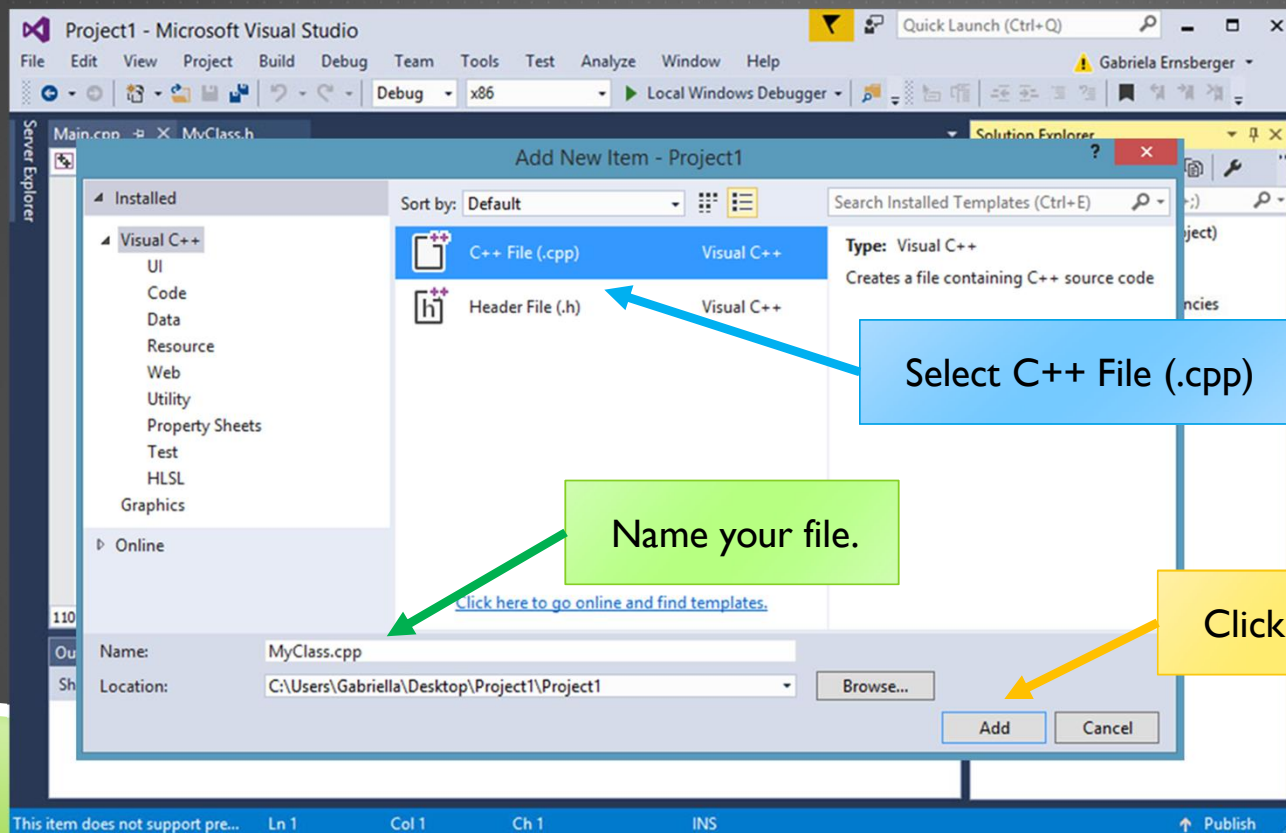**Note:** We will **NOT** be using **#pragma once**.

Please refer to the **Separate Compilation** file to learn about the more generic form:

#ifndef
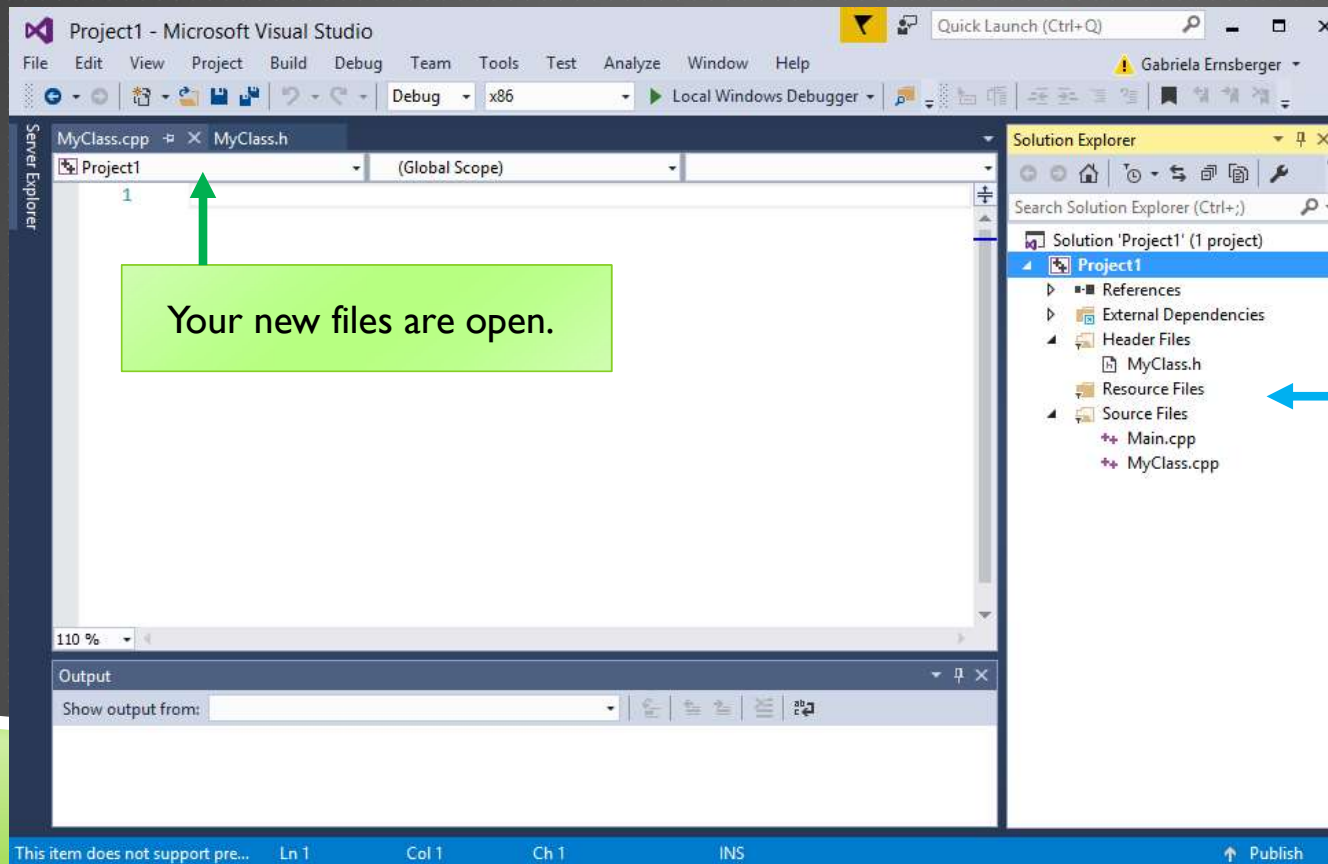
#define

#endif

HOW TO ADD A CLASS TO A PROJECT (CONT.)

HOW TO ADD A CLASS TO A PROJECT (CONT.)

Your new files are open.

The files are part of the project.

ADDITIONAL HELP

- You can find additional resources at
  - https://docs.microsoft.com/en-us/visualstudio/welcome-to-visual-studio