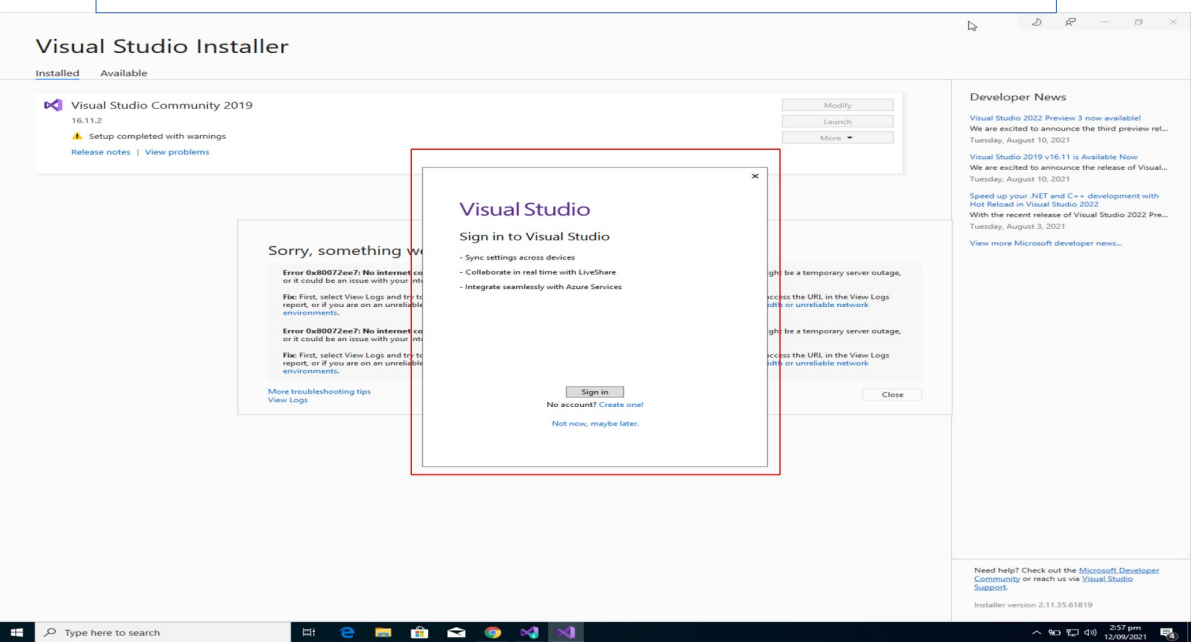


Name: **Kashif Ali**  
Roll No: **20k-1890**

I have Installed visual studio 2019



Here you have to choose your background  
And start

X

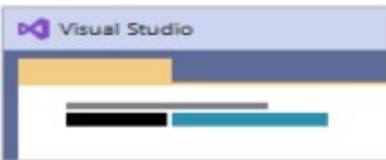
# Visual Studio

Start with a familiar environment

Development Settings: General

Choose your color theme

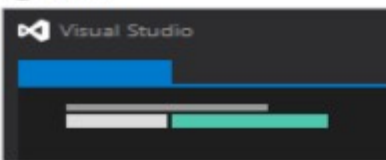
☐ Blue



☐ Blue (Extra Contrast)



☒ Dark



☐ Light



You can always change these settings later.



Start Visual Studio

Here click on create new project

## Visual Studio 2019

### Open recent

As you use Visual Studio, any projects, folders, or files that you open will show up here for quick access.

You can pin anything that you open frequently so that it's always at the top of the list.

### Get started



**Clone a repository**

Get code from an online repository like GitHub or Azure DevOps



**Open a project or solution**

Open a local Visual Studio project or .sln file



**Open a local folder**

Navigate and edit code within any folder

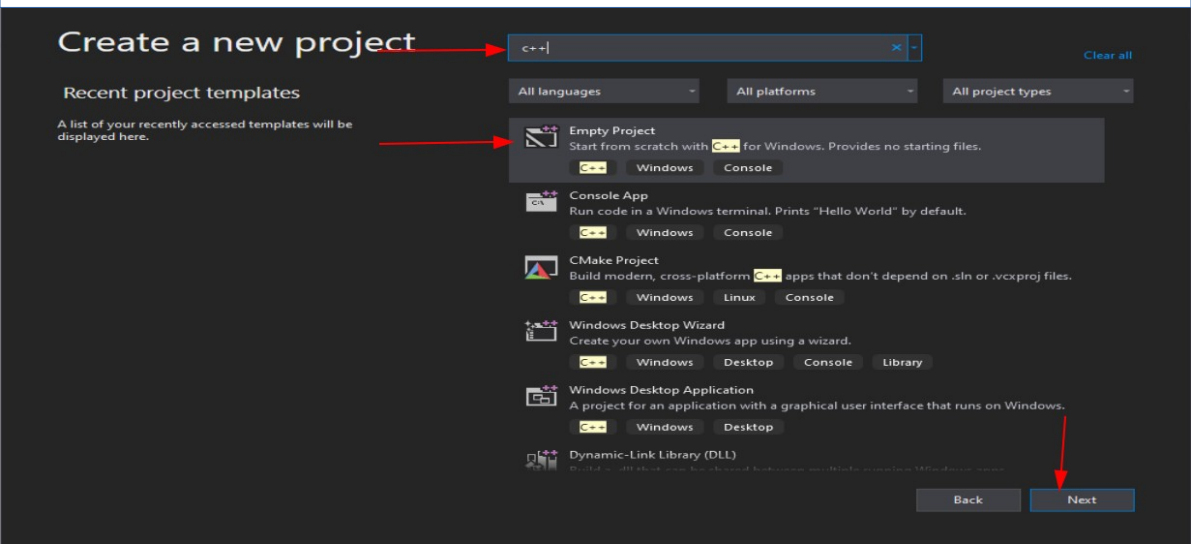


**Create a new project**

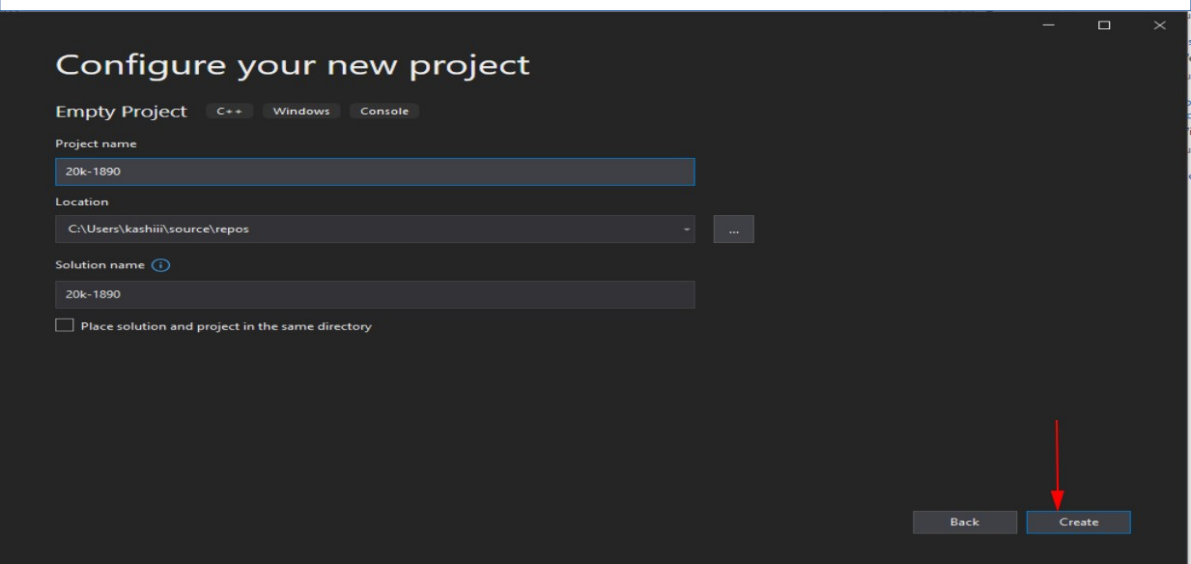
Choose a project template with code scaffolding to get started

[Continue without code →](#)

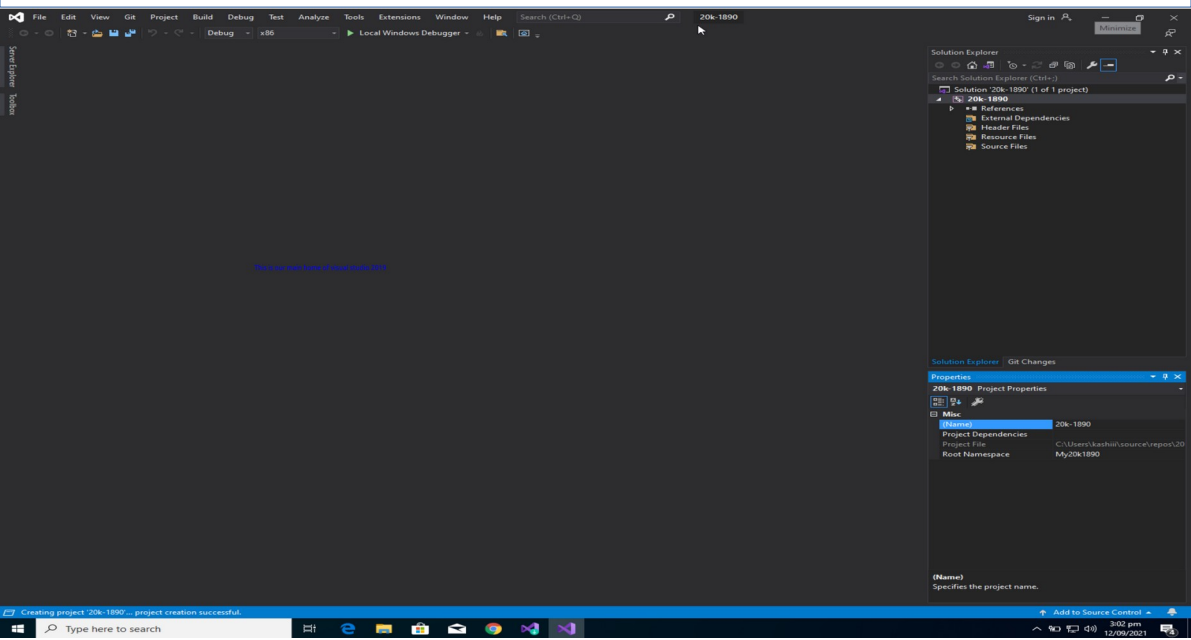
So than search c++ and create on empty project  
And click on next



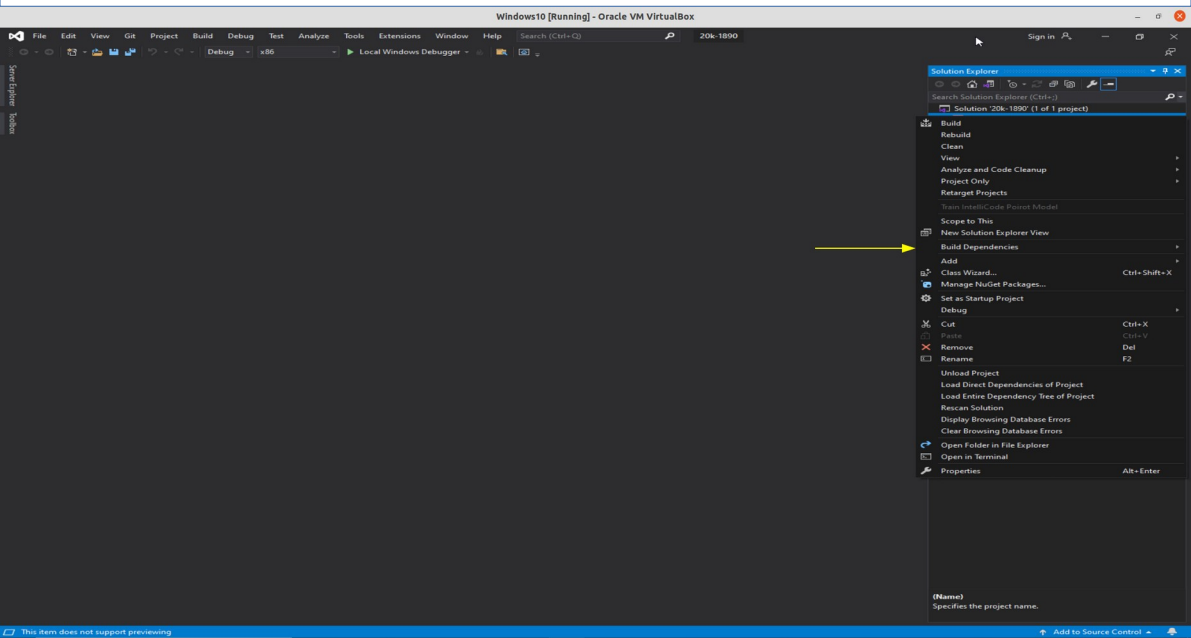
Here write your project name and than  
Click on the create your project will be created

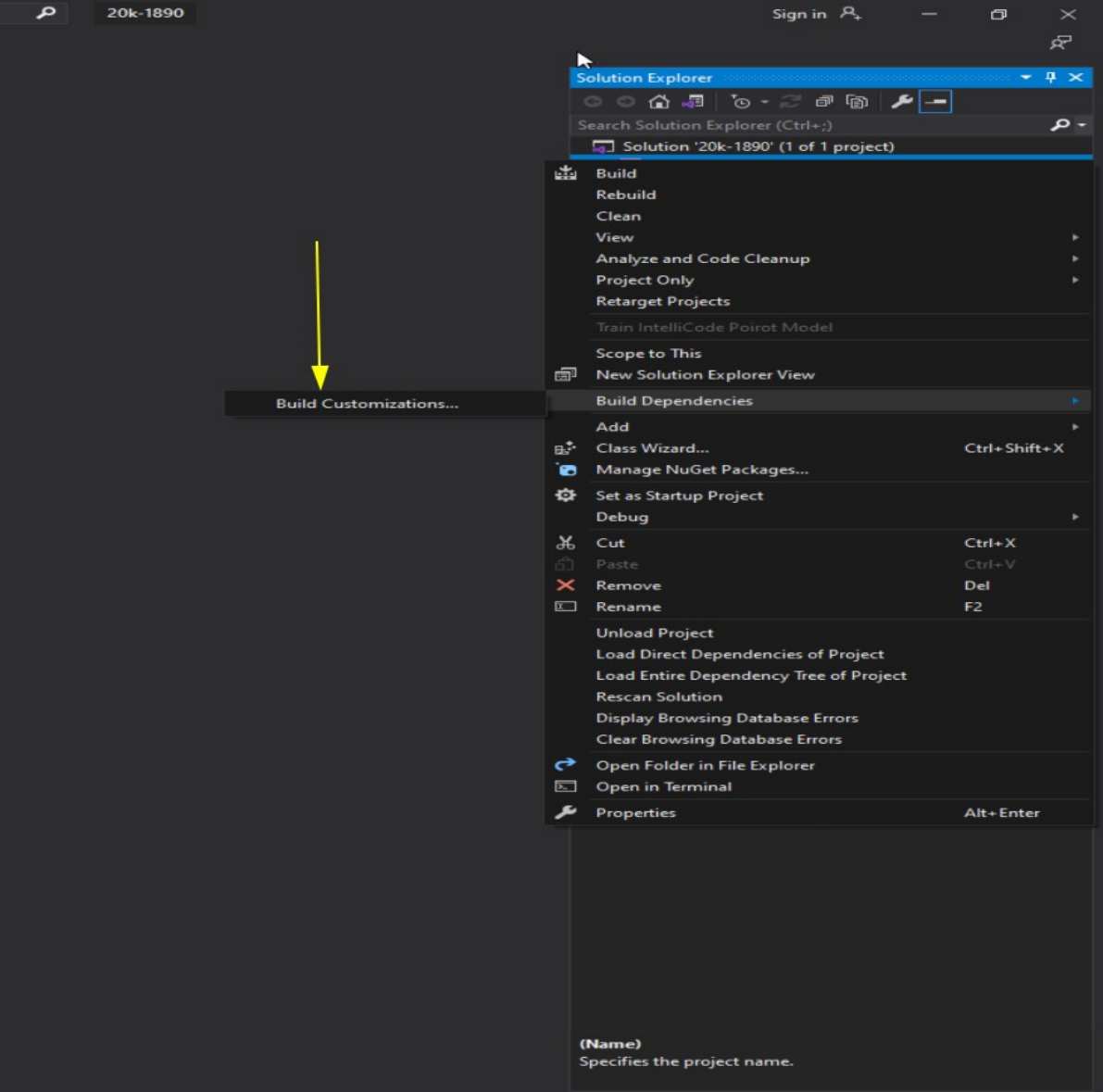


After creating the project this screen will  
Be appeared

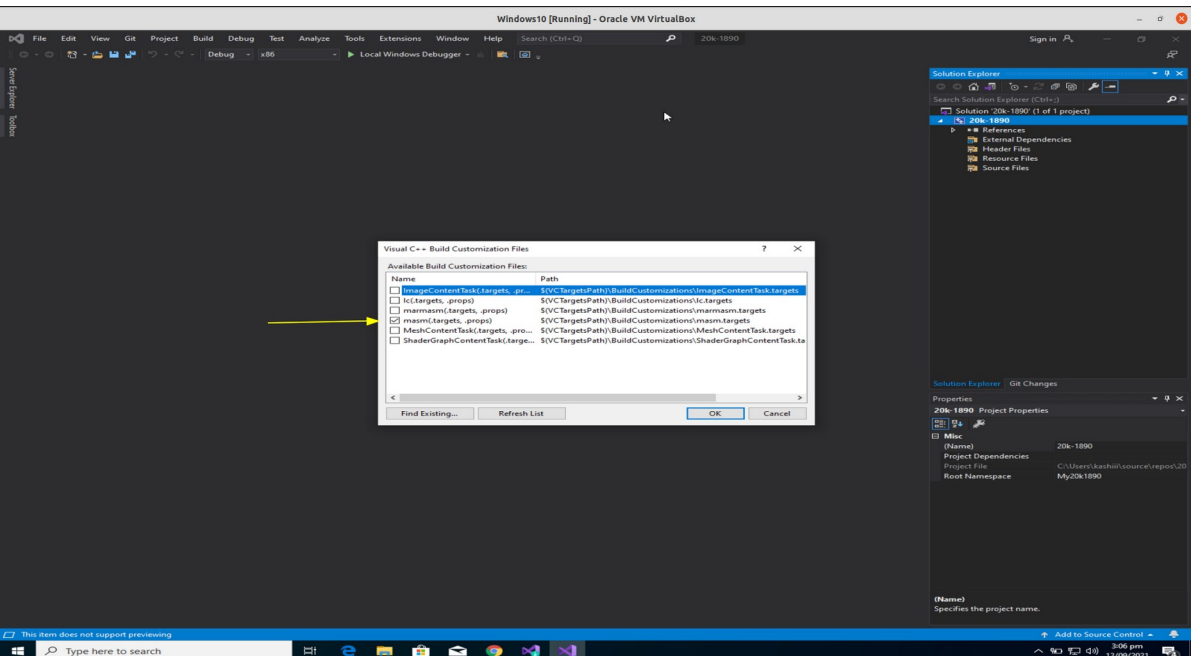


Here click on Build Dependencies and than  
Click on Build Customization

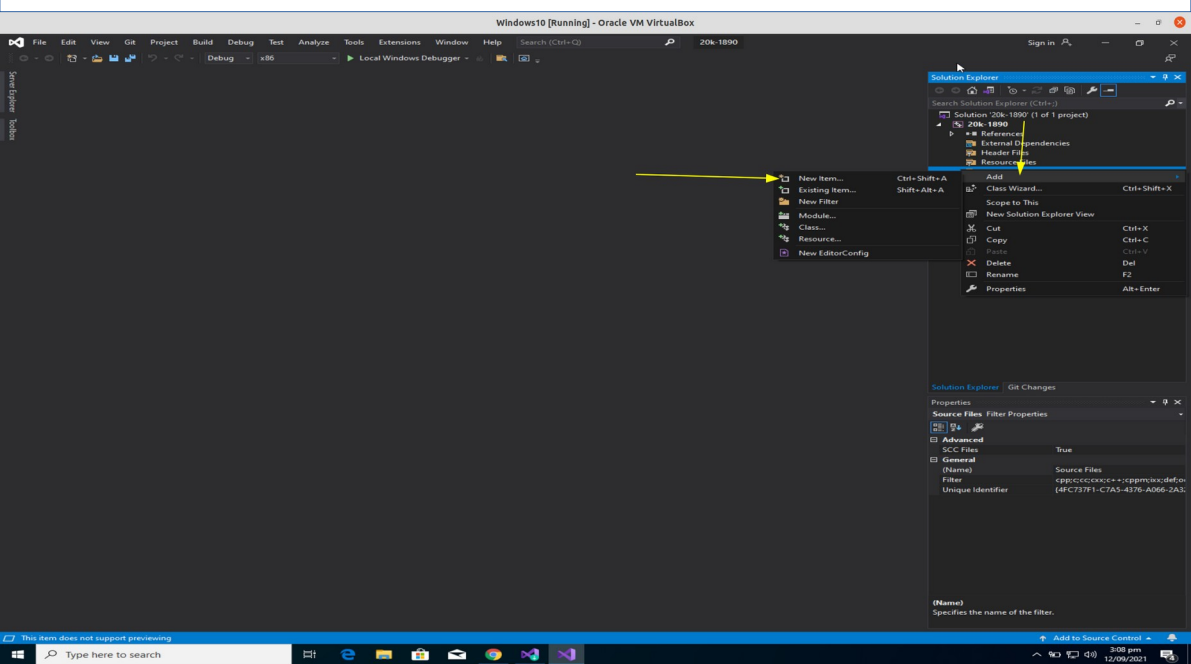




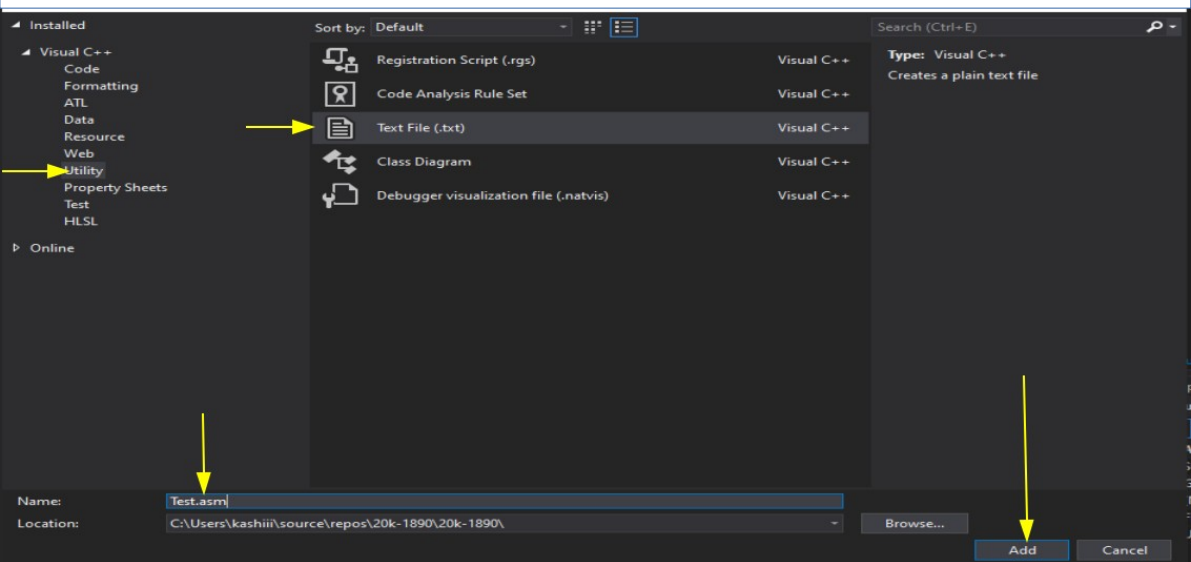
And then add check on masm



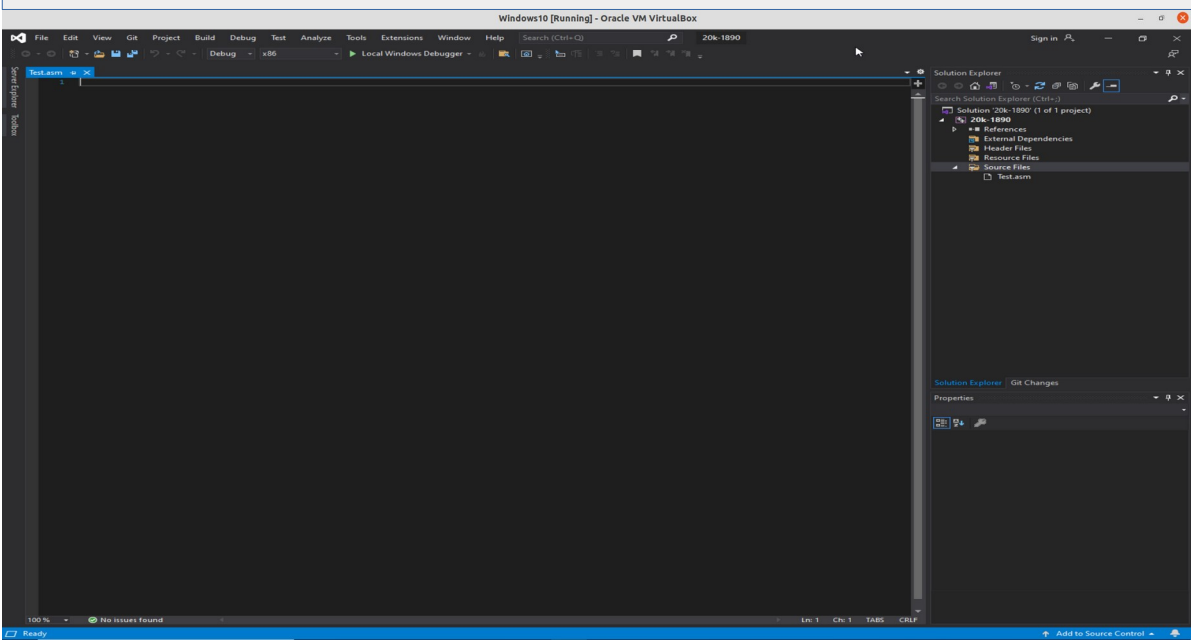
And now right click on source files and than add New item



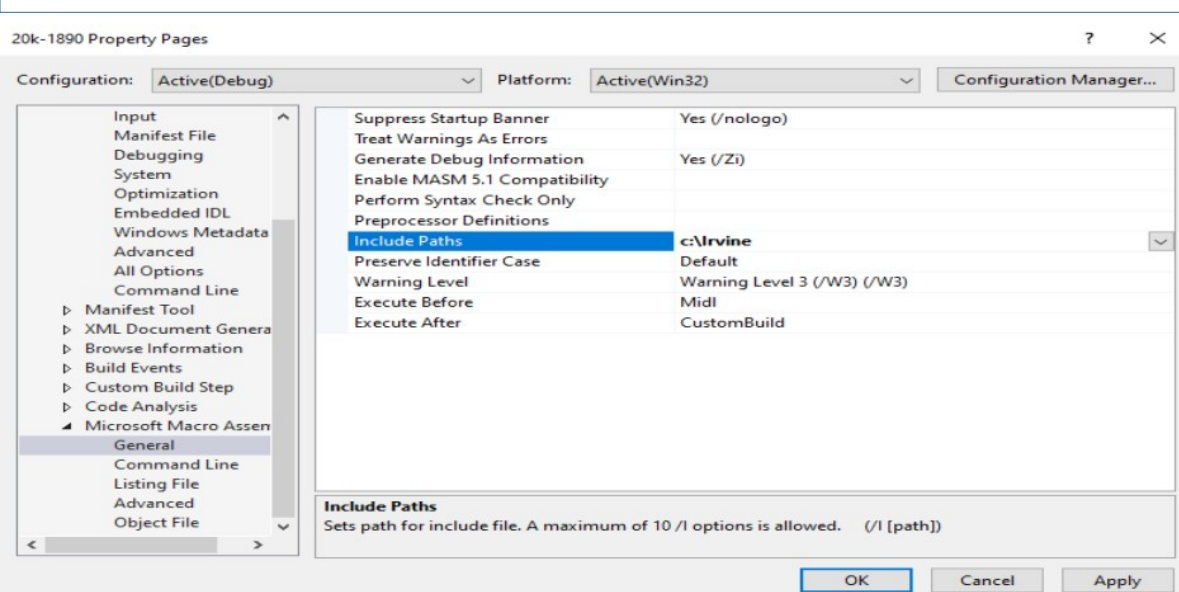
When you click on add new item after that click on Utility and than text.txt file and than change the Extension from .txt to .asm and than add



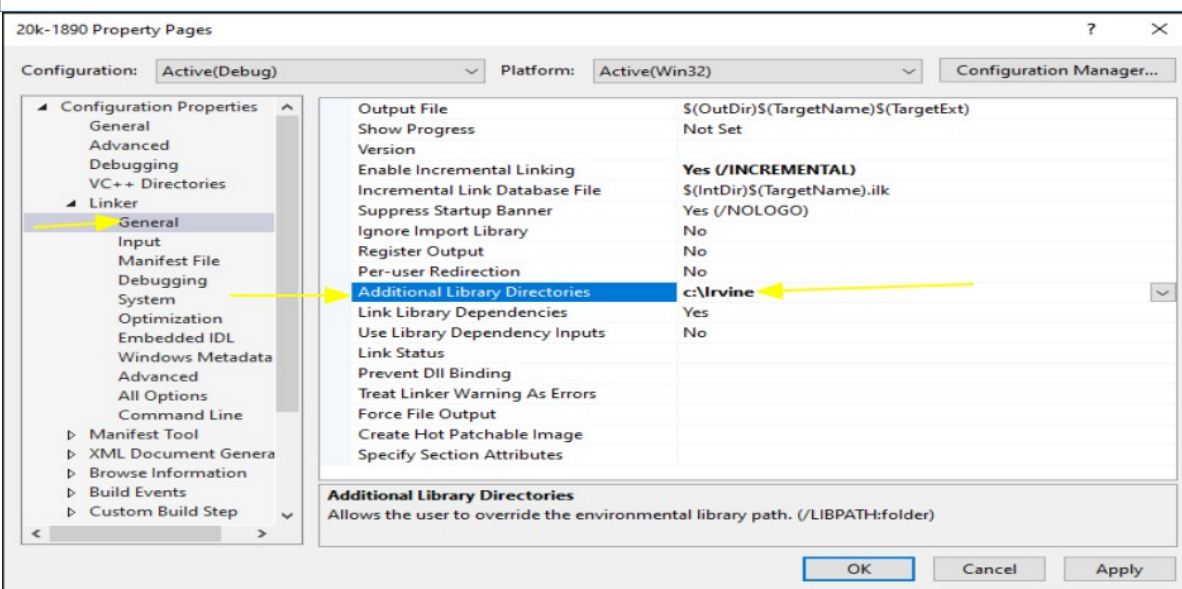
After clicking the add than the project will be added  
And the screen will look like this



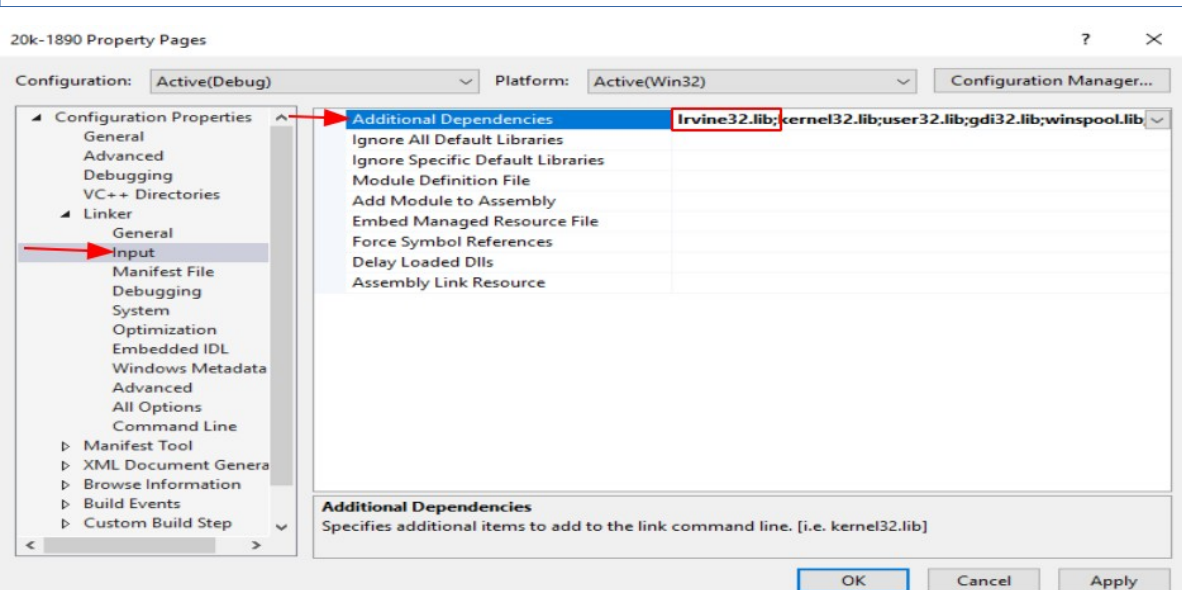
After adding the project than click right on the  
Project and than go to microsoft macro assembler  
And than go to general and than include path  
Write the c:\Irvine



Then go to linker and then go to general  
And then go to Additional Library Directories  
And write c:\Irvine

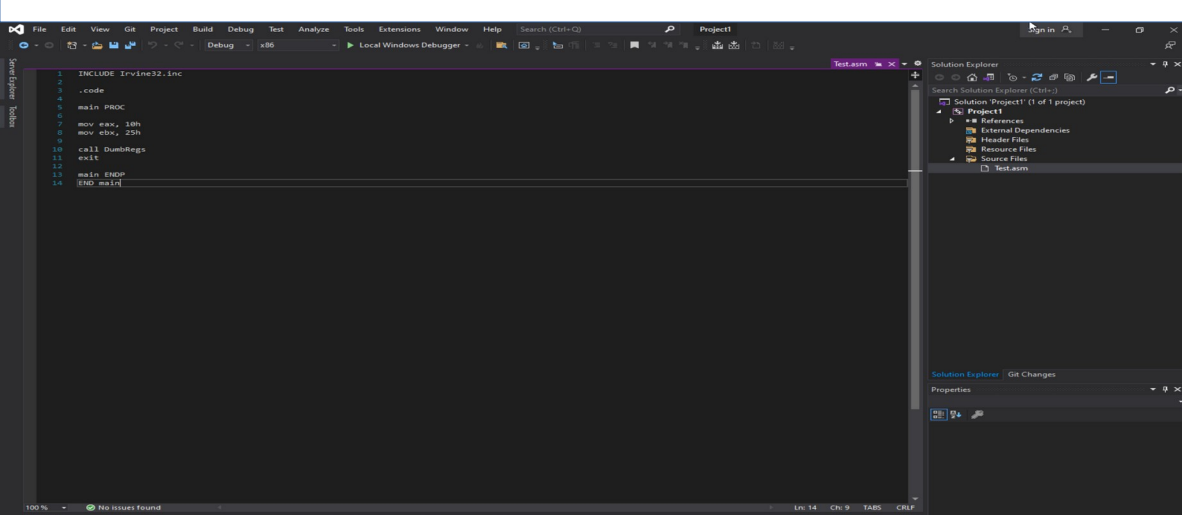


And then click on Input inside the linker  
And then write irvine32.lib; before the given condition





And then write this simple code which is in  
Assembly language and then for  
To save the code `ctrl+s` and then to  
Run the `ctrl+f5`  
After that a new terminal will be opened and then  
Output will appear at this



So now you will see the output on another  
Terminal

...