

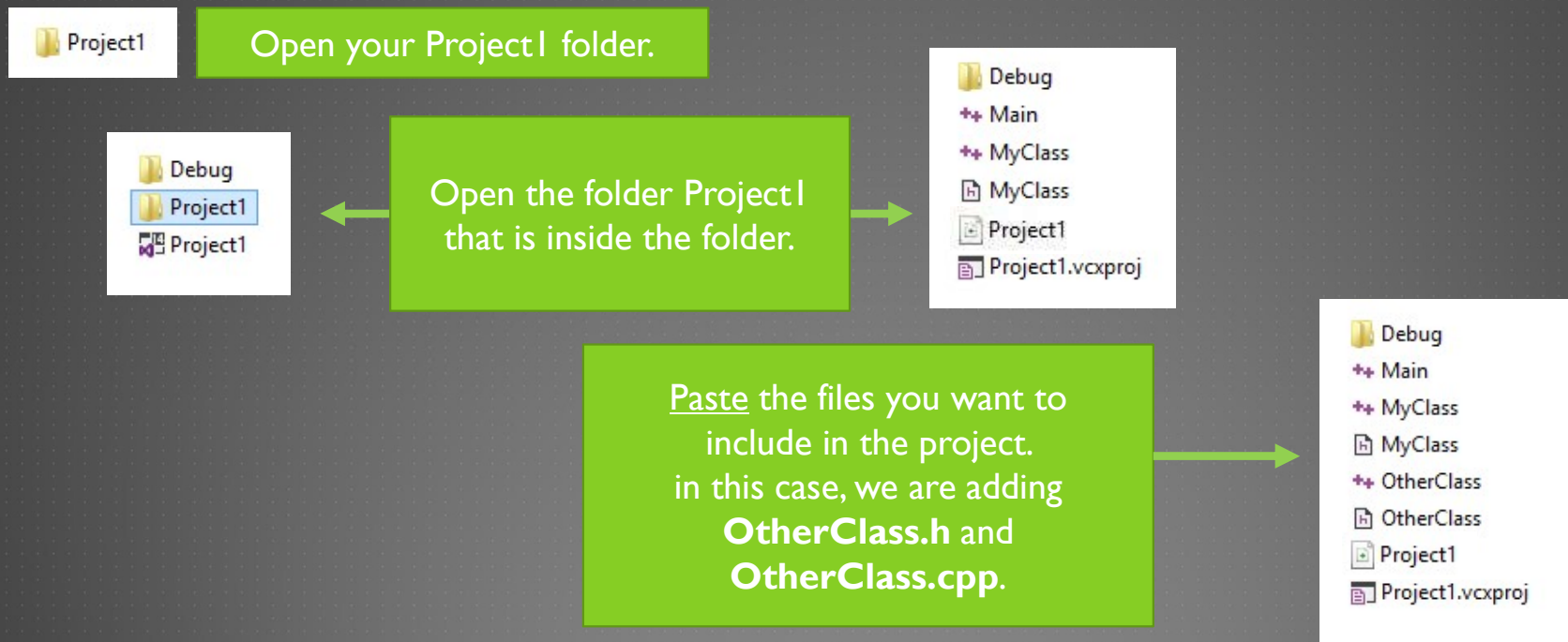
- ▶ This is a quick guide to learn how to create a **class** in a **Visual Studio project**
 - ▶ **Note** that instructions might be slightly different depending on which version you are using (community, professional, etc.)

HOW TO IMPORT FILES IN A VISUAL STUDIO PROJECT

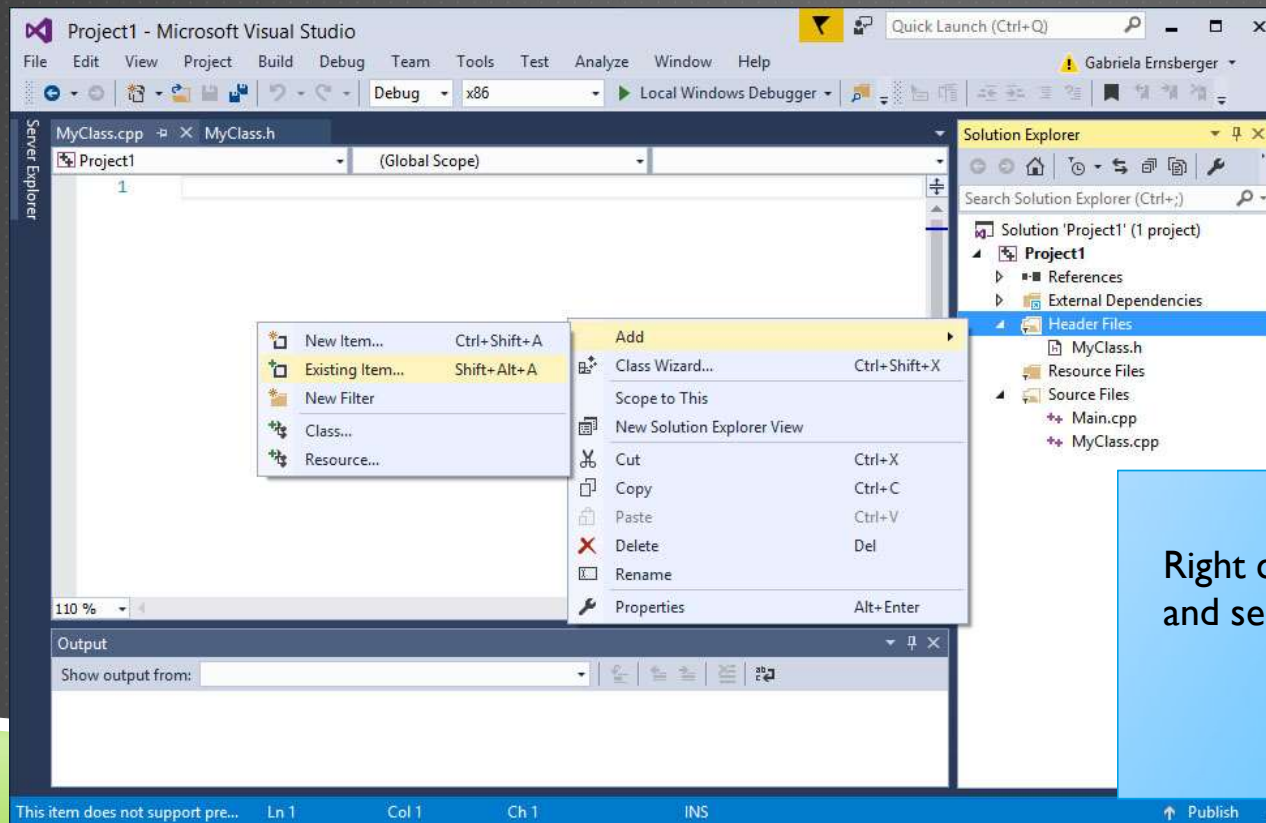
IMPORTANT

- ▶ Note that simply copying and pasting files will **NOT** work.
- ▶ **Make sure** you **follow these instructions** to be able to include the files in the project as well as the appropriate folder.

HOW TO IMPORT FILES INTO A PROJECT (I)



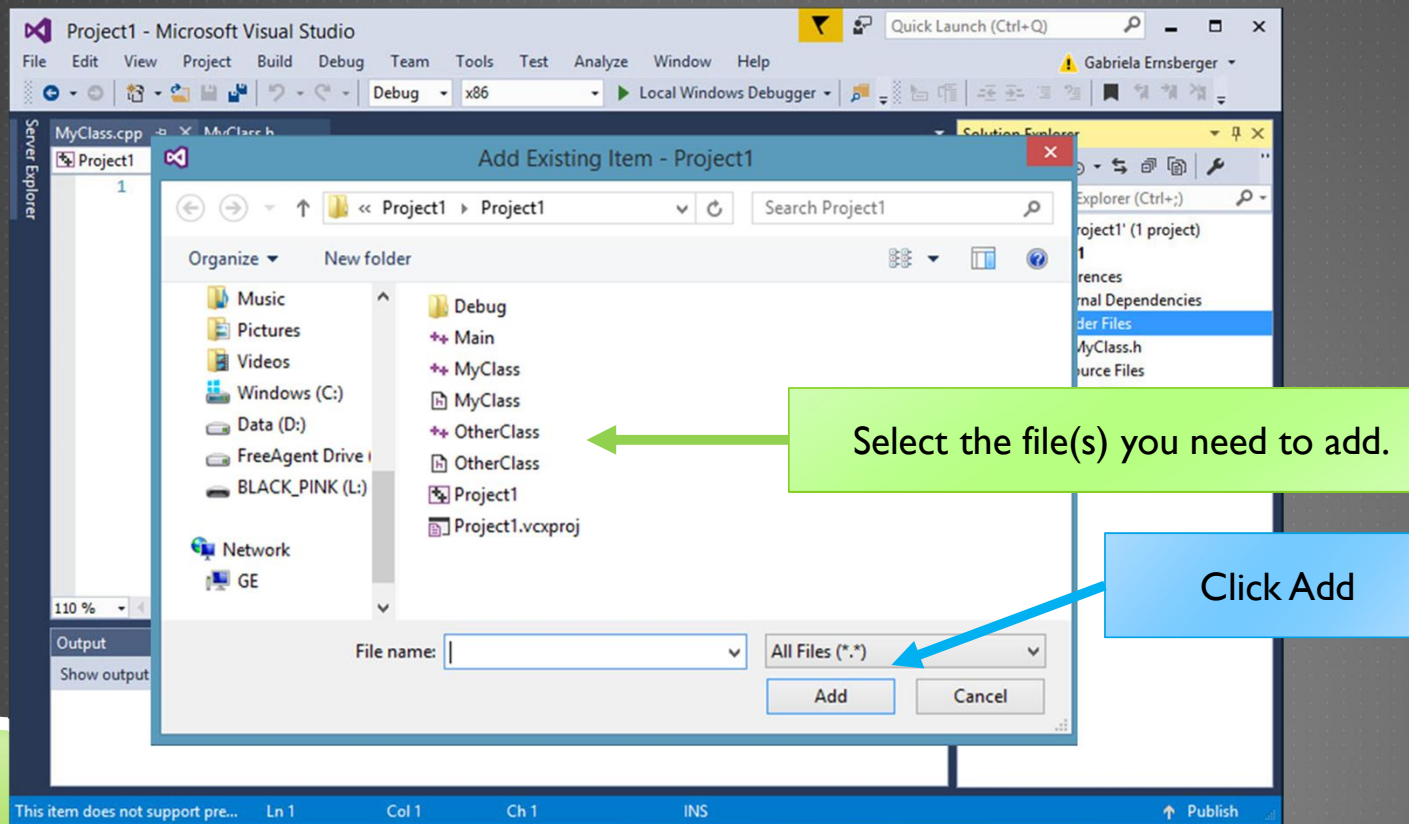
HOW TO IMPORT FILES INTO A PROJECT (2)



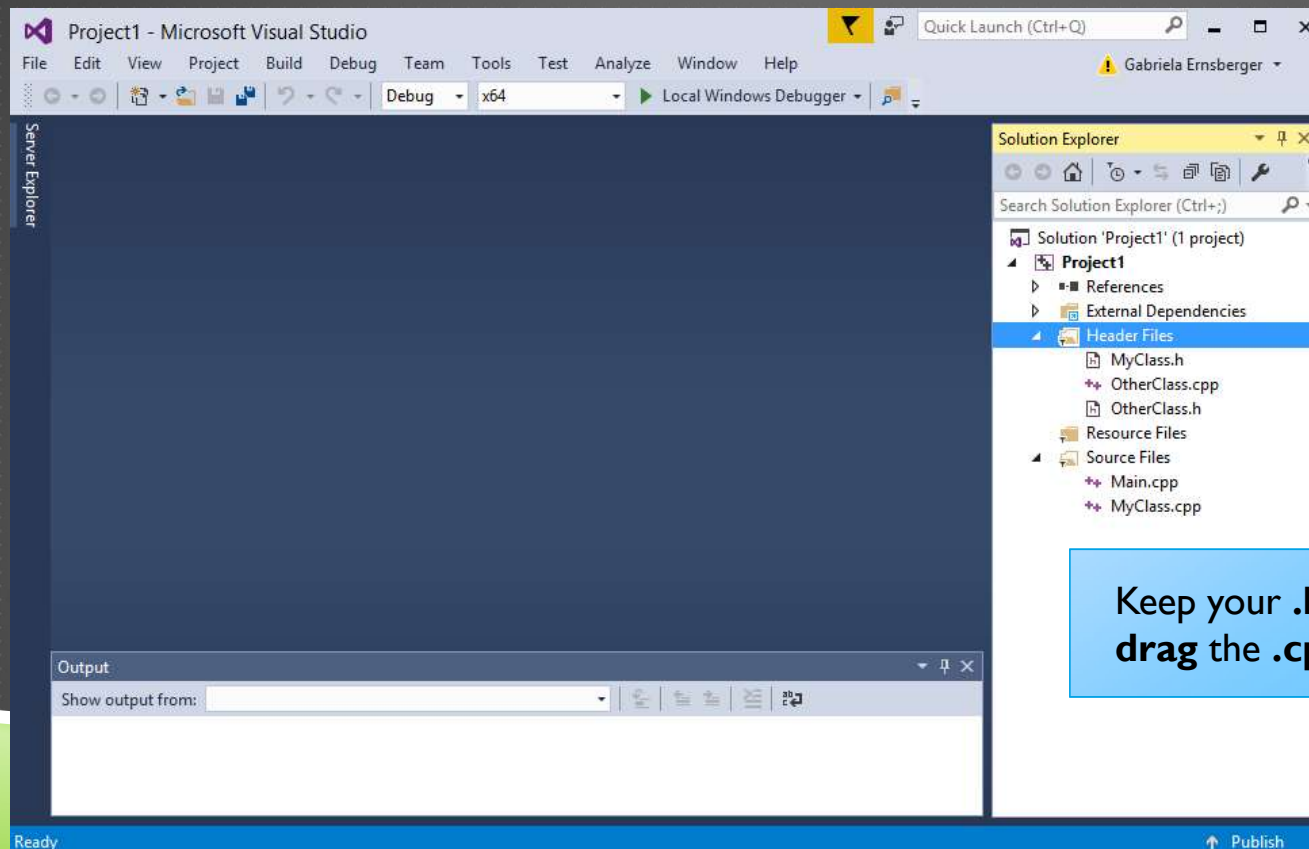
Right click on the **Header Files** folder and select:

Add → Existing Item...

HOW TO IMPORT FILES INTO A PROJECT (3)

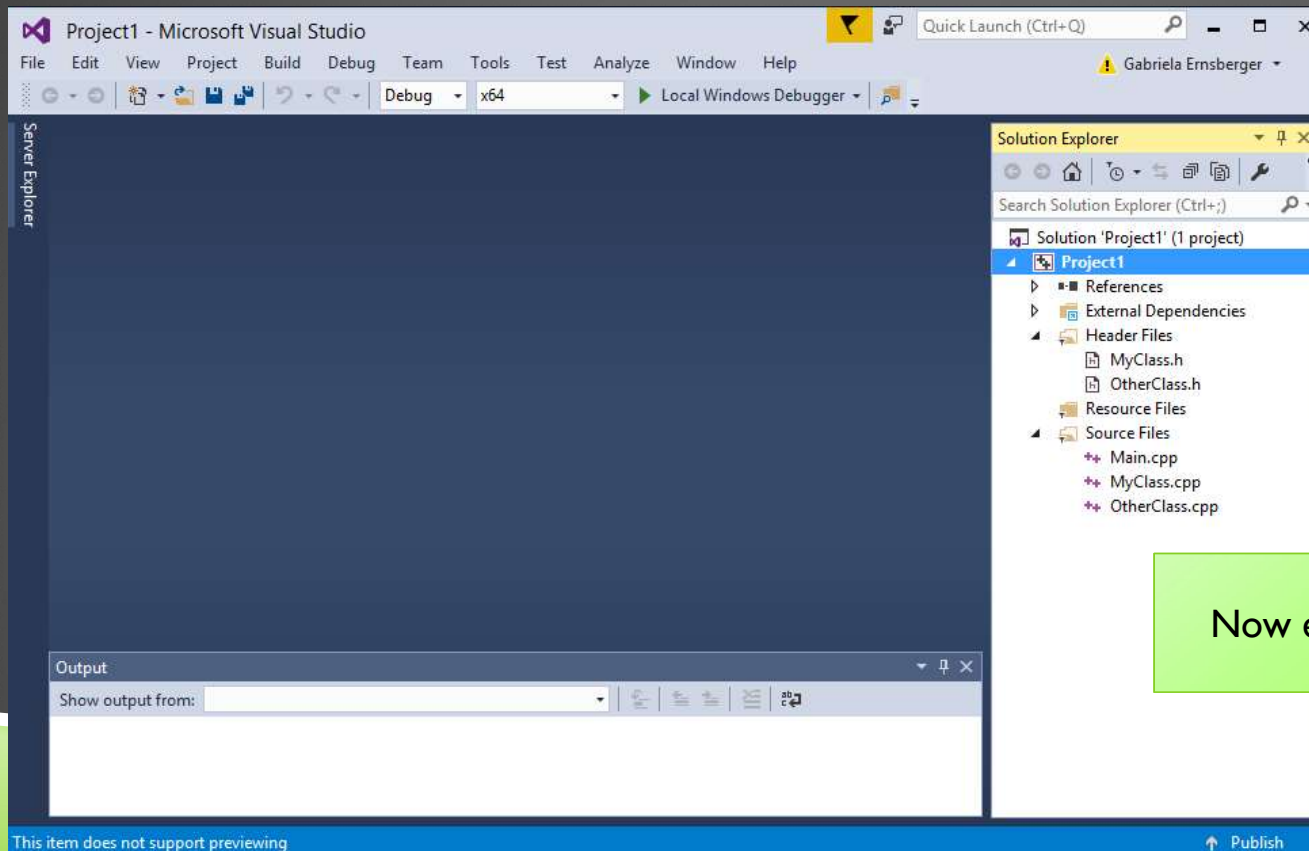


HOW TO IMPORT FILES INTO A PROJECT (4)



Keep your **.h** files in the **Header** folder, and drag the **.cpp** files into the **Source** folder.

HOW TO IMPORT FILES INTO A PROJECT (5)



Now everything is in its place!

ADDITIONAL HELP

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