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* NIST SP 800-61, Rev. 2, Computer Security Incident Handling Guide by Paul Cichonski, Tom Millar, Tim Grance, Karen Scarfone. (Aug, 2012).
* NIST SP 800-128, Guide for Security-Focused Configuration Management of Information Systems by Arnold Johnson, Kelley Dempsey, Ron Ross, Sarbari Gupta, Dennis Bailey. (Aug, 2011).
* NIST SP 800-160, Vol. 1, Systems Security Engineering: Considerations for a Multidisciplinary Approach in the Engineering of Trustworthy Secure Systems by Ron Ross, Michael McEvilley, Janet Carrier Oren. (Mar, 2018).
* Official (ISC)² Guide to the ISSMP CBK by Joseph Steinberg and Harold F. Tipton. Publisher: Auerbach Publications. (Apr, 2016).
* Security Operations Center: Building, Operating, and Maintaining your SOC by Gary McIntyre, Joseph Muniz, Nadhem AlFardan. Publisher: Cisco Press. (Nov, 2015).
* The Disaster Recovery Handbook, 3rd Ed. by Michael Wallace, Lawrence Webber. Publisher: AMACOM. (Dec, 2017).
* Threat Modeling: Designing for Security, 1st Ed. by Adam Shostack. Publisher: Wiley. (Feb, 2014).

**nline Training**

**Official ISC2 Certified in Cybersecurity (CC) eTextbook**

eTextbook Description

[< Return to Listing](https://enroll.isc2.org/product?catalog=CC-EPUB-DESC&utm_source=isc2&utm_medium=button&utm_campaign=GBL-CCetextbook&utm_term=cc-exam-outline&utm_content=training&_gl=1*1qi228n*_gcl_au*MTM5MDA3MTI1OS4xNzQxMDcyMzU2*_ga*MTYxNDY3OTAwLjE3MTQxMTcwODg.*_ga_7V1PGHSZT0*MTc0MTA3MjM1NS4zLjEuMTc0MTA3Mjg2MC41MC4wLjExMzg5NDczNjc.)



The Official ISC2 Certified in Cybersecurity (CC) eTextbook is your go-to learning resource as you prepare for the CC exam. It provides a comprehensive review of the topics covered in the Official ISC2 Training Course and will help you navigate key cybersecurity concepts as you build confidence for exam day.

**Price: $24.95**

**Language:**

English

Japanese

**Who Should Purchase:**

IT professionals, career-changers, college students, recent graduates and executives seeking foundational knowledge in cybersecurity. ISC2 is offering free Certified in Cybersecurity (CC) Online Self-Paced Training and an exam to 1 million people as part of our pledge to help close the cybersecurity workforce gap and diversify those working in the field. To meet every learner’s needs, we’re also offering two CC Training Bundles with special extras. Learn more.

**What to Expect:**

A comprehensive review of the Official ISC2 Training Course content related to the ISC2 Certified in Cybersecurity exam. Learning supports include:

 Chapter overviews, objectives and summaries

 Informative graphics

 Key terms and definitions

 Chapter quizzes and answer keys

**CPE Credits**

None

**Access Period:**

365 days from inital access

**This eTextbook covers the following:**

**Chapter 1: Security Principles**

* • 1: Understand the Security Concepts of Information Assurance
* • 2: Understand the Risk Management Process
* • 3: Understand Security Controls
* • 4: Understand Governance Elements and Processes
* • 5: Understand ISC2 Code of Ethics

**Chapter 2: Incident Response, Business Continuity and Disaster Recovery Concepts**

* • 1: Understand Incident Response
* • 2: Understand Business Continuity
* • 3: Understand Disaster Recovery

**Chapter 3: Access Controls Concepts**

* • 1: Understand Access Control Concepts
* • 2: Understand Physical Access Controls
* • 3: Understand Logical Access Controls

**Chapter 4: Network Security**

* • 1: Understand Computer Networking
* • 2: Understand Network (Cyber) Threats and Attacks
* • 3: Understand Network Security Infrastructure

**Chapter 5: Security Operations**

* • 1: Understand Data Security
* • 2: Understand System Hardening
* • 3: Understand Best Practice Security Policies
* • 4: Understand Security Awareness Training

**Technology Requirements:**

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The following may be among system requirements to access your eTextbook.

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**Hardware Specifications**

* • Processor 2 GHz +
* • RAM 4 GB +
* • Monitor minimum resolution (1024 x 768)
* • Video Card
* • Keyboard and Mouse or other assistive technology

**Supported Operating Systems**

* • Macintosh OS X 10.10 to present
* • Windows 10 to present

**Supported Browsers**

* • Google Chrome
* • Microsoft Edge
* • Mozilla Firefox

**Application Software**

* VitalSource eReader
* Certification **Exam Outline**
* Effective Date: November 15, 20222
* ISSMP Certification Exam Outline
* **About CISSP-ISSMP**
* The Information Systems Security Management Professional (ISSMP) is a CISSP who specializes in establishing,
* presenting and governing information security programs and demonstrates management and leadership
* skills. CISSP-ISSMPs direct the alignment of security programs with the organization’s mission, goals and
* strategies in order to meet enterprise financial and operational requirements in support of its desired risk
* position.
* The broad spectrum of topics included in the CISSP-ISSMP Common Body of Knowledge (CBK®) ensure its
* relevancy across all disciplines in the field of information security management. Successful candidates are
* competent in the following six domains:
* • Leadership and Business Management
* • Systems Lifecycle Management
* • Risk Management
* • Threat Intelligence and Incident Management
* • Contingency Management
* • Law, Ethics and Security Compliance Management
* **Experience Requirements**
* Candidates must be a CISSP in good standing and have two years cumulative paid work experience
* in one or more of the six domains of the CISSP-ISSMP CBK. You can learn more about CISSP-ISSMP
* experience requirements and how to account for part-time work and internships at
* www.isc2.org/Certifications/CISSP-Concentrations#steps-to-certification.
* Accreditation
* CISSP-ISSMP is in compliance with the stringent requirements of ANSI/ISO/IEC Standard 17024.
* Job Task Analysis (JTA)
* (ISC)² has an obligation to its membership to maintain the relevancy of the CISSP-ISSMP. Conducted at
* regular intervals, the Job Task Analysis (JTA) is a methodical and critical process of determining the tasks that
* are performed by security professionals who are engaged in the profession defined by the CISSP-ISSMP. The
* results of the JTA are used to update the examination. This process ensures that candidates are tested on the
* topic areas relevant to the roles and responsibilities of today’s practicing information security professionals.3
* ISSMP Certification Exam Outline
* **CISSP-ISSMP Examination Information**
* **CISSP-ISSMP Examination Weights**
* **Length of exam**
* **Number of items**
* **Item format**
* **Passing grade**
* **Exam availability**
* **Testing center**
* 3 hours
* 125
* Multiple choice
* 700 out of 1000 points
* English
* Pearson VUE Testing Center
* **Domains**
* **Weight**
* 1. Leadership and Business Management
* 20%
* 2. Systems Lifecycle Management
* 18%
* 3. Risk Management
* 19%
* 4. Threat Intelligence and Incident Management
* 17%
* 5. Contingency Management
* 15%
* 6. Law, Ethics and Security Compliance Management
* 11%
* **Total: 100%**4
* ISSMP Certification Exam Outline
* **Domain 1:**
* **Leadership and Business Management**
* 1.1 Establish security’s role in organizational culture, vision and mission
* » Define information security program vision and mission
* » Align security with organizational goals, objectives and values
* » Define security’s relationship to the overall business processes
* » Define the relationship between organizational culture and security
* 1.2 Align security program with organizational governance
* » Identify and navigate organizational governance structure
* » Validate roles of key stakeholders
* » Validate sources and boundaries of authorization
* » Advocate and obtain organizational support for security initiatives
* 1.3 Define and implement information security strategies
* » Identify security requirements from business initiatives
* » Evaluate capacity and capability to implement security strategies
* » Manage implementation of security strategies
* » Review and maintain security strategies
* » Prescribe security architecture and engineering theories, concepts and methods
* 1.4 Define and maintain security policy framework Determine applicable external standards
* » Determine applicable external standards
* » Determine data classification and protection requirements
* » Establish internal policies
* » Advocate and obtain organizational support for policies
* » Develop procedures, standards, guidelines and baselines
* » Ensure periodic review of security policy framework5
* ISSMP Certification Exam Outline
* » Define roles and responsibilities
* » Determine and manage team accountability
* » Build cross-functional relationships
* » Resolve conflicts between security and
* other stakeholders
* » Identify communication bottlenecks
* and barriers
* » Integrate security controls into human
* resources processes
* » Evaluate service management agreements
* (e.g., risk, financial)
* » Govern managed services
* (e.g., infrastructure, cloud services)
* » Manage impact of organizational change (e.g.,
* mergers and acquisitions, outsourcing)
* » Ensure that appropriate regulatory compliance
* statements and requirements are included in
* contractual agreements
* » Monitor and enforce compliance with
* contractual agreements
* 1.5 Manage security requirements in contracts and agreements
* 1.6 Manage security awareness and training programs
* » Promote security programs to key stakeholders
* » Identify needs and implement training programs by target segment
* » Monitor and report on effectiveness of security awareness and training programs
* 1.7 Define, measure and report security metrics
* » Identify Key Performance Indicators (KPI)
* » Associate Key Performance Indicators (KPI) to the risk posture of the organization
* » Use metrics to drive security program development and operations
* 1.8 Prepare, obtain and administer security budget
* » Prepare and secure annual budget
* » Adjust budget based on evolving risks and threat landscape
* » Manage and report financial responsibilities
* 1.9 Manage security programs
* 1.10 Apply product development and project management principles
* » Incorporate security into project lifecycle
* » Identify and apply appropriate project management methodology
* » Analyze project time, scope and cost relationship6
* ISSMP Certification Exam Outline
* 2.1 Manage integration of security into Systems Development Life Cycle (SDLC)
* » Integrate information security gates (decision points) and requirements into lifecycle
* » Implement security controls into system lifecycle
* » Oversee security configuration management (CM) processes
* 2.2 Integrate new business initiatives and emerging technologies into the
* security architecture
* » Integrate security into new business initiatives and emerging technologies
* » Address impact of new business initiatives on security posture
* 2.3 Define and oversee comprehensive vulnerability management programs
* (e.g., vulnerability scanning, penetration testing, threat analysis)
* » Identify, classify and prioritize assets, systems and services based on criticality to business
* » Prioritize threats and vulnerabilities
* » Manage security testing
* » Manage mitigation and/or remediation of vulnerabilities based on risk
* 2.4 Manage security aspects of change control
* » Integrate security requirements with change control process
* » Identify and coordinate with the stakeholders
* » Manage documentation and tracking
* » Ensure policy compliance (e.g., continuous monitoring)
* **Domain 2:**
* **Systems Lifecycle Management** 7
* ISSMP Certification Exam Outline
* **Domain 3:**
* **Risk Management**
* 3.1 Develop and manage a risk management program
* » Identify risk management program objectives
* » Communicate and agree on risk management objectives with risk owners and other stakeholders
* » Determine scope of organizational risk program
* » Identify organizational security risk tolerance/appetite
* » Obtain and verify organizational asset inventory
* » Analyze organizational risks
* » Determine countermeasures, compensating and mitigating controls
* » Perform cost-benefit analysis (CBA) of risk treatment options
* 3.2 Conduct risk assessments
* » Identify risk factors
* 3.3 Manage security risks within the supply chain (e.g., supplier, vendor, third-party risk)
* » Identify supply chain security risk requirements
* » Integrate supply chain security risks into organizational risk management
* » Validate security risk control within the supply chain
* » Monitor and review the supply chain security risks8
* ISSMP Certification Exam Outline
* 4.1 Establish and maintain threat intelligence program
* » Aggregate threat data from multiple threat intelligence sources
* » Conduct baseline analysis of network traffic, data and user behavior
* » Detect and analyze anomalous behavior patterns for potential concerns
* » Conduct threat modeling
* » Identify and categorize an attack
* » Correlate related security event and threat data
* » Create actionable alerting to appropriate resources
* 4.2 Establish and maintain incident handling and investigation program
* » Develop program documentation
* » Establish incident response case management process
* » Establish incident response team
* » Apply incident management methodologies
* » Establish and maintain incident handling process
* » Establish and maintain investigation process
* » Quantify and report financial and operational impact of incidents and investigations to stakeholders
* » Conduct root cause analysis (RCA)
* **Domain 4:**
* **Threat Intelligence and Incident**
* **Management** 9
* ISSMP Certification Exam Outline
* 5.1 Facilitate development of contingency plans
* » Identify and analyze factors related to the Continuity of Operations Plan (COOP)
* » Identify and analyze factors related to the business continuity plan (BCP) (e.g., time, resources, verification)
* » Identify and analyze factors related to the disaster recovery plan (DRP) (e.g., time, resources, verification)
* » Coordinate contingency management plans with key stakeholders
* » Define internal and external crisis communications plans
* » Define and communicate contingency roles and responsibilities
* » Identify and analyze contingency impact on business processes and priorities
* » Manage third-party contingency dependencies
* » Prepare security management succession plan
* 5.2 Develop recovery strategies
* » Identify and analyze alternatives
* » Recommend and coordinate recovery strategies
* » Assign recovery roles and responsibilities
* 5.3 Maintain contingency plan, Continuity of Operations Plan (COOP), business continuity
* plan (BCP) and disaster recovery plan (DRP)
* » Plan testing, evaluation and modification
* » Determine survivability and resiliency capabilities
* » Manage plan update process
* 5.4 Manage disaster response and recovery process
* » Declare disaster
* » Implement plan
* » Restore normal operations
* » Gather lessons learned
* » Update plan based on lessons learned
* **Domain 5:**
* **Contingency Management** 10
* ISSMP Certification Exam Outline
* 10
* 6.1 Identify the impact of laws and regulations that relate to information security
* 6.2 Adhere to the (ISC)
* 2
* Code of Ethics as related to management issues
* 6.3 Validate compliance in accordance with applicable laws, regulations and industry
* best practices
* 6.4 Coordinate with auditors and regulators in support of the internal and external
* audit processes
* 6.5 Document and manage compliance exceptions
* » Identify and document compensating controls and workarounds
* » Report and obtain authorized approval of risk waiver
* **Domain 6:**
* **Law, Ethics and Security Compliance**
* **Management**
* » Identify applicable privacy laws
* » Identify legal jurisdictions the organization and
* users operate within (e.g., trans-border data flow)
* » Identify export laws
* » Identify intellectual property (IP) laws
* » Identify applicable industry regulations
* » Identify and advise on non-compliance risks
* » Inform and advise senior management
* » Evaluate and select compliance framework(s)
* » Implement the compliance framework(s)
* » Define and monitor compliance metrics
* » Plan
* » Schedule
* » Coordinate audit activities
* » Evaluate and validate findings
* » Formulate response
* » Validate implemented mitigation and
* remediation actions11
* ISSMP Certification Exam Outline
* **Additional Examination Information**
* Supplementary References
* Candidates are encouraged to supplement their education and experience by reviewing
* relevant resources that pertain to the CBK and identifying areas of study that may need
* additional attention.
* View the full list of supplementary references at www.isc2.org/certifications/References.
* Examination Policies and Procedures
* (ISC)2 recommends that CISSP-ISSMP candidates review exam policies and procedures
* prior to registering for the examination. Read the comprehensive breakdown of this
* important information at www.isc2.org/Exams/Before-Your-Exam.
* Legal Info
* For any questions related to (ISC)
* 2
* ’s legal policies, please contact the (ISC)2 Legal
* Department at legal@isc2.org.
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* Email: isc2asia@isc2.org
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Effective Date: August 29, 2022

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## About Certified in Cybersecurity

ISC2 developed the Certified in Cybersecurity (CC) credential for newcomers to the field, to recognize the growing trend of people entering the cybersecurity workforce without direct IT experience. Getting Certified in Cybersecurity provides employers with the confidence that you have a solid grasp of the right technical concepts, and a demonstrated aptitude to learn on the job. As an ISC2 certification, those who hold the CC are backed by the world’s largest network of certified cybersecurity professionals helping them continue their professional development and earn new achievements and qualifications throughout their career.

The topics on the CC exam include:

* Security Principles
* Incident Response, Business Continuity (BC) and Disaster Recovery (DR) Concepts
* Access Controls Concepts
* Network Security
* Security Operations

### Certified in Cybersecurity Examination Information

|  |  |
| --- | --- |
| **Length of exam** | 2 hours |
| **Number of items** | 100 |
| **Item format** | Multiple choice |
| **Passing grade** | 700 out of 1000 points |
| **Exam language availability** | English, Chinese, Japanese, German, Spanish |
| **Testing center** | Pearson VUE Testing Center |

## Certified in Cybersecurity Examination Weights

| **Domains** | **Average Weight** |
| --- | --- |
| 1. Security Principles | 26% |
| 2. Business Continuity (BC), Disaster Recovery (DR) & Incident Response Concepts | 10% |
| 3. Access Controls Concepts | 22% |
| 4. Network Security | 24% |
| 5. Security Operations | 18% |
| **Total** | **100%** |

###### [Boost your chances of passing the exam with the CC eTextbook](https://enroll.isc2.org/product?catalog=CC-EPUB-DESC&utm_source=isc2&utm_medium=button&utm_campaign=GBL-CCetextbook&utm_term=cc-exam-outline&utm_content=training&_gl=1*1q8i4eg*_gcl_au*MTM5MDA3MTI1OS4xNzQxMDcyMzU2*_ga*MTYxNDY3OTAwLjE3MTQxMTcwODg.*_ga_7V1PGHSZT0*MTc0MTA3MjM1NS4zLjEuMTc0MTA3MjkyMC41MC4wLjExMzg5NDczNjc." \t "_blank)

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## Domains

## 1.1 - Understand the security concepts of information assurance

* Confidentiality
* Integrity
* Availability
* Authentication (e.g., methods of authentication, multi-factor authentication (MFA))
* Non-repudiation
* Privacy

## 1.2 - Understand the risk management process

* Risk management (e.g., risk priorities, risk tolerance)
* Risk identification, assessment and treatment

## 1.3 - Understand security controls

* Technical controls
* Administrative controls
* Physical controls

## 1.4 - Understand ISC2 Code of Ethics

* Professional code of conduct

## 1.5 - Understand governance processes

* Policies
* Procedures
* Standards
* Regulations and laws

## 2.1 - Understand business continuity (BC)

* Purpose
* Importance
* Components

## 2.2 - Understand disaster recovery (DR)

* Purpose
* Importance
* Components

## 2.3 - Understand incident response

* Purpose
* Importance
* Components

## 3.1 - Understand physical access controls

* Physical security controls (e.g., badge systems, gate entry, environmental design)
* Monitoring (e.g., security guards, closed-circuit television (CCTV), alarm systems, logs)
* Authorized versus unauthorized personnel

## 3.2 - Understand logical access controls

* Principle of least privilege
* Segregation of duties
* Discretionary access control (DAC)
* Mandatory access control (MAC)
* Role-based access control (RBAC)

## 4.1 - Understand computer networking

* Networks (e.g., Open Systems Interconnection (OSI) model, Transmission Control Protocol/Internet Protocol (TCP/IP) model, Internet Protocol version 4 (IPv4), Internet Protocol version 6 (IPv6), WiFi)
* Ports
* Applications

## 4.2 - Understand network threats and attacks

* Types of threats (e.g., distributed denial-of-service (DDoS), virus, worm, Trojan, man-in-the-middle (MITM), side-channel)
* Identification (e.g., intrusion detection system (IDS), host-based intrusion detection system (HIDS), network intrusion detection system (NIDS))
* Prevention (e.g., antivirus, scans, firewalls, intrusion prevention system (IPS))

## 4.3 - Understand network security infrastructure

* On-premises (e.g., power, data center/closets, Heating, Ventilation, and Air Conditioning (HVAC), environmental, fire suppression, redundancy, memorandum of understanding (MOU)/memorandum of agreement (MOA))
* Design (e.g., network segmentation (demilitarized zone (DMZ), virtual local area network (VLAN), virtual private network (VPN), micro-segmentation), defense in depth, Network Access Control (NAC) (segmentation for embedded systems, Internet of Things (IoT))
* Cloud (e.g., service-level agreement (SLA), managed service provider (MSP), Software as a Service (SaaS), Infrastructure as a Service (IaaS), Platform as a Service (PaaS), hybrid)

## 5.1 - Understand data security

* Encryption (e.g., symmetric, asymmetric, hashing)
* Data handling (e.g., destruction, retention, classification, labeling)
* Logging and monitoring security events

## 5.2 - Understand system hardening

* Configuration management (e.g., baselines, updates, patches)

## 5.3 - Understand best practice security policies

* Data handling policy
* Password policy
* Acceptable Use Policy (AUP)
* Bring your own device (BYOD) policy
* Change management policy (e.g., documentation, approval, rollback)
* Privacy policy

## 5.4 - Understand security awareness training

* Purpose/concepts (e.g., social engineering, password protection)
* Importance

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Certified in Cybersecurity Exam Outline

**Access Period:**

365 days from inital access

**This eTextbook covers the following:**

**Chapter 1: Security Principles**

* • 1: Understand the Security Concepts of Information Assurance
* • 2: Understand the Risk Management Process
* • 3: Understand Security Controls
* • 4: Understand Governance Elements and Processes
* • 5: Understand ISC2 Code of Ethics

**Chapter 2: Incident Response, Business Continuity and Disaster Recovery Concepts**

* • 1: Understand Incident Response
* • 2: Understand Business Continuity
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**Chapter 5: Security Operations**

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* • 2: Understand System Hardening
* • 3: Understand Best Practice Security Policies
* • 4: Understand Security Awareness Training

**Technology Requirements:**

The CC eTextbook uses VitalSource eReader, which will allow you to view materials on multiple devices and platforms, online and offline.

The following may be among system requirements to access your eTextbook.

* A stable and continuous internet connection.

**Hardware Specifications**

* • Processor 2 GHz +
* • RAM 4 GB +
* • Monitor minimum resolution (1024 x 768)
* • Video Card
* • Keyboard and Mouse or other assistive technology

**Supported Operating Systems**

* • Macintosh OS X 10.10 to present
* • Windows 10 to present

**Supported Browsers**

* • Google Chrome
* • Microsoft Edge
* • Mozilla Firefox

**Application Software**

* VitalSource eReader

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|  | Certification |  |
|  | [Defining the Boundaries of Zero Trust](https://enroll.isc2.org/product?catalog=ISC2-CPD-DEFBOUNZEROTRUST-PUB)  This learning experience invites you to review the set of guiding principles for workflow, system design, and operations that create a zero trust architecture. (2.0 CPE) | Top of Form  Bottom of Form |
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|  | [Software Inventory and SBOM](https://enroll.isc2.org/product?catalog=ISC2-CPD-SoftwareInventorySBOM-PUB)  This course invites you to expand your knowledge of how Software Bill of Materials (SBOM) can help cybersecurity professionals effectively mitigate vulnerabilities and ensure compliance. | Top of Form  Bottom of Form |

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|  | [Software Inventory and SBOM](https://enroll.isc2.org/product?catalog=ISC2-CPD-SoftwareInventorySBOM-MBR)  This course invites you to expand your knowledge of how Software Bill of Materials (SBOM) can help cybersecurity professionals effectively mitigate vulnerabilities and ensure compliance. | Top of Form  Bottom of Form |

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|  | [Working in the Cloud](https://enroll.isc2.org/product?catalog=ISC2-CPD-WorkingCloudV2-PUB)  This course invites you to learn about the range of challenges security professionals face as they work to utilize, optimize and secure critical assets in the cloud. | Top of Form  Bottom of Form |

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|  | [Working in the Cloud](https://enroll.isc2.org/product?catalog=ISC2-CPD-WorkingCloudV2-MBR)  This course invites you to learn about the range of challenges security professionals face as they work to utilize, optimize and secure critical assets in the cloud. | Top of Form  Bottom of Form |

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|  | [Moving to the Cloud](https://enroll.isc2.org/product?catalog=ISC2-CPD-MovingCloudV2-PUB)  This course invites you to learn about the strategic and security considerations necessary to transition an organization to cloud computing in alignment with business needs. | Top of Form  Bottom of Form |

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|  | [Cloud Basics](https://enroll.isc2.org/product?catalog=ISC2-CPD-CloudBasicsV2-PUB)  This course invites you to learn about essential cloud concepts and principles, including key drivers for use, essential characteristics, and service and deployment models within cloud architectures. | Top of Form  Bottom of Form |

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|  | [Resume/CV/Portfolio Building and Management](https://enroll.isc2.org/product?catalog=ISC2-PDI-SEC-RESUMECVPORT-MBR)  This course invites you to review the critical components of documents such as resumes, CVs and portfolios that showcase your unique strengths and value to potential employers. | Top of Form  Bottom of Form |

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|  | [Identifying and Building Your Network](https://enroll.isc2.org/product?catalog=ISC2-PDI-SEC-IDENTBUILDNETWRK-MBR)  This course invites you to review the critical role networking plays in professional development by unlocking new opportunities, facilitating knowledge sharing and supporting long-term career success. | Top of Form  Bottom of Form |

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|  | [Identifying Your Cyber Path and Industry](https://enroll.isc2.org/product?catalog=ISC2-PDI-SEC-IDENTCYBERPATHSINDUSTRY-MBR)  This course invites you to explore a wide range of opportunities in cybersecurity and plan a skill development path toward a successful career. | Top of Form  Bottom of Form |

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|  | [Managing the Offer and Negotiation Process](https://enroll.isc2.org/product?catalog=ISC2-PDI-SEC-MANAGINGOFFERNEGOTIATIONPROCESS-MBR)  This course invites you to review the essential knowledge and skills to navigate job offers, negotiate confidently and transition smoothly into new roles. | Top of Form  Bottom of Form |

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| CCSP | [Certified Cloud Security Professional (CCSP)](https://wsr.pearsonvue.com/testtaker/registration/SelectExamPage/ISC2?conversationId=1682517" \o "Certified Cloud Security Professional (CCSP)) |
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Effective Date: September 2024

**SSCP Certification Exam Outline**

View and download the latest PDF version of the SSCP Certification Exam Outline in the following languages:

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**About SSCP**

The Systems Security Certified Practitioner (SSCP) is the ideal certification for those with proven technical skills and practical, hands-on security knowledge in operational IT roles. It provides confirmation of a practitioner’s ability to implement, monitor and administer IT infrastructure in accordance with information security policies and procedures that ensure data confidentiality, integrity and availability.

The broad spectrum of topics included in the SSCP Common Body of Knowledge (CBK) ensure its relevancy across all disciplines in the field of information security. Successful candidates are competent in the following domains:

* Security Concepts and Practices
* Access Controls
* Risk Identification, Monitoring, and Analysis
* Incident Response and Recovery
* Cryptography
* Network and Communications Security
* Systems and Application Security

**Experience Requirements**

Candidates must have a minimum of one year cumulative work experience in one or more of the domains of the SSCP CBK. A one year prerequisite pathway will be granted for candidates who received a degree (bachelors or masters) in a cybersecurity program.

A candidate that doesn’t have the required experience to become an SSCP may become an Associate of ISC2 by successfully passing the SSCP examination. The Associate of ISC2 will then have two years to earn the one year required experience. You can learn more about SSCP experience requirements and how to account for part-time work and internships at [www.isc2.org/Certifications/SSCP/SSCP-Experience-Requirements](https://www.isc2.org/certifications/sscp/sscp-experience-requirements).

**Accreditation**

SSCP is in compliance with the stringent requirements of ANSI/ISO/IEC Standard 17024.

**Job Task Analysis (JTA)**

ISC2 has an obligation to its membership to maintain the relevancy of the SSCP. Conducted at regular intervals, the Job Task Analysis (JTA) is a methodical and critical process of determining the tasks that are performed by security professionals who are engaged in the profession defined by the SSCP. The results of the JTA are used to update the examination. This process ensures that candidates are tested on the topic areas relevant to the roles and responsibilities of today’s practicing information security professionals.

**SSCP Examination Information**

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| --- | --- |
| **Length of exam** | 3 hours |
| **Number of items** | 125 |
| **Item format** | Multiple choice |
| **Passing grade** | 700 out of 1000 points |
| **Language availability** | English, Japanese and Spanish |
| **Testing center** | Pearson VUE Testing Center |

**SSCP Examination Weights**

| **Domains** | **Average Weight** |
| --- | --- |
| 1. Security Concepts and Practices | 16% |
| 2. Access Controls | 15% |
| 3. Risk Identification, Monitoring and Analysis | 15% |
| 4. Incident Response and Recovery | 14% |
| 5. Cryptography | 9% |
| 6. Network and Communications Security | 16% |
| 7. Systems and Application Security | 15% |
| **Total** | **100%** |

**Domains**

**1.1 - Comply with codes of ethics**

* ISC2 Code of Ethics
* Organizational code of ethics

**1.2 - Understand security concepts**

* Confidentiality
* Integrity
* Availability
* Accountability
* Non-repudiation
* Least privilege
* Segregation of duties (SoD)

**1.3 - Identify and implement security controls**

* Technical controls (e.g., firewalls, intrusion detection systems (IDS), access control list (ACL)
* Physical controls (e.g., mantraps, cameras, locks)
* Administrative controls (e.g., security policies, standards, procedures, baselines)
* Assessing compliance requirements
* Periodic audit and review

**1.4 - Document and maintain functional security controls**

* Deterrent controls
* Preventative controls
* Detective controls
* Corrective controls
* Compensating controls

**1.5 - Support and implement asset management lifecycle (i.e., hardware, software, and data)**

* Process, planning, design and initiation
* Development /Acquisition (e.g., DevSecOps, testing)
* Inventory and licensing (e.g., open source, closed-source)
* Implementation/Assessment
* Operation/Maintenance/End of Life (EOL)
* Archival and retention requirements
* Disposal and destruction

**1.6 - Support and/or implement change management lifecycle**

* Change management (e.g., roles, responsibilities, processes, communications, audit)
* Security impact analysis
* Configuration management (CM)

**1.7 - Support and/or implement security awareness and training (e.g., social engineering/phishing/tabletop exercises/awareness communications)**

**1.8 - Collaborate with physical security operations (e.g., data center/facility assessment, badging and visitor management, personal device restrictions)**

**2.1 - Implement and maintain authentication methods**

* Single/Multi-factor authentication (MFA)
* Single sign-on (SSO) (e.g., Active Directory Federation Services (ADFS), OpenID Connect)
* Device authentication (e.g., certificate, Media Access Control (MAC) address, Trusted Platform Module (TPM))
* Federated access (e.g., Open Authorization 2 (OAuth2), Security Assertion Markup Language (SAML))

**2.2 - Understand and support internetwork trust architectures**

* Trust relationships (e.g., 1-way, 2-way, transitive, zero)
* Internet, intranet, extranet, and demilitarized zone (DMZ)
* Third-party connections (e.g., application programming interface (API), app extensions, middleware)

**2.3 - Support and/or implement the identity management lifecycle**

* Authorization
* Proofing
* Provisioning/De-provisioning
* Monitoring, Reporting, and Maintenance (e.g., role changes, new security standards)
* Entitlement (e.g., inherited rights, resources)
* Identity and access management (IAM) systems

**2.4 - Understand and administer access controls**

* Mandatory
* Discretionary
* Role-based (e.g., subject-based, object-based, Privileged Access Management (PAM))
* Rule-based
* Attribute-based

**3.1 - Understand risk management**

* Risk visibility and reporting (e.g., risk register, sharing threat intelligence, indicators of Compromise (IOC), Common Vulnerability Scoring System (CVSS), socialization, MITRE/ATT&CK model)
* Risk management concepts (e.g., impact assessments, threat modeling, scope)
* Risk management frameworks
* Risk tolerance (e.g., appetite, risk quantification)
* Risk treatment (e.g., accept, transfer, mitigate, avoid)

**3.2 - Understand legal and regulatory concerns (e.g., jurisdiction, limitations, privacy)**

**3.3 - Perform security assessments and vulnerability management activities**

* Risk management frameworks implementation
* Security testing
* Risk review (e.g., internal, supplier, architecture)
* Vulnerability management lifecycle (e.g., scanning, reporting, analysis, remediation)

**3.4 - Operate and monitor security platforms (e.g., continuous monitoring)**

* Source systems (e.g., applications, security appliances, network devices, hosts)
* Events of interest (e.g., errors, omissions, anomalies, unauthorized changes, compliance violations, policy failures)
* Log management (e.g., policy, integrity, preservation, architectures, configuration, aggregation, tuning)
* Security information and event management (SIEM) (e.g., real-time monitoring, analysis, tracking, audit)

**3.5 - Analyze monitoring results**

* Security baselines and anomalies (e.g., correlation, noise reduction)
* Visualizations, metrics, and trends (e.g., notifications, dashboards, timelines)
* Event data analysis
* Document and communicate findings (e.g., escalation)

**4.1 - Understand and support incident response lifecycle (e.g., National Institute of Standards and Technology (NIST), International Organization for Standardization (ISO))**

* Preparation (e.g., defining roles, training programs)
* Detection, analysis, and escalation (e.g., incident communication, public relations)
* Containment
* Eradication
* Recovery (e.g., incident documentation)
* Post incident activities (e.g., lessons learned, new countermeasures, continuous improvement)

**4.2 - Understand and support forensic investigations**

* Legal (e.g., civil, criminal, administrative) and ethical principles
* Evidence handling (e.g., first responder, triage, chain of custody, preservation of scene)
* Reporting of analysis
* Organization Security Policy Compliance

**4.3 - Understand and support business continuity plan (BCP) and disaster recovery plan (DRP)**

* Emergency response plans and procedures (e.g., information system contingency, pandemic, natural disaster, crisis management)
* Interim or alternate processing strategies
* Restoration planning (e.g., Restore Time Objective (RTO), Restore Point Objectives (RPO), Maximum Tolerable Downtime (MTD))
* Backup and redundancy implementation
* Testing and drills (e.g., playbook, tabletop, disaster recovery exercises, scheduling)

**5.1 - Understand reasons and requirements for cryptography**

* Confidentiality
* Integrity and authenticity
* Data sensitivity (e.g., personally identifiable information (PII), intellectual property (IP), protected health information (PHI))
* Regulatory and industry best practice (e.g., Payment Card Industry Data Security Standards (PCI-DSS), International Organization for Standardization (ISO))
* Cryptography entropy (e.g., quantum cryptography, quantum key distribution)

**5.2 - Apply cryptography concepts**

* Hashing
* Salting
* Symmetric/Asymmetric encryption/Elliptic curve cryptography (ECC)
* Non-repudiation (e.g., digital signatures/certificates, Hash-based Message Authentication Code (HMAC), audit trails)
* Strength of encryption algorithms and keys (e.g., Advanced Encryption Standards (AES), Rivest-Shamir-Adleman (RSA)
* Cryptographic attacks and cryptanalysis

**5.3 - Understand and implement secure protocols**

* Services and protocols
* Common use cases (e.g., credit card processing, file transfer, web client, virtual private network (VPN), transmission of PII data)
* Limitations and vulnerabilities

**5.4 - Understand public key infrastructure (PKI)**

* Fundamental key management concepts (e.g., storage, rotation, composition, generation, destruction, exchange, revocation, escrow)
* Web of Trust (WOT) (e.g., Pretty Good Privacy (PGP), GNU Privacy Guard (GPG), blockchain)

**6.1 - Understand and apply fundamental concepts of networking**

* Open Systems Interconnection (OSI) and Transmission Control Protocol/Internet Protocol (TCP/IP) models
* Network topologies
* Network relationships (e.g., peer-to-peer (P2P), client server)
* Transmission media types (e.g., wired, wireless)
* Software-defined networking (SDN) (e.g., Software-Defined Wide Area Network (SD-WAN), network virtualization, automation)
* Commonly used ports and protocols

**6.2 - Understand network attacks (e.g., distributed denial of service (DDoS), man-in-the-middle (MITM), Domain Name System (DNS) cache poisoning)**

* Countermeasures (e.g., content delivery networks (CDN), firewalls, network access controls, intrusion detection and prevention systems (IDPS))

**6.3 - Manage network access controls**

* Network access controls, standards and protocols (e.g., Institute of Electrical and Electronics Engineers (IEEE) 802.1X, Remote Authentication Dial-In User Service (RADIUS), Terminal Access Controller Access-Control System Plus (TACACS+))
* Remote access operation and configuration (e.g., thin client, virtual private network (VPN), virtual desktop infrastructure)

**6.4 - Manage network security**

* Logical and physical placement of network devices (e.g., inline, passive, virtual)
* Segmentation (e.g., physical/logical, data/control plane, virtual local area network (VLAN), access control list (ACL), firewall zones, micro-segmentation)
* Secure device management

**6.5 - Operate and configure network-based security appliances and services**

* Firewalls and proxies (e.g., filtering methods, web application firewall (WAF), cloud access security broker (CASB))
* Network intrusion detection/prevention systems
* Routers and switches
* Traffic-shaping devices (e.g., wide area network (WAN) optimization, load balancing)
* Network Access Control (NAC)
* Data Loss Prevention (DLP)
* Unified Threat Management (UTM)

**6.6 - Secure wireless communications**

* Technologies (e.g., cellular network, Wi-Fi, Bluetooth, Near-Field Communication (NFC))
* Authentication and encryption protocols (e.g., Wi-Fi Protected Access (WPA), Extensible Authentication Protocol (EAP), Wi-Fi Protected Access 2 (WPA2), Wi-Fi Protected Access 3 (WPA3))

**6.7 Secure and monitor Internet of Things (IoT) (e.g., configuration, network isolation, firmware updates, End of Life (EOL) management)**

**7.1 - Identify and analyze malicious code and activity**

* Malware (e.g., rootkits, spyware, scareware, ransomware, trojans, virus, worms, trapdoors, backdoors, fileless, app/code/operatin3 system (OS)/mobile code vulnerabilities)
* Malware countermeasures (e.g., scanners, anti-malware, containment and remediation, software security)
* Types of malicious activity (e.g., insider threat, data theft, distributed denial of service (DDoS), botnet, zero-day exploits, web-based attacks, advanced persistent threat (APT))
* Malicious activity countermeasures (e.g., user awareness/training, system hardening, patching, isolation, data loss prevention (DLP))
* Social engineering methods (e.g., SPAM email, phishing/smishing/vishing, impersonation, scarcity, whaling)
* Behavior analytics (e.g., machine learning, Artificial Intelligence (AI), data analytics)

**7.2 - Implement and operate endpoint device security**

* Host-based intrusion prevention system (HIPS)
* Host-based intrusion detection system (HIDS)
* Host-based firewalls
* Application white listing
* Endpoint encryption (e.g., full disk encryption)
* Trusted Platform Module (TPM) (e.g., hardware security module management)
* Secure browsing (e.g., digital certificates)
* Endpoint detection and response (EDR)

**7.3 - Administer and manage mobile devices**

* Provisioning techniques (e.g., corporate owned, personally enabled (COPE), Bring Your Own Device (BYOD), Mobile Device Management (MDM))
* Containerization
* Encryption
* Mobile application management

**7.4 - Understand and configure cloud security**

* Deployment models (e.g., public, private, hybrid, community)
* Service models (e.g., Infrastructure as a Service (IaaS), Platform as a Service (PaaS) and Software as a Service (SaaS))
* Virtualization (e.g., hypervisor, Virtual Private Cloud (VPC))
* Legal and regulatory concerns (e.g., privacy, surveillance, data ownership, jurisdiction, eDiscovery, shadow information technology (IT))
* Data storage, processing, and transmission (e.g., archiving, backup, recovery, resilience)
* Third-party/Outsourcing requirements (e.g., service-level agreement (SLA), data portability/ privacy/destruction/auditing)
* Shared responsibility model

**7.5 - Operate and maintain secure virtual environments**

* Hypervisor (i.e., Type 1 (e.g., bare metal), Type 2 (e.g., software))
* Virtual appliances
* Containers
* Continuity and resilience
* Storage management (e.g., data domain)
* Threats, attacks, and countermeasures (e.g., brute-force attack, virtual machine escape, threat hunting)

**Additional Examination Information**

**Supplementary References**

Candidates are encouraged to supplement their education and experience by reviewing relevant resources that pertain to the CBK and identifying areas of study that may need additional attention.

View the full list of supplementary references at [www.isc2.org/certifications/References](https://www.isc2.org/certifications/references).

**Examination Policies and Procedures**

ISC2 recommends that SSCP candidates review exam policies and procedures prior to registering for the examination. Read the comprehensive breakdown of this important information at [www.isc2.org/Register-for-Exam](https://www.isc2.org/register-for-exam).

A safe and secure cyber world

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SSCP Exam Outline

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**ISC2 policies**

**Admission Policy**

Plan to arrive at your test center at least **30 minutes** before your exam start time. To check in for your appointment the following is **required**:

* Show **two (2)** valid, unexpired forms of personal ID (examples include: government issued ids, passports, etc.). Both must have your name (exactly as it appears in your exam registration) and signature, and one of the two must have your photo. For more information about acceptable IDs please visit: <https://www.isc2.org/Exams/Exam-Day> and look under What You Need to Bring to the Test Center tab for more information.
  + **Unacceptable form of ID:** **Digital IDs** (A digital ID is an electronic representation of personally identifying information that may be used to verify the identity of a person)

For additional information regarding the Aadhaar ID, please visit [Aadhaar ID Policy for Pearson VUE](https://www.pearsonvue.com/content/dam/VUE/vue/global/documents/global-id-policy/Pearson-VUE-Aadhaar-ID-Policy-English.pdf).

* Minors under 18 – Minor must be accompanied by a parent or guardian on the day of exam.
  + Please refer for ID requirements for minors, <https://www.isc2.org/exams/exam-day>
* Provide your signature.
* Submit to a [palm vein scan](https://www.isc2.org/-/media/ISC2/Documents/palm-vein_candidate-isc2.ashx?la=en&hash=A575A664E77B78B6BB2708413EFB6C7913645C08)(unless expressly prohibited by law).
* Have your photo taken. Hats, scarves, and coats may not be worn for your photo. Additionally, you may not wear these items in the test room.
* Leave your personal belongings outside the testing room. You will have access to secure storage. As storage space is limited, please plan appropriately. Pearson VUE test centers do not assume responsibility for your personal belongings.
* Receive a short orientation from the Test Administrator (TA). After the orientation, the TA will escort you to a testing station.
* Sign and agree to the [Non-Disclosure Agreement](https://www.isc2.org/Exams/Non-Disclosure-Agreement) that will be presented at the beginning of your exam. Please take a moment to review the agreement now so that you are familiar with it when you sit for your exam.

Where selected by your Test Sponsor, you agree that Pearson VUE will collect your palm vein pattern at the test center on the day of your exam and retain that information, to the extent permitted by law. Your palm vein scan will be used for the purposes of identification verification on the day of your test and on your future test days, detecting and preventing any fraud, and maintaining the security and integrity of the testing program. For more information on Pearson VUE‘s policy for use and retention of personal data including biometric data like palm vein scans, please see our [Privacy and Cookies Policy](https://wsr.pearsonvue.com/privacy). Your agreement to these Testing policies includes agreement to the Privacy and Cookies Policy.

**Reschedule Policy**

* **If you wish to reschedule** your exam appointment, you must contact [Pearson VUE](https://home.pearsonvue.com/contact).
* There is no fee for rescheduling the Certified in Cybersecurity (CC) exam. For all other certifications, there is a US$50 fee for exam appointment rescheduled.
* If you choose to **go online to reschedule** your appointment, you must do so **at least 48 hours prior to your appointment**.
* If you choose to **call the Pearson customer support team to reschedule**, you must do so **at least 24 hours prior to your appointment**.
* If you do not reschedule your exam appointment without proper advanced notice, as outlined above, it will result in a no-show, and you will **forfeit your exam fee**. If you used the ISC2 Candidate promo code, as part of the One Million Certified in Cybersecurity initiative, you will **not be able to register again with that code**.
* Once scheduled you have up to 365 days to sit for your exam. Failure to sit for your examination within 365 days will result in a no-show and forfeiture of all exam and rescheduling fees.

**Cancellation Policy**

* If you wish to cancel your exam appointment, you must contact [Pearson VUE](https://home.pearsonvue.com/contact).
* There is no fee for canceling the Certified in Cybersecurity (CC) exam. For all other certifications, there is a US$100 fee for exam appointment cancelations.
* If you choose to **go online to cancel** your appointment, you must do so **at least 48 hours prior to your appointment**.
* If you choose to **call the** [Pearson customer support team](https://home.pearsonvue.com/contact) to **cancel**, you must do so **at least 24 hours prior to your appointment**.
* If you do not cancel your exam appointment without proper advanced notice, as outlined above, it will result in a no-show, and will **forfeit your exam fee**. If you used the ISC2 Candidate promo code, as part of the One Million Certified in Cybersecurity initiative, you will **not be able to register again with that code.**

**Additional Information**

**ISC2 Terms and Conditions**

* ISC2 requires that all candidates for certification read and accept the terms and conditions set forth here: [https://www.isc2.org/uploadedFiles/Certification\_Programs/CBT-Examination-Agreement.pdf.](https://www.isc2.org/uploadedFiles/Certification_Programs/CBT-Examination-Agreement.pdf) Candidates that do not agree to the terms and conditions will not be permitted to sit for any ISC2 examination.

**Non-Disclosure Agreement (NDA)**

* Failure to read or accept the ISC2 NDA agreement within the allotted five minutes will result in exam termination and forfeiture of exam appointment. Forfeiture of exam appointment also includes forfeiture of all exam fees. To take the examination at a later date you will be required to re-register for the exam and pay all applicable registration fees.

**Important Information on ISC2 Exams**

* One of the benefits to candidates taking an examination via Computer-Based Testing is that most candidates receive their scores immediately upon completing their examination. In some cases, ISC2 must conduct periodic psychometric analyses prior to releasing exam results. For the small number of candidates affected by this process, it is expected that candidates will receive their results within 6 -8 weeks following the exam.
* ISC2 offers two types of computer-based exams – linear and adaptive – however neither exam type allows for candidates to skip an item, nor can items be returned to later during administration. Once an answer is confirmed it cannot be changed, reviewed, or revisited.
* Frequently asked questions (FAQs) and answers for common inquiries that can be found here: <https://www.isc2.org/Frequently-Asked-Questions>.

**Accommodations Policy**

ISC2 provides reasonable and appropriate accommodations for people who have a documented need for exam accommodations. Accommodations must be requested and approved by ISC2 prior to scheduling your examination. If you wish to request an accommodation, please visit <https://www.isc2.org/Register-for-Exam> and look under the Requesting Special Accommodations tab for information and instructions on how to request an accommodation. Test accommodations are individualized and considered on a case-by-case basis. Once an accommodation is approved, ISC2 will inform the Pearson VUE Accommodations team. Please allow up to three business days for Pearson VUE to receive this information. Then, contact

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Pearson VUE, so you can schedule your exam, contact information can be found at [www.pearsonvue.com/isc2/contact](http://www.pearsonvue.com/isc2/contact).

Accommodations are not a guarantee of improved performance or exam completion. Once an initial exam appointment is scheduled, there may be a US$50 fee to reschedule an exam with an approved accommodation.

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[CCSP: Certified Cloud Security Professional (CCSP)](javascript:void(0);)

[CGRC: Certified in Governance Risk and Compliance](javascript:void(0);)

[CISSP: Certified Information Systems Security Professional](javascript:void(0);)

[CSSLP: Certified Secure Software Lifecycle Professional](javascript:void(0);)

[ISSAP: Information Systems Security Architecture Professional](javascript:void(0);)

[ISSMP: Information Systems Security Management Professional](javascript:void(0);)

[SSCP: Systems Security Certified Practitioner](javascript:void(0);)

Certification **Exam Outline**

Effective Date: November 15, 20222

ISSMP Certification Exam Outline

**About CISSP-ISSMP**

The Information Systems Security Management Professional (ISSMP) is a CISSP who specializes in establishing,

presenting and governing information security programs and demonstrates management and leadership

skills. CISSP-ISSMPs direct the alignment of security programs with the organization’s mission, goals and

strategies in order to meet enterprise financial and operational requirements in support of its desired risk

position.

The broad spectrum of topics included in the CISSP-ISSMP Common Body of Knowledge (CBK®) ensure its

relevancy across all disciplines in the field of information security management. Successful candidates are

competent in the following six domains:

• Leadership and Business Management

• Systems Lifecycle Management

• Risk Management

• Threat Intelligence and Incident Management

• Contingency Management

• Law, Ethics and Security Compliance Management

**Experience Requirements**

Candidates must be a CISSP in good standing and have two years cumulative paid work experience

in one or more of the six domains of the CISSP-ISSMP CBK. You can learn more about CISSP-ISSMP

experience requirements and how to account for part-time work and internships at

www.isc2.org/Certifications/CISSP-Concentrations#steps-to-certification.

Accreditation

CISSP-ISSMP is in compliance with the stringent requirements of ANSI/ISO/IEC Standard 17024.

Job Task Analysis (JTA)

(ISC)² has an obligation to its membership to maintain the relevancy of the CISSP-ISSMP. Conducted at

regular intervals, the Job Task Analysis (JTA) is a methodical and critical process of determining the tasks that

are performed by security professionals who are engaged in the profession defined by the CISSP-ISSMP. The

results of the JTA are used to update the examination. This process ensures that candidates are tested on the

topic areas relevant to the roles and responsibilities of today’s practicing information security professionals.3

ISSMP Certification Exam Outline

**CISSP-ISSMP Examination Information**

**CISSP-ISSMP Examination Weights**

**Length of exam**

**Number of items**

**Item format**

**Passing grade**

**Exam availability**

**Testing center**

3 hours

125

Multiple choice

700 out of 1000 points

English

Pearson VUE Testing Center

**Domains**

**Weight**

1. Leadership and Business Management

20%

2. Systems Lifecycle Management

18%

3. Risk Management

19%

4. Threat Intelligence and Incident Management

17%

5. Contingency Management

15%

6. Law, Ethics and Security Compliance Management

11%

**Total: 100%**4

ISSMP Certification Exam Outline

**Domain 1:**

**Leadership and Business Management**

1.1 Establish security’s role in organizational culture, vision and mission

» Define information security program vision and mission

» Align security with organizational goals, objectives and values

» Define security’s relationship to the overall business processes

» Define the relationship between organizational culture and security

1.2 Align security program with organizational governance

» Identify and navigate organizational governance structure

» Validate roles of key stakeholders

» Validate sources and boundaries of authorization

» Advocate and obtain organizational support for security initiatives

1.3 Define and implement information security strategies

» Identify security requirements from business initiatives

» Evaluate capacity and capability to implement security strategies

» Manage implementation of security strategies

» Review and maintain security strategies

» Prescribe security architecture and engineering theories, concepts and methods

1.4 Define and maintain security policy framework Determine applicable external standards

» Determine applicable external standards

» Determine data classification and protection requirements

» Establish internal policies

» Advocate and obtain organizational support for policies

» Develop procedures, standards, guidelines and baselines

» Ensure periodic review of security policy framework5

ISSMP Certification Exam Outline

» Define roles and responsibilities

» Determine and manage team accountability

» Build cross-functional relationships

» Resolve conflicts between security and

other stakeholders

» Identify communication bottlenecks

and barriers

» Integrate security controls into human

resources processes

» Evaluate service management agreements

(e.g., risk, financial)

» Govern managed services

(e.g., infrastructure, cloud services)

» Manage impact of organizational change (e.g.,

mergers and acquisitions, outsourcing)

» Ensure that appropriate regulatory compliance

statements and requirements are included in

contractual agreements

» Monitor and enforce compliance with

contractual agreements

1.5 Manage security requirements in contracts and agreements

1.6 Manage security awareness and training programs

» Promote security programs to key stakeholders

» Identify needs and implement training programs by target segment

» Monitor and report on effectiveness of security awareness and training programs

1.7 Define, measure and report security metrics

» Identify Key Performance Indicators (KPI)

» Associate Key Performance Indicators (KPI) to the risk posture of the organization

» Use metrics to drive security program development and operations

1.8 Prepare, obtain and administer security budget

» Prepare and secure annual budget

» Adjust budget based on evolving risks and threat landscape

» Manage and report financial responsibilities

1.9 Manage security programs

1.10 Apply product development and project management principles

» Incorporate security into project lifecycle

» Identify and apply appropriate project management methodology

» Analyze project time, scope and cost relationship6

ISSMP Certification Exam Outline

2.1 Manage integration of security into Systems Development Life Cycle (SDLC)

» Integrate information security gates (decision points) and requirements into lifecycle

» Implement security controls into system lifecycle

» Oversee security configuration management (CM) processes

2.2 Integrate new business initiatives and emerging technologies into the

security architecture

» Integrate security into new business initiatives and emerging technologies

» Address impact of new business initiatives on security posture

2.3 Define and oversee comprehensive vulnerability management programs

(e.g., vulnerability scanning, penetration testing, threat analysis)

» Identify, classify and prioritize assets, systems and services based on criticality to business

» Prioritize threats and vulnerabilities

» Manage security testing

» Manage mitigation and/or remediation of vulnerabilities based on risk

2.4 Manage security aspects of change control

» Integrate security requirements with change control process

» Identify and coordinate with the stakeholders

» Manage documentation and tracking

» Ensure policy compliance (e.g., continuous monitoring)

**Domain 2:**

**Systems Lifecycle Management** 7

ISSMP Certification Exam Outline

**Domain 3:**

**Risk Management**

3.1 Develop and manage a risk management program

» Identify risk management program objectives

» Communicate and agree on risk management objectives with risk owners and other stakeholders

» Determine scope of organizational risk program

» Identify organizational security risk tolerance/appetite

» Obtain and verify organizational asset inventory

» Analyze organizational risks

» Determine countermeasures, compensating and mitigating controls

» Perform cost-benefit analysis (CBA) of risk treatment options

3.2 Conduct risk assessments

» Identify risk factors

3.3 Manage security risks within the supply chain (e.g., supplier, vendor, third-party risk)

» Identify supply chain security risk requirements

» Integrate supply chain security risks into organizational risk management

» Validate security risk control within the supply chain

» Monitor and review the supply chain security risks8

ISSMP Certification Exam Outline

4.1 Establish and maintain threat intelligence program

» Aggregate threat data from multiple threat intelligence sources

» Conduct baseline analysis of network traffic, data and user behavior

» Detect and analyze anomalous behavior patterns for potential concerns

» Conduct threat modeling

» Identify and categorize an attack

» Correlate related security event and threat data

» Create actionable alerting to appropriate resources

4.2 Establish and maintain incident handling and investigation program

» Develop program documentation

» Establish incident response case management process

» Establish incident response team

» Apply incident management methodologies

» Establish and maintain incident handling process

» Establish and maintain investigation process

» Quantify and report financial and operational impact of incidents and investigations to stakeholders

» Conduct root cause analysis (RCA)

**Domain 4:**

**Threat Intelligence and Incident**

**Management** 9

ISSMP Certification Exam Outline

5.1 Facilitate development of contingency plans

» Identify and analyze factors related to the Continuity of Operations Plan (COOP)

» Identify and analyze factors related to the business continuity plan (BCP) (e.g., time, resources, verification)

» Identify and analyze factors related to the disaster recovery plan (DRP) (e.g., time, resources, verification)

» Coordinate contingency management plans with key stakeholders

» Define internal and external crisis communications plans

» Define and communicate contingency roles and responsibilities

» Identify and analyze contingency impact on business processes and priorities

» Manage third-party contingency dependencies

» Prepare security management succession plan

5.2 Develop recovery strategies

» Identify and analyze alternatives

» Recommend and coordinate recovery strategies

» Assign recovery roles and responsibilities

5.3 Maintain contingency plan, Continuity of Operations Plan (COOP), business continuity

plan (BCP) and disaster recovery plan (DRP)

» Plan testing, evaluation and modification

» Determine survivability and resiliency capabilities

» Manage plan update process

5.4 Manage disaster response and recovery process

» Declare disaster

» Implement plan

» Restore normal operations

» Gather lessons learned

» Update plan based on lessons learned

**Domain 5:**

**Contingency Management** 10

ISSMP Certification Exam Outline

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6.1 Identify the impact of laws and regulations that relate to information security

6.2 Adhere to the (ISC)

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Code of Ethics as related to management issues

6.3 Validate compliance in accordance with applicable laws, regulations and industry

best practices

6.4 Coordinate with auditors and regulators in support of the internal and external

audit processes

6.5 Document and manage compliance exceptions

» Identify and document compensating controls and workarounds

» Report and obtain authorized approval of risk waiver

**Domain 6:**

**Law, Ethics and Security Compliance**

**Management**

» Identify applicable privacy laws

» Identify legal jurisdictions the organization and

users operate within (e.g., trans-border data flow)

» Identify export laws

» Identify intellectual property (IP) laws

» Identify applicable industry regulations

» Identify and advise on non-compliance risks

» Inform and advise senior management

» Evaluate and select compliance framework(s)

» Implement the compliance framework(s)

» Define and monitor compliance metrics

» Plan

» Schedule

» Coordinate audit activities

» Evaluate and validate findings

» Formulate response

» Validate implemented mitigation and

remediation actions11

ISSMP Certification Exam Outline

**Additional Examination Information**

Supplementary References

Candidates are encouraged to supplement their education and experience by reviewing

relevant resources that pertain to the CBK and identifying areas of study that may need

additional attention.

View the full list of supplementary references at www.isc2.org/certifications/References.

Examination Policies and Procedures

(ISC)2 recommends that CISSP-ISSMP candidates review exam policies and procedures

prior to registering for the examination. Read the comprehensive breakdown of this

important information at www.isc2.org/Exams/Before-Your-Exam.

Legal Info

For any questions related to (ISC)

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’s legal policies, please contact the (ISC)2 Legal

Department at legal@isc2.org.

Any Questions?

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v222Certification **Exam Outline**

Effective Date: November 13, 20202

ISSEP Certification Exam Outline

**About CISSP-ISSEP**

The Information Systems Security Engineering Professional (ISSEP) is a CISSP who specializes in the practical

application of systems engineering principles and processes to develop secure systems. An ISSEP analyzes

organizational needs, defines security requirements, designs security architectures, develops secure designs,

implements system security, and supports system security assessment and authorization for government and

industry.

The broad spectrum of topics included in the ISSEP Common Body of Knowledge (CBK®) ensure its relevancy

across all disciplines in the field of security engineering. Successful candidates are competent in the following

five domains:

• Systems Security Engineering Foundations

• Risk Management

• Security Planning and Design

• Systems Implementation, Verification and Validation

• Secure Operations, Change Management and Disposal

**Experience Requirements**

Candidates must be a CISSP in good standing and have two years cumulative paid work experience

in one or more of the five domains of the CISSP-ISSEP CBK. You can learn more about CISSP-ISSEP

experience requirements and how to account for part-time work and internships at

www.isc2.org/Certifications/CISSP-ISSEP/experience-requirements.

Accreditation

CISSP-ISSEP is in compliance with the stringent requirements of ANSI/ISO/IEC Standard 17024.

Job Task Analysis (JTA)

(ISC)² has an obligation to its membership to maintain the relevancy of the ISSEP. Conducted at regular

intervals, the Job Task Analysis (JTA) is a methodical and critical process of determining the tasks that are

performed by security professionals who are engaged in the profession defined by the ISSEP. The results of

the JTA are used to update the examination. This process ensures that candidates are tested on the topic

areas relevant to the roles and responsibilities of today’s practicing information security professionals.3

ISSEP Certification Exam Outline

**CISSP-ISSEP Examination Information**

**CISSP-ISSEP Examination Weights**

**Length of exam**

**Number of items**

**Item format**

**Passing grade**

**Exam availability**

**Testing center**

3 hours

125

Multiple choice

700 out of 1000 points

English

Pearson VUE Testing Center

**Domains**

**Weight**

1. Systems Security Engineering Foundations

25%

2. Risk Management

14%

3. Security Planning and Design

30%

4. Systems Implementation, Verification and Validation

14%

5. Secure Operations, Change Management

and Disposal

17%

**Total: 100%**4

ISSEP Certification Exam Outline

**Domain 1:**

**Systems Security Engineering Foundations**

1.1 Apply systems security engineering fundamentals

1.2 Execute systems security engineering processes

1.3 Integrate with applicable system development methodology

1.4 Perform technical management

1.5 Participate in the acquisition process

1.6 Design Trusted Systems and Networks (TSN)

» Understand systems security engineering trust

concepts and hierarchies

» Identify the relationships between systems and

security engineering processes

» Apply structural security design principles

» Integrate security tasks and activities

» Verify security requirements throughout

the process

» Integrate software assurance methods

» Perform project planning processes

» Perform project assessment and control

processes

» Perform decision management processes

» Perform risk management processes

» Perform configuration management processes

» Perform information management processes

» Perform measurement processes

» Perform Quality Assurance (QA) processes

» Identify opportunities for security process

automation

» Identify organizational security authority

» Identify system security policy elements

» Integrate design concepts

(e.g., open, proprietary, modular)

» Prepare security requirements for acquisitions

» Participate in selection process

» Participate in Supply Chain Risk Management

(SCRM)

» Participate in the development and review of

contractual documentation5

ISSEP Certification Exam Outline

**Domain 2:**

**Risk Management**

2.1 Apply security risk management principles

2.2 Address risk to system

2.3 Manage risk to operations

» Establish risk context

» Identify system security risks

» Perform risk analysis

» Perform risk evaluation

» Recommend risk treatment options

» Document risk findings and decisions

» Determine stakeholder risk tolerance

» Identify remediation needs and other system changes

» Determine risk treatment options

» Assess proposed risk treatment options

» Recommend risk treatment options

» Align security risk management with Enterprise Risk Management (ERM)

» Integrate risk management throughout the lifecycle6

ISSEP Certification Exam Outline

3.1 Analyze organizational and operational environment

3.2 Apply system security principles

3.3 Develop system requirements

3.4 Create system security architecture and design

**Domain 3:**

**Security Planning and Design**

» Capture stakeholder requirements

» Identify relevant constraints and assumptions

» Assess and document threats

» Determine system protection needs

» Develop Security Test Plans (STP)

» Incorporate resiliency methods to address threats

» Apply defense-in-depth concepts

» Identify fail-safe defaults

» Reduce Single Points of Failure (SPOF)

» Incorporate least privilege concept

» Understand economy of mechanism

» Understand Separation of Duties (SoD) concept

» Develop system security context

» Identify functions within the system and security

Concept of Operations (CONOPS)

» Document system security requirements baseline

» Analyze system security requirements

» Develop functional analysis and allocation

» Maintain traceability between specified design

and system requirements

» Develop system security design components

» Perform trade-off studies

» Assess protection effectiveness7

ISSEP Certification Exam Outline

**Domain 4:**

**Systems Implementation, Verification**

**and Validation**

4.1 Implement, integrate and deploy security solutions

4.2 Verify and validate security solutions

» Perform system security implementation and integration

» Perform system security deployment activities

» Perform system security verification

» Perform security validation to demonstrate security controls meet stakeholder security requirements8

ISSEP Certification Exam Outline

**Domain 5:**

**Secure Operations, Change Management**

**and Disposal**

5.1 Develop secure operations strategy

5.2 Participate in secure operations

5.3 Participate in change management

5.4 Participate in the disposal process

» Specify requirements for personnel conducting operations

» Contribute to the continuous communication with stakeholders for security relevant aspects of the system

» Develop continuous monitoring solutions and processes

» Support the Incident Response (IR) process

» Develop secure maintenance strategy

» Participate in change reviews

» Determine change impact

» Perform verification and validation of changes

» Update risk assessment documentation

» Identify disposal security requirements

» Develop secure disposal strategy

» Develop decommissioning and disposal procedures

» Audit results of the decommissioning and disposal process9

ISSEP Certification Exam Outline

**Additional Examination Information**

Supplementary References

Candidates are encouraged to supplement their education and experience by reviewing

relevant resources that pertain to the CBK and identifying areas of study that may need

additional attention.

View the full list of supplementary references at www.isc2.org/certifications/References.

Examination Policies and Procedures

(ISC)² recommends that ISSEP candidates review exam policies and procedures prior to

registering for the examination. Read the comprehensive breakdown of this important

information at www.isc2.org/Register-for-Exam.

Legal Info

For any questions related to (ISC)²’s legal policies, please contact the (ISC)2 Legal

Department at legal@isc2.org.

Any Questions?

(ISC)² Americas

Tel: +1-866-331-ISC2(4722)

Email: membersupport@isc2.org

(ISC)² Asia Pacific

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9

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Attachments

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Details

### Lenovo and Intel are Driving AI Innovation at the Edge

Flynn Maloy, Chief Marketing Officer of Lenovo ISG

Jan 23 2025| 0 mins

Lenovo and Intel’s long-standing partnership is transforming industries by bringing cutting-edge AI solutions to the edge and beyond. From PCs to data centers, our collaboration has consistently pushed technological boundaries. The strength of Lenovo’s ThinkEdge portfolio is enabling AI-driven applications in manufacturing sites, retail stores, schools, and more. Join @Flynn Maloy, Chief Marketing Officer of Lenovo ISG, as he details how Lenovo and Intel® are leading the way in AI innovation: - Comprehensive solutions for diverse industries: From computer vision in manufacturing to advanced AI in education and retail, Lenovo and Intel’s joint solutions empower a variety of applications. - Next-gen AI with CPUs: Not every AI workload requires massive GPUs. Intel’s CPUs are driving the next wave of edge AI, particularly in inferencing and delivering efficient and accessible AI solutions. - Scalable and powerful edge portfolio: Lenovo’s edge clients and servers, powered by Intel, are designed to meet the demands of modern businesses, offering flexibility and performance across workloads. - A partnership that drives innovation: With a shared vision for the future of AI, Lenovo and Intel continue to push the boundaries of what’s possible for our customers. Together, Lenovo and Intel are leading the charge in making AI more accessible, scalable, and impactful for businesses worldwide.

### State of Cloud 2025: Navigating EMEA’s Cloud Revolution

John Bradshaw, Director of Cloud Computing Technology and Strategy, EMEA, Akamai & Bryan Glick, Editor in Chief, Computer Weekly

Feb 27 2025| 18 mins

Boris Cipot, Senior Security Engineer

Sep 05 2024| 30 mins

### Python is a fast, platform-agnostic, and easy-to-learn programming language that is suited for beginners and experienced developers alike. Ever since its first release in 1991, Python has had a constant presence in the computer world and has become a go-to language thanks to its easy-to-understand code and versatility. Today, Python can boast a wide array of libraries and frameworks, and they are the cornerstone of fast and easy Python programming—the so-called Pythonic way of development. But like all programming languages, Python is not immune to security threats. Secure coding best practices must be adopted to avoid risks from attackers. In this webinar, we’ll explore Python security best practices that should employed when building secure application. One-Stop DevOps: Simplifying Toolchains with GitLab and Google Cloud

Nate Avery, Outbound Product Manager - Google | Jackie Porter, Director of Product - Gitlab | Torsten Volk, Principal Analyst - ESG

Dec 04 2024| 28 mins

### Seamless Edge Deployment and Management with Lenovo and Intel

Blake Kerrigan, Senior Director, ThinkEdge Business Group

Jan 23 2025| 1 mins

Sort by

Career Opportunity

### [Senior Applied Scientist – Copilot Team](https://jobs.careers.microsoft.com/global/en/job/1811672/Senior-Applied-Scientist)

Posted: March 3, 2025

Location: Beijing, China

Research Area(s): Artificial intelligence

We are inviting you to join the Copilot Team, where we are redefining the future of AI-powered experiences. The Copilot Team is at the forefront of innovation, building intelligent solutions that empower users across devices…

Career Opportunity

### [Senior Applied AI Engineer – Microsoft Security AI Research team](https://jobs.careers.microsoft.com/global/en/job/1811047/Senior-Applied-AI-Engineer)

Posted: March 3, 2025

Location: Remote (within US)

Research Area(s): Artificial intelligence, Security, privacy, and cryptography

Join the vanguard of cybersecurity innovation with the Microsoft Security AI Research team. We are on the lookout for an Applied Scientist to spearhead the research and development of functional autonomous agents for security scenarios.…

Career Opportunity

### [Data Scientist II – Microsoft Security](https://jobs.careers.microsoft.com/global/en/job/1806339/Data-Scientist-II)

Posted: March 1, 2025

Location: Remote (within US); United States

Research Area(s): Artificial intelligence, Data platforms and analytics, Human-computer interaction, Security, privacy, and cryptography

The AI Personalization, Feedback, and Analytics team ensures that Security Copilot, Microsoft’s GenAI platform, delivers adaptive and intelligent experiences by leveraging feedback loops, analytics, and personalization techniques. We are seeking a Data Scientist to help…

Career Opportunity

### [Senior Applied Scientist – Power Apps](https://jobs.careers.microsoft.com/global/en/job/1792632/Senior-Applied-Scientist)

Posted: March 1, 2025

Location: Redmond, WA, US; Remote (within US)

Research Area(s): Algorithms, Artificial intelligence, Data platforms and analytics

The Power Apps team at Microsoft is looking to hire a Senior Applied Scientist. As a team, we are very customer focused and driven by curiosity, creativity, teamwork, agility, accountability and desire to learn everyday.…

Career Opportunity

### [Applied Scientist II – Power Apps](https://jobs.careers.microsoft.com/global/en/job/1792631/Applied-Scientist-II)

Posted: March 1, 2025

Location: Redmond, WA, US; Remote (within US)

Research Area(s): Algorithms, Artificial intelligence, Data platforms and analytics, Programming languages and software engineering

The Power Apps team at Microsoft is looking to hire an Applied Scientist II. As a team, we are very customer focused and driven by curiosity, creativity, team work, agility, accountability and desire to learn everyday. If…

Career Opportunity

### [Principal Applied Scientist – Advanced Autonomy and Applied Robotics](https://jobs.careers.microsoft.com/global/en/job/1805443/Principal-Applied-Scientist---Advanced-Autonomy-and-Applied-Robotics)

Posted: March 1, 2025

Location: Redmond, WA, US

Research Area(s): Artificial intelligence, Hardware and devices, Human-computer interaction, Technology for emerging markets

Within Microsoft’s Strategic Missions and Technologies (SMT) division, the Advanced Autonomy and Applied Robotics team is seeking a Principal Applied Scientist.The role involves building the future platform for human-robot-agent teaming. This individual will leverage cutting-edge AI and robotics technologies…

Career Opportunity

### [Senior Applied Scientist – Advanced Autonomy and Applied Robotics](https://jobs.careers.microsoft.com/global/en/job/1805440/Senior-Applied-Scientist---Advanced-Autonomy-and-Applied-Robotics)

Posted: March 1, 2025

Location: Redmond, WA, US

Research Area(s): Artificial intelligence, Hardware and devices, Human-computer interaction, Technology for emerging markets

Within Microsoft’s Strategic Missions and Technologies (SMT) division, the Advanced Autonomy and Applied Robotics team is seeking a Senior Applied Scientist. The role involves building the future platform for human-robot-agent teaming. This individual will leverage…

Career Opportunity

### [Principal Researcher – Generative AI – Microsoft Research AI Frontiers](https://jobs.careers.microsoft.com/global/en/job/1811646/Principal-Researcher-%E2%80%93-Generative-AI---Microsoft-Research-AI-Frontiers)

Posted: March 1, 2025

Location: New York, NY, US; Redmond, WA, US

Research Area(s): Artificial intelligence

We are seeking a Principal Researcher to join our team and lead efforts on the advancement of Generative AI and Large Language Models (LLMs) technologies. As a Principal Researcher, you will play a crucial role in leading,…

Career Opportunity

### [Senior Applied Scientist](https://jobs.careers.microsoft.com/global/en/job/1811006/Senior-Applied-Scientist)

Posted: March 1, 2025

Location: Cairo, Egypt

Research Area(s): Artificial intelligence

In shaping the future of monetization for personalized AI assistants and pioneering innovation in the advertiser agentic space, as a Senior Applied Scientist, you will collaborate with engineers, data scientists, and product managers to develop…

Career Opportunity

### [Principal Data Scientist – Real-Time Intelligence team](https://jobs.careers.microsoft.com/global/en/job/1811833/Principal-Data-Scientist)

Posted: February 28, 2025

Location: Redmond, WA, US

Research Area(s): Artificial intelligence, Data platforms and analytics, Systems and networking

Microsoft Fabric’s Real-Time Intelligence team is leading the transformation of real-time analytics in the world of data. ​​We are hiring a Principal Data Scientist to tackle challenges in both open-source and proprietary technologies related to

**engineering**

Inbox



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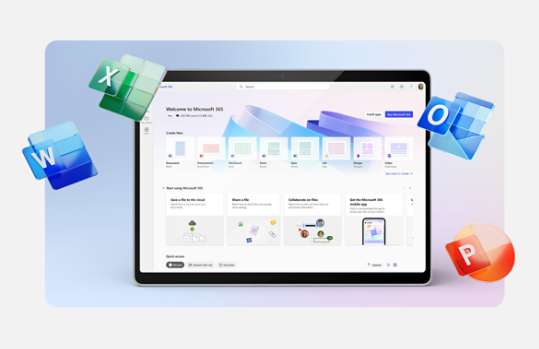
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**Frequently asked questions**

|  4 is sold as a one-time purchase, which means you pay a single, up-front cost to get Office apps for one computer. One-time purchases are available for both PCs and Macs. However, there are no upgrade options, which means if you plan to upgrade to the next major release, you’ll have to buy it at full price.

Microsoft 365 Personal and Microsoft 365 Family are subscriptions that include powerful productivity apps and creativity tools with AI-powered features. In addition to premium desktop versions of popular Microsoft 365 apps like Word, PowerPoint, Excel and Outlook, you also get spacious cloud storage and cloud-connected features that let you collaborate on files in real time. With a subscription, you’ll always have the latest features, fixes and security updates along with ongoing tech support at no extra cost. You can choose to pay for your subscription on a monthly or yearly basis, and use your apps on multiple PCs, Macs, tablets and phones. Additionally, the Microsoft 365 Family plan lets you share your subscription with up to five more people. Everyone gets their own apps and storage. (AI features only available to subscription owner and cannot be shared; AI usage limits apply; minimum age limits may apply to subscription activation and use of AI features. [Learn more](https://go.microsoft.com/fwlink/?linkid=2280151).)

  Microsoft 365 is compatible with PC, Mac, Android and iOS. See [system requirements](https://office.com/systemrequirements) for compatible versions of your devices, and for other feature requirements.

  No. Microsoft 365’s applications are tailored for each platform and each operating system. The applications available for Mac users and the specific features included may be different from those available for PC users. With Microsoft 365, you can be flexible. With your account, you are not limited to exclusively Mac or exclusively PC, so you can transition across devices.

  Yes. Documents that you have created belong fully to you. You can choose to store them online on OneDrive or locally on your PC or Mac.

  Internet access is required to install and activate all the latest releases of apps and services included in all Microsoft 365 subscription plans. Note that if you are an existing subscriber, you do not need to reinstall or purchase another subscription.

For Microsoft 365 plans, internet access is also needed to manage your subscription account, for example to install Office apps on other PCs or to change billing options. Internet access is also required to access documents stored on OneDrive, unless you install the [OneDrive desktop app](https://products.office.com/microsoft-office-for-home-and-school-faq#cd6f27d6-3bb0-22a8-9228-1385af8f3445).

You should also connect to the internet regularly to keep your version of Microsoft 365 up to date and to benefit from automatic upgrades. If you do not connect to the internet at least every 31 days, your apps will go into reduced functionality mode, which means that you can view or print your documents but cannot edit the documents or create new ones. To reactivate your apps, simply reconnect to the internet.

You do not need to be connected to the internet to use the Office apps, such as Word, Excel and PowerPoint, because the apps are fully installed on your computer.

  Your Microsoft account is the combination of an email address and password that you use to sign in to services like OneDrive, Xbox LIVE and Outlook.com. If you use any of these services, you already have a Microsoft account that you can use, or you can create a new account. [Learn more about Microsoft accounts](http://go.microsoft.com/fwlink/p/?LinkID=403717&clcid=0x1c09&culture=en-za&country=ZA).

As part of signing up for a trial or purchasing Microsoft 365, you will be prompted to sign in with a Microsoft account. You must be signed in with this account to install and manage your Microsoft 365 subscription, or to use some subscription benefits, including cloud storage.

  You can share Microsoft 365 Family with five other people, for a total of six users. Microsoft 365 Personal can be used by one person.

  If you have an active Microsoft 365 Family subscription, you can share it with up to five other people. Each person you share your subscription with can install Microsoft 365 on all their devices and sign in to five devices at the same time.

To add someone to your subscription, sign in to your [Microsoft account](https://account.microsoft.com/) and follow the on-screen instructions to add a user. Each person you add will receive an email with the steps they need to follow. Once they have accepted and completed the steps, their information, including the installs they are using, will appear on their My Account page. You can stop sharing your subscription with someone or remove a device they are using by logging into your [Microsoft account](https://account.microsoft.com/).

  Visit [learn more about free apps](https://products.office.com/en-za/free-productivity-apps).

  Microsoft Defender is a cross-device security app that helps individuals and families protect their data and devices by continuously scanning the web for threats to your identity and personal data (US only). Defender also helps you stay safer online with malware protection, real-time security notifications and security tips. [Download the Microsoft Defender app.](ms-windows-store://pdp/?productid=9P6PMZTM93LR)

  Microsoft Defender is a new cross-device app that helps people and families stay safer online. Microsoft Defender adds new features and a simplified user interface. Microsoft Defender also brings valuable device protection to iOS, Android, Windows and Mac, with malware protection, web protection, real-time security notifications and security tips. Microsoft Defender is available in the Apple, Google and Microsoft app stores and requires a Microsoft 365 Personal or Family subscription to use.

Windows Security, formerly known as Windows Defender Security Centre, is built-in security on Windows PCs to protect your device and data. Windows Security is pre-installed and automatically enabled. Windows Security includes Microsoft Defender Antivirus software that protects your Windows device and data against viruses, ransomware, trojans and other malware unless non-Microsoft antivirus software is active.

  A free in-browser video editing platform designed to make video creation accessible for everyone.

  AI features included in Microsoft 365 Family plans are only available to the subscription owner and cannot be shared with others.

  To use Copilot in Word, Excel, PowerPoint, OneNote and Outlook, make sure you have the latest version of Microsoft 365 installed. If you're signed in, have the latest updates installed, and still don't see Copilot, please restart your Microsoft 365 apps. [Learn more about why I am not seeing Copilot in my apps](https://support.microsoft.com/office/how-to-find-and-enable-missing-copilot-button-in-microsoft-365-apps-c8482b93-4b96-4bb8-8ec9-5148f4d42441).

  Microsoft 365 supports Arabic, Chinese Simplified, Chinese Traditional, Czech, Danish, Dutch, English, Finnish, French, German, Hebrew, Hungarian, Italian, Japanese, Korean, Norwegian, Polish, Portuguese, Russian, Spanish, Swedish, Thai and Turkish. Some Designer features, like inline editing capabilities, are available only in English. We plan to add more languages soon. You can also learn more about Copilot supported languages here: [Copilot for Microsoft 365 supported languages – Microsoft Support](https://support.microsoft.com/en-za/office/copilot-for-microsoft-365-supported-languages-94518d61-644b-4118-9492-617eea4801d8).

  Visit our [Copilot help & learning site](https://support.microsoft.com/copilot) to start using Copilot today.

  Microsoft Designer is a graphic design and image editing app powered by AI. Create eye-catching images with your words, craft next-level designs that pop and even edit photos like an expert. Designer is integrated across your favourite Microsoft apps like Word and PowerPoint to help you create when and where you need it.

  Beyond the Microsoft Designer web and mobile app, certain Designer features are integrated across some of your favourite Microsoft apps like Word and PowerPoint, helping spark creativity where and when you need it. For Windows users, Designer is also integrated into Microsoft Photos.

  Usage limits apply to AI-powered features, including Copilot and Designer. Your Microsoft 365 Personal or Family subscription unlocks AI credits to experience and engage with Copilot across Microsoft 365 apps and beyond. [Learn more about credits](https://go.microsoft.com/fwlink/?linkid=2280151).

 Microsoft 365 Business Basic, Business Standard and Business Premium are tailored for businesses, offering professional email with a custom domain, admin controls for managing access and devices and scalability to add additional users as your business grows. They include advanced security features like Exchange Online Protection to guard against phishing and malware, with Business Premium adding Microsoft Defender for Business for ransomware protection and advanced threat management. Plus, you can access professional collaboration tools like Microsoft Teams with meeting recordings, transcription and team workspaces, while business apps such as Microsoft Bookings can simplify meeting and appointment scheduling. Additionally, Microsoft 365 Copilot, an AI-powered assistant for work, is available as an add-on to boost productivity and creativit

Lenovo is simplifying edge computing deployment and management with Lenovo Open Cloud Automation (LOC-A), a powerful tool that provides our customers with the efficiency and ease they’ve come to expect from data center management – now applied to distributed edge environments. Join @blake Kerrigan, Senior Director, ThinkEdge Business Group, as he details how Lenovo and Intel® are enabling businesses to deploy and scale edge solutions faster, while unlocking the full potential of AI and edge computing with: - Unified management: LOC-A offers a single-pane-of-glass experience, allowing businesses to manage thousands of systems across distributed locations seamlessly. - Enhanced capabilities with Intel: The integration of Intel’s Tiber™ Edge Platform brings advanced tools like OpenVINO™ into edge environments, optimizing AI workloads for greater efficiency. - Faster time-to-value: Together, Lenovo and Intel ensure that customers can deploy solutions quickly and get results faster. - Scalable solutions: Whether managing one system or thousands, businesses can scale confidently with tools designed for distributed edge environments. With Lenovo and Intel, edge computing has never been more accessible, scalable, and powerful.Enterprise Strategy Group (ESG) data shows that 65% of developers’ time is consumed by overhead tasks related to context switching, pipeline integration, compliance, monitoring and logging, managing secrets, and so on. This avalanche of tasks—not to mention the dozen or more tools involved to execute them—slows down productivity, increases the risk of security vulnerabilities, and complicates automated deployment in the DevSecOps pipeline. In this webinar, ESG Principal Analyst Torsten Volk joins Nate Avery, Google’s Outbound Product Manager, and Jackie Porter, GitLab’s Product Marketing Director, to explain how to deliver code faster, enhance developer productivity, and improve security across the DevOps tool chain and into the cloud. Save your seat to discover how to resolve pressing DevSecOps pain points like tool sprawl, and how GitLab and Google’s integration greatly assists with this process, reducing manual developer tasks and unifying security automation.Watch our on-demand panel discussion with Bryan Glick, Editor in Chief at Computer Weekly, as we explore the key trends shaping cloud innovation in 2025. Discover how AI integration, edge-native applications, and distributed cloud are transforming strategies across EMEA. Gain actionable insights on application modernisation, cost optimisation, and real-world success stories to help your organisation thrive. Key Takeaways: - How regional challenges are driving cloud adoption - Distributed cloud’s role in AI and performance optimisation - Strategies for modernising applications and cutting costs Watch now on-demand! Bottom of Form

Course

# Microsoft Azure AI Fundamentals

Course AI-900T00-A: Microsoft Azure AI Fundamentals

## At a glance

* Level

[Beginner](https://learn.microsoft.com/en-us/training/browse/?levels=beginner&resource_type=course)

* Product

[Azure](https://learn.microsoft.com/en-us/training/browse/?products=azure&resource_type=course)

* Role

[AI Engineer](https://learn.microsoft.com/en-us/training/browse/?roles=ai-engineer&resource_type=course)

* Languages

English Arabic Chinese (Simplified) Chinese (Traditional) French German Indonesian Italian Japanese Korean Portuguese (Brazil) Russian Spanish

* Course Duration

1 day

* Related certifications

[Microsoft Certified: Azure AI Fundamentals](https://learn.microsoft.com/en-us/credentials/certifications/azure-ai-fundamentals/)

## Overview

This course introduces fundamentals concepts related to artificial intelligence (AI), and the services in Microsoft Azure that can be used to create AI solutions. The course is not designed to teach students to become professional data scientists or software developers, but rather to build awareness of common AI workloads and the ability to identify Azure services to support them. The course is designed as a blended learning experience that combines instructor-led training with online materials on the Microsoft Learn platform (<https://azure.com/learn>). The hands-on exercises in the course are based on Learn modules, and students are encouraged to use the content on Learn as reference materials to reinforce what they learn in the class and to explore topics in more depth.

#### Audience Profile

The Azure AI Fundamentals course is designed for anyone interested in learning about the types of solution artificial intelligence (AI) makes possible, and the services on Microsoft Azure that you can use to create them. You don’t need to have any experience of using Microsoft Azure before taking this course, but a basic level of familiarity with computer technology and the Internet is assumed. Some of the concepts covered in the course require a basic understanding of mathematics, such as the ability to interpret charts. The course includes hands-on activities that involve working with data and running code, so a knowledge of fundamental programming principles will be helpful.

## Course Syllabus

You can prepare in instructor-led training or self-paced study

* Learning Path

[Microsoft Azure AI Fundamentals: AI Overview](https://learn.microsoft.com/en-us/training/paths/get-started-with-artificial-intelligence-on-azure/)

* + 3 Modules
  + Beginner
  + AI Engineer
  + Azure AI Bot Service

70%

  Learning Path

[Microsoft Azure AI Fundamentals: Computer Vision](https://learn.microsoft.com/en-us/training/paths/explore-computer-vision-microsoft-azure/)

* 3 Modules
* Beginner
* AI Engineer
* Azure

97%

  Learning Path

[Microsoft Azure AI Fundamentals: Natural Language Processing](https://learn.microsoft.com/en-us/training/paths/explore-natural-language-processing/)

* 5 Modules
* Beginner
* AI Engineer
* Azure Portal

95%

  Learning Path

[Microsoft Azure AI Fundamentals: Document Intelligence and Knowledge Mining](https://learn.microsoft.com/en-us/training/paths/document-intelligence-knowledge-mining/)

* 2 Modules
* Beginner
* AI Engineer
* Azure

Completed

  Learning Path

[Microsoft Azure AI Fundamentals: Generative AI](https://learn.microsoft.com/en-us/training/paths/introduction-generative-ai/)

* 1 of 4 modules completed
* Beginner
* AI Engineer
* Azure OpenAI Service

20%

## Search for a training provider

Course

# Microsoft Azure AI Fundamentals

Course AI-900T00-A: Microsoft Azure AI Fundamentals

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[Beginner](https://learn.microsoft.com/en-us/training/browse/?levels=beginner&resource_type=course)

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English Arabic Chinese (Simplified) Chinese (Traditional) French German Indonesian Italian Japanese Korean Portuguese (Brazil) Russian Spanish

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  Learning Path

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* 2 Modules
* Beginner
* AI Engineer
* Azure

Completed

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* Azure Portal

95%

  Learning Path

[Microsoft Azure AI Fundamentals: Document Intelligence and Knowledge Mining](https://learn.microsoft.com/en-us/training/paths/document-intelligence-knowledge-mining/)

* 2 Modules
* Beginner
* AI Engineer
* Azure

Completed

  Learning Path

[Microsoft Azure AI Fundamentals: Generative AI](https://learn.microsoft.com/en-us/training/paths/introduction-generative-ai/)

* 1 of 4 modules completed
* Beginner
* AI Engineer
* Azure OpenAI Service

20%

1000 XP

**Embrace responsible AI principles and practices**

* 51 min
* Module
* 9 Units

Beginner

Business Owner

Business User

Azure

Dynamics 365

Microsoft 365

This module is designed to help you adopt responsible AI practices. It offers an overview of the principles, governance system, and procedures followed at Microsoft, but we encourage you to develop your own AI strategy.

**Learning objectives**

In this module, you will:

* Prepare for the implications of responsible AI
* Describe principles of responsible AI
* Establish a system for AI governance
* Take actions for AI governance
* Engage across teams and organizations to implement responsible AI principles
* Take inspiration from ho

**Fundamentals of Generative AI**

* 9 min remaining
* Module
* 11 Units

Beginner

AI Engineer

Developer

Solution Architect

Student

Azure OpenAI Service

Azure

In this module, you explore the way in which language models enable AI applications and services to generate original content based on natural language input. You also learn how generative AI enables the creation of agents that can assist humans in creative tasks.

**Learning objectives**

By the end of this module, you are able to:

* Understand generative AI's place in the development of artificial intelligence.
* Understand language models and their role in intelligent applications.
* Describe examples of Microsoft Copilot, agents, and good prompts.

**Knowledge check**

Completed 200 XP

* Module assessment
* 3 minutes

Top of Form

1.

What are Large Language Models?



Models that detect additional meaning in paragraphs of text.



Lists of words and code that computers use to generate text.



Models that use deep learning to process and understand natural language on a massive scale.

2.

Which Microsoft Copilot should a customer support agent use to research and resolve a support issue?



Microsoft Copilot for Microsoft Edge



Microsoft Copilot in Dynamics 365 Customer Service



Copilot for Security

3.

Which tool should a professional developer use to build a custom copilot and deploy it as a service endpoint in Azure?



Copilot for Azure



Microsoft Copilot Studio



Microsoft Azure AI Foundry

Bottom of Form

Top of Form

Bottom of Form

**All units complete:**

Having an issue? We can help!

3900 XP

**Craft effective prompts for Microsoft 365 Copilot**

* 2 hr 10 min
* Learning Path
* 0 of 4 modules completed

**At a glance**

* Level

[Beginner](https://learn.microsoft.com/en-us/training/browse/?levels=beginner&resource_type=learning%20path)

* Skill

Create effective prompts for Microsoft Copilot for Microsoft 365

* Product

[Microsoft Copilot](https://learn.microsoft.com/en-us/training/browse/?products=ms-copilot&resource_type=learning%20path) [Microsoft 365](https://learn.microsoft.com/en-us/training/browse/?products=m365&resource_type=learning%20path) [Microsoft 365 Apps](https://learn.microsoft.com/en-us/training/browse/?products=m365-apps&resource_type=learning%20path) [Word](https://learn.microsoft.com/en-us/training/browse/?products=office-word&resource_type=learning%20path) [PowerPoint](https://learn.microsoft.com/en-us/training/browse/?products=office-powerpoint&resource_type=learning%20path) [Excel](https://learn.microsoft.com/en-us/training/browse/?products=office-excel&resource_type=learning%20path) [Outlook](https://learn.microsoft.com/en-us/training/browse/?products=office-outlook&resource_type=learning%20path) [Microsoft Teams](https://learn.microsoft.com/en-us/training/browse/?products=office-teams&resource_type=learning%20path) [OneNote](https://learn.microsoft.com/en-us/training/browse/?products=office-onenote&resource_type=learning%20path)

* Role

[Business User](https://learn.microsoft.com/en-us/training/browse/?roles=business-user&resource_type=learning%20path)

* Subject

[Business applications](https://learn.microsoft.com/en-us/training/browse/?subjects=business-applications&resource_type=learning%20path) [Productivity](https://learn.microsoft.com/en-us/training/browse/?subjects=productivity&resource_type=learning%20path) [Artificial intelligence](https://learn.microsoft.com/en-us/training/browse/?subjects=artificial-intelligence&resource_type=learning%20path)

Discover ways to craft effective and contextual prompts for Microsoft 365 Copilot that create, simplify, transform, and compile content across Microsoft 365 applications. Learn the importance of providing a clear goal, context, source, and expectation in your prompt for the best results. This course covers real world scenarios and examples using Copilot in Microsoft 365 apps like Word, Excel, PowerPoint, Teams, Outlook, OneNote, and Chat.

Note

This content was partially created with the help of AI. An author reviewed and revised the content as needed. [Read more](https://learn.microsoft.com/en-us/principles-for-ai-generated-content).

**Prerequisites**

Learners should have completed the following content prior to this course:

* [Fundamentals of Generative AI](https://learn.microsoft.com/en-us/training/modules/fundamentals-generative-ai/)
* [Get started with Microsoft 365 Copilot](https://learn.microsoft.com/en-us/training/paths/get-started-with-microsoft-365-copilot/)

### Developer

[**Accelerate app development by using GitHub Copilot**](https://aka.ms/AAI_DevAppGitHubCop_Plan)

Find out how to use GitHub Copilot to interpret and document code, author new code features more efficiently, and refactor, debug, and test code.

[**Build AI apps with Azure Services and best practices**](https://aka.ms/ADAI_DevStartPlan)

Get the details on designing and building a cloud-native AI app, developing a back-end database, and integrating Azure AI services into applications.

[**Build and extend copilots with Microsoft Copilot Studio**](https://aka.ms/BA_BldandExdCop)

Use Microsoft Copilot Studio to create conversational AI solutions, and learn how to build actions that extend Microsoft 365 Copilot.

[**Extend Microsoft 365 Copilot (for developers)**](https://aka.ms/MW_M365CoPDev)

Use Copilot Studio actions, and learn about building plugins and connectors for Microsoft 365 Copilot. Discover how to choose the right option for your u

### Business or technical leader

[**Transform your business with Microsoft AI**](https://learn.microsoft.com/en-us/training/paths/transform-your-business-with-microsoft-ai/)

In this learning path, business leaders will find the knowledge and resources to adopt AI in their organizations. Explore planning, strategizing, and scaling AI projects in a responsible way.

[**Implement data integration and model grounding with Azure AI Foundry and Microsoft Fabric**](https://aka.ms/ADAI_DevGenAIExp_Plan)

Discover how to create advanced AI solutions, ground models in their data, connect and integrate data from various sources, and use OneLake in Microsoft Fabric.

[**Accelerate gen AI model selection, evaluation, and multimodal integration with Azure AI Foundry**](https://aka.ms/ADAI_OptlGenAIMod_Plan)

Find out how to benchmark models, apply multimodal models to help enhance customer satisfaction, and complete evaluations to help ensure performance and safety.

[**Unlocking business potential with AI solutions**](https://aka.ms/StartTransformingBizAI)

Learn how to initiate your organization's AI strategy, assess infrastructure readiness, and understand the business impact of AI

### Business user

[**Design a dream destination using Microsoft Copilot**](https://learn.microsoft.com/en-us/training/modules/explore-generative-ai-copilot-bing/)

Bring your personal creativity and passion to dream up a novel destination and create the content to help tell its story. Interact with Microsoft Copilot to learn about the capabilities of generative AI.

[**Build your Microsoft 365 Copilot skills (for end users)**](https://aka.ms/MW_M365CoPEndUser)

Find out how to create effective prompts in Microsoft 365 Copilot to help boost your productivity. Explore real-world prompts for specific use case scenarios.

[**Work smarter with AI**](https://learn.microsoft.com/en-us/training/paths/work-smarter-with-ai/)

Get more done and unleash your creativity with Microsoft Copilot. In this learning path, you'll explore how to use Microsoft Copilot to help you research, find information, and generate

### Data scientist

[**Make your data AI ready with Microsoft Fabric**](https://aka.ms/DataAIreadyFabric)

Discover how to implement large-scale data engineering, lakehouse, and warehouse solutions using Microsoft Fabric. Build the skills to use Fabric to effectively manage and analyze data.

[**Run data analytics solutions with Azure Databricks**](https://aka.ms/RunDataAnlytics)

Work with Apache Spark and Azure Databricks to run large data engineering workloads in the cloud, and use Azure Databricks for comprehensive data analytics solutions.

### IT professional

[**Get AI-Ready with Microsoft 365 Admin**](https://aka.ms/MW_GetAIReady)

This content helps admins ensure that Microsoft 365 tenants are set up and configured for AI so that future AI features can be integrated as seamlessly as possible.

[**Discover Microsoft 365 Copilot (for administrators)**](https://aka.ms/MW_M365CoPAdmin)

Focus on security and compliance features to configure in your Microsoft 365 tenant to help protect your organizational data before you implement Microsoft 365 Copilot.

### Low-code developer

[**Create Power Platform solutions with AI and Copilot**](https://aka.ms/BA_PPSols_AICoP)

Learn to use Copilot to set up Dataverse, create Power Apps, and build Automated Processes. Explore what Microsoft Copilot Studio can do to help you build and extend custom copilots.

[**Accelerate AI development with Low Code**](https://aka.ms/BA_AccAIdevLC)

Learn how to develop on Dataverse, Power Apps, and Power Automate. This curated content will also cover creation of custom copilots with Microsoft Copilot Studio.

[**Extend Microsoft 365 Copilot (for developers)**](https://aka.ms/MW_M365CoPDev)

Use Copilot Studio actions, and learn about building plugins and connectors for Microsoft 365 Copilot. Discover how to choose the right option for your use case.

[**Build and extend copilots with Microsoft Copilot Studio**](https://aka.ms/BA_BldandExdCop)

Use Microsoft Copilot Studio to create conversational AI solutions, and learn how to build actions that extend Microsoft 365 Copilot.

### ecurity professional

[**Help secure your data in the age of AI**](https://aka.ms/Sec_DataAI_Plan)

Work with Microsoft Purview, Microsoft Sentinel, and Microsoft Copilot for Security, and learn how to effectively manage, protect, and govern sensitive information in AI-driven environments.

Plan

**Help secure your data in the age of AI**

3 milestones

This Plan is designed to offer you interactive experience working with Microsoft technologies, including Microsoft Purview, Microsoft Sentinel, and Microsoft Copilot for Security, so you can effectively manage, protect, and govern sensitive information in AI-driven environments. Discover how to create a secure and compliant data estate that can easily adapt to AI.• Access Control and Identity Management, 3rd Ed. by Mike Chapple. Publisher: Jones and Bartlett Learning. (Sep, 2020). \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ • Building an Informati

* Published on 3/4/2025
* Created by [46307064](https://learn.microsoft.com/en-us/users/46307064/)

**Accelerate app development by using GitHub Copilot**

3 milestones

This Plan is designed to help you enhance your coding efficiency and accuracy. Find out how to use GitHub Copilot to interpret and document code, so you can quickly ramp up on unfamiliar or complex codebases. Learn to author new code features more efficiently by using GitHub Copilot autocompletion and chat features. Additionally, get the details on refactoring, debugging, and testing code with GitHub Copilot.

* Published on 3/4/2025
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* **Tell us about your PDF experience.**
* **Install C and C++ support in Visual**
* **Studio**
* Article • 12/09/2021
* If you haven't downloaded and installed Visual Studio and the Microsoft C/C++ tools
* yet, here's how to get started.
* **Visual Studio 2022 Installation**
* Welcome to Visual Studio 2022! In this version, it's easy to choose and install just the
* features you need. And because of its reduced minimum footprint, it installs quickly and
* with less system impact.
* ７ **Note**
* This topic applies to installation of Visual Studio on Windows. **Visual Studio Code**
* is a lightweight, cross-platform development environment that runs on Windows,
* Mac, and Linux systems. The Microsoft **C/C++ for Visual Studio Code** extension
* supports IntelliSense, debugging, code formatting, auto-completion. Visual Studio
* for Mac doesn't support Microsoft C++, but does support .NET languages and
* cross-platform development. For installation instructions, see **Install Visual Studio**
* **for Mac**.
* Want to know more about what else is new in this version? See the Visual Studio release
* notes.
* Ready to install? We'll walk you through it, step-by-step.
* **Step 1 - Make sure your computer is ready for Visual**
* **Studio**
* Before you begin installing Visual Studio:
* 1. Check the system requirements. These requirements help you know whether your
* computer supports Visual Studio 2022.
* 2. Apply the latest Windows updates. These updates ensure that your computer has
* both the latest security updates and the required system components for Visual
* Studio.3. Reboot. The reboot ensures that any pending installs or updates don't hinder the
* Visual Studio install.
* 4. Free up space. Remove unneeded files and applications from your %SystemDrive%
* by, for example, running the Disk Cleanup app.
* For questions about running previous versions of Visual Studio side by side with Visual
* Studio 2022, see the Visual Studio 2022 Platform Targeting and Compatibility page.
* **Step 2 - Download Visual Studio**
* Next, download the Visual Studio bootstrapper file. To do so, choose the following
* button to go to the Visual Studio download page. Select the edition of Visual Studio that
* you want and choose the **Free trial** or **Free download** button.
* **Download Visual Studio**
* **Step 3 - Install the Visual Studio installer**
* Run the bootstrapper file you downloaded to install the Visual Studio Installer. This new
* lightweight installer includes everything you need to both install and customize Visual
* Studio.
* 1. From your **Downloads** folder, double-click the bootstrapper that matches or is
* similar to one of the following files:
* **vs\_community.exe** for Visual Studio Community
* **vs\_professional.exe** for Visual Studio Professional
* **vs\_enterprise.exe** for Visual Studio Enterprise
* If you receive a User Account Control notice, choose **Yes** to allow the bootstrapper
* to run.
* 2. We'll ask you to acknowledge the Microsoft License Terms and the Microsoft
* Privacy Statement . Choose **Continue**.
* **Step 4 - Choose workloads**
* After the installer is installed, you can use it to customize your installation by selecting
* the *workloads*, or feature sets, that you want. Here's how.
* 1. Find the workload you want in the **Installing Visual Studio** screen.For core C and C++ support, choose the "Desktop development with C++"
* workload. It comes with the default core editor, which includes basic code editing
* support for over 20 languages, the ability to open and edit code from any folder
* without requiring a project, and integrated source code control.
* Additional workloads support other kinds of development. For example, choose
* the "Universal Windows Platform development" workload to create apps that use
* the Windows Runtime for the Microsoft Store. Choose "Game development with
* C++" to create games that use DirectX, Unreal, and Cocos2d. Choose "Linux
* development with C++" to target Linux platforms, including IoT development.
* The **Installation details** pane lists the included and optional components installed
* by each workload. You can select or deselect optional components in this list. For
* example, to support development by using the Visual Studio 2017 or 2015
* compiler toolsets, choose the MSVC v141 or MSVC v140 optional components. You
* can add support for MFC, the experimental Modules language extension,
* IncrediBuild, and more.
* 2. After you choose the workload(s) and optional components you want, choose
* **Install**.
* Next, status screens appear that show the progress of your Visual Studio
* installation.
*  **Tip**
* At any time after installation, you can install workloads or components that you
* didn't install initially. If you have Visual Studio open, go to **Tools** > **Get Tools andFeatures...** which opens the Visual Studio Installer. Or, open **Visual Studio Installer**
* from the Start menu. From there, you can choose the workloads or components
* that you wish to install. Then, choose **Modify**.
* **Step 5 - Choose individual components (Optional)**
* If you don't want to use the Workloads feature to customize your Visual Studio
* installation, or you want to add more components than a workload installs, you can do
* so by installing or adding individual components from the **Individual components** tab.
* Choose what you want, and then follow the prompts.
* **Step 6 - Install language packs (Optional)**
* By default, the installer program tries to match the language of the operating system
* when it runs for the first time. To install Visual Studio in a language of your choosing,
* choose the **Language packs** tab from the Visual Studio Installer, and then follow the
* prompts.
* **Change the installer language from the command line**
* Another way that you can change the default language is by running the installer from
* the command line. For example, you can force the installer to run in English by using the
* following command: vs\_installer.exe --locale en-US . The installer will remember this
* setting when it's run the next time. The installer supports the following language tokens:
* zh-cn, zh-tw, cs-cz, en-us, es-es, fr-fr, de-de, it-it, ja-jp, ko-kr, pl-pl, pt-br, ru-ru, and tr-tr.**Step 7 - Change the installation location (Optional)**
* You can reduce the installation footprint of Visual Studio on your system drive. You can
* choose to move the download cache, shared components, SDKs, and tools to different
* drives, and keep Visual Studio on the drive that runs it the fastest.
* ） **Important**
* You can select a different drive only when you first install Visual Studio. If you've
* already installed it and want to change drives, you must uninstall Visual Studio and
* then reinstall it.
* **Step 8 - Start developing**
* 1. After Visual Studio installation is complete, choose the **Launch** button to get
* started developing with Visual Studio.
* 2. On the start window, choose **Create a new project**.
* 3. In the search box, enter the type of app you want to create to see a list of available
* templates. The list of templates depends on the workload(s) that you chose during
* installation. To see different templates, choose different workloads.
* You can also filter your search for a specific programming language by using the
* **Language** drop-down list. You can filter by using the **Platform** list and the **Project**
* **type** list, too.
* 4. Visual Studio opens your new project, and you're ready to code!
* When Visual Studio is running, you're ready to continue to the next step.
* **Next Steps**
* **Create a C++ projectWhat is Visual Studio?**
* Article • 06/19/2024
* Visual Studio is a powerful developer tool that you can use to complete the entire
* development cycle in one place. It's a comprehensive integrated development
* environment (IDE) that you can use to write, edit, debug, and build code. Then deploy
* your app. Visual Studio includes compilers, code completion tools, source control,
* extensions, and many other features to enhance every stage of the software
* development process.
* With the variety of features and languages support in Visual Studio, you can grow from
* writing your first "Hello World" program to developing and deploying apps. For
* example, build, debug, and test .NET and C++ apps, edit ASP.NET pages in the web
* designer view, develop cross-platform mobile and desktop apps with .NET, or build
* responsive Web UIs in C#.
* To install Visual Studio, select the following button, and choose the edition of Visual
* Studio to download.
* **Download Visual Studio**
* **Why use Visual Studio?**
* Visual Studio provides developers a feature rich development environment to develop
* high-quality code efficiently and collaboratively.
* Workload-based installer - install only what you need
* Powerful coding tools and features - everything you need to build your apps in
* one placeMultiple language support - code in C++, C#, JavaScript, TypeScript, Python, and
* more
* Cross-platform development - build apps for any platform
* Version control integration - collaborate on code with team mates
* AI-assisted development - write code more efficiently with AI assistance
* **Discover Visual Studio**
* Visual Studio supports different parts of the software development cycle.
* **Develop your code**
* Visual Studio IDE provides many features that make it easier for you to write and
* manage your code with confidence. For example, code quickly and accurately with AI
* assisted development tools. These tools include GitHub Copilot and IntelliCode. Make
* quick improvements to your code using light bulbs that suggest actions, or
* expand/collapse blocks of code using outlining. Organize and explore your code with
* the **Solution Explorer** that shows your code organized by files or the **Class View** that
* shows your code organized by classes.
* Learn more about all the features in the IDE that help you organize and edit content:
* Code editor
* Personalize the IDE and the editor
* Organize code
* Tips and tricks
* **AI-assisted development**
* GitHub Copilot, GitHub Copilot Chat, and IntelliCode assist developers in writing code
* faster and with greater accuracy, help develop a deeper understanding of the codebase,
* and help with other development tasks such as writing unit tests, debugging, and
* profiling.
* Learn more about AI-assisted development in Visual Studio:
* Get started with GitHub Copilot in Visual Studio:
* Install and manage GitHub Copilot
* Use GitHub Copilot Completions in Visual Studio
* Use GitHub Copilot Chat in Visual Studio
* Debug with Copilot**Build your app**
* You can compile and build your applications to create builds immediately and test them
* in a debugger. You can run multi-processor builds for C++ and C# projects. Visual
* Studio also provides several options that you can configure when you build applications.
* You can create a custom build configuration in addition to the built-in configurations,
* hide certain warning messages, or increase build output information.
* Learn more about how to compile and build in Visual Studio:
* Create build configurations for your project
* Build an application
* **Debug your code**
* Integrated debugging in Visual Studio enables you to debug, profile, and diagnose with
* ease. You step through your code and look at the values stored in variables, set watches
* on variables to see when values changes, examine the execution path of your code.
* Visual Studio offers other ways to debug your code while it runs.
* Learn more about debugging effectively in Visual Studio:
* Debug your app
* Debugging techniques and tools
* Measure app performance
* Debug with Copilot
* Tips and tricks
* **Test your code**
* You can write high-quality code with comprehensive testing tools in Visual Studio. Unit
* tests give developers and testers a quick way to find logic errors in code. You can
* analyze how much code you're testing and see instant results in a test suite. Know the
* impact of every change you make with advanced features that test code while you type.
* Learn more about the testing tools available in Visual Studio:
* Use testing tools in Visual Studio
* Create and run unit tests
* Analyze code coverage
* **Version control**With the integrated Git features in Visual Studio, you can clone, create, or open your
* own repositories. The Git tool window has everything you need to commit and push
* changes, manage branches, and resolve merge conflicts. If you have a GitHub account,
* you can manage those repos directly within Visual Studio.
* Learn more about version control in Visual Studio:
* Version control with Git
* Visual Studio and GitHub
* **Collaborate with others**
* Visual Studio Live Share enables real-time collaborative development. With Live Share
* you can share your project with your peers, no matter the language or platform. Get to
* the bottom of an issue fast by allowing your team to connect, navigate, set break points,
* and type in your editor session.
* Learn more about how to collaborate with Live Share:
* Collaborate with Live Share
* Common use cases
* **Deploy your app**
* By deploying an application, service, or component, you distribute it for installation on
* other computers, devices, or servers, or in the cloud. You can choose the appropriate
* method in Visual Studio for the type of deployment that you need. Share your apps and
* code by publishing to the web or Azure, or by deploying to a network share or a local
* folder.
* Learn more about how to deploy your app using Visual Studio:
* Deploy your app from Visual Studio
* Deploy your app to a folder, a web server, Azure, or another destination
* **Choose your Visual Studio edition**
* There are three editions of Visual Studio:
* Community - free, fully featured IDE for students, open-source developers, and
* individual developers.
* Professional - a subscription based option for individual developers or small
* teams.**Feedback**
* **Was this page helpful?**
* Provide product feedback
* | Ask the community
* Enterprise - a subscription based option for small to large business and
* enterprise organizations.
* Compare features across Visual Studio editions and acquire the Visual Studio
* edition that best fits your needs.
* Select the following button to install Visual Studio, and choose the edition of Visual
* Studio.
* Dive into coding with one of the following language-specific tutorials:
* Create a simple C# console app
* Get started with Python
* Create a simple VB console app
* Create a C++ console app
* Create a Node.js and Express app
* To develop any type of app, or learn a language, you work in the feature rich Visual
* Studio Integrated Development Environment (IDE). Explore Visual Studio further with
* one of these introductory articles:
* Tour the IDE to get familiar with the IDE features and to learn how to use it for
* basic tasks.
* Cover the basics in this Learn module: Introduction to Visual Studio
* **Install Visual Studio**
* **Download Visual Studio**
* **Get started**
* **Related content**
*  **Yes**
*  **NoCreate a C++ console app project**
* Article • 07/06/2023
* The usual starting point for a C++ programmer is a "Hello, world!" application that runs
* on the command line. That's what you create in Visual Studio in this step.
* **Prerequisites**
* Have Visual Studio with the Desktop development with C++ workload installed
* and running on your computer. If it's not installed yet, see Install C++ support in
* Visual Studio.
* **Create your app project**
* Visual Studio uses *projects* to organize the code for an app, and *solutions* to organize
* your projects. A project contains all the options, configurations, and rules used to build
* your apps. It manages the relationship between all the project's files and any external
* files. To create your app, first, create a new project and solution.
* 1. In Visual Studio, open the **File** menu and choose **New > Project** to open the **Create**
* **a new Project** dialog. Select the **Console App** template that has **C++**, **Windows**,
* and **Console** tags, and then choose **Next**.2. In the **Configure your new project** dialog, enter *HelloWorld* in the **Project name**
* edit box. Choose **Create** to create the project.
* Visual Studio creates a new project. It's ready for you to add and edit your source
* code. By default, the Console App template provides source code for a "Hello
* World" app, like this:
* When the code looks like this in the editor, you're ready to go on to the next step
* and build your app.I ran into a problem.
* **Next steps**
* **Build and run a C++ project**
* **Troubleshooting guide**
* Come here for solutions to common issues when you create your first C++ project.
* **Create your app project: issues**
* The **New Project** dialog should show a **Console App** template that has **C++**, **Windows**,
* and **Console** tags. If you don't see it, there are two possible causes. It might be filtered
* out of the list, or it might not be installed. First, check the filter dropdowns at the top of
* the list of templates. Set them to **C++**, **Windows**, and **Console**. The C++ **Console App**
* template should appear; otherwise, the **Desktop development with C++** workload isn't
* installed.
* To install **Desktop development with C++**, you can run the installer right from the **New**
* **Project** dialog. Choose the **Install more tools and features** link at the bottom of the
* template list to start the installer. If the **User Account Control** dialog requests
* permissions, choose **Yes**. In the installer, make sure the **Desktop development with C++**
* workload is checked. Then choose **Modify** to update your Visual Studio installation.
* If another project with the same name already exists, choose another name for your
* project. Or, delete the existing project and try again. To delete an existing project, delete
* the solution folder (the folder that contains the helloworld.sln file) in File Explorer.
* Go back.**Build and run a C++ console app**
* **project**
* Article • 07/01/2024
* In Create a C++ console app project you created a C++ console app project and
* entered your code. Now you can build and run it within Visual Studio. Then, run it as a
* stand-alone app from the command line.
* **Prerequisites**
* Have Visual Studio with the Desktop development with C++ workload installed
* and running on your computer. If it's not installed, follow the steps in Install C++
* support in Visual Studio.
* Create a "Hello, World!" project. By default, it contains code to print Hello World! .
* If you haven't done this step yet, follow the steps in Create a C++ console app
* project.
* If Visual Studio looks like this, you're ready to build and run your app:
* **Build and run your code in Visual Studio**1. To build your project, from the main menu choose **Build** > **Build Solution**. The
* **Output** window shows the results of the build process.
* 2. To run the code, on the menu bar, choose **Debug**, **Start without debugging**.
* A console window opens and then runs your app. When you start a console app in
* Visual Studio, it runs your code, then prints "Press any key to continue . . ." to give
* you a chance to see the output.Congratulations! You created your first "Hello, world!" console app in Visual Studio!
* Press a key to dismiss the console window and return to Visual Studio.
* I ran into a problem.
* **Run your code in a command window**
* Normally, you run console apps at the command prompt, not in Visual Studio. Once
* Visual Studio builds your app, you can run it from a command window. Here's how to
* find and run your new app in a command prompt window.
* 1. In **Solution Explorer**, select the HelloWorld solution (not the HelloWorld project)
* and right-click to open the context menu. Choose **Open Folder in File Explorer** to
* open a **File Explorer** window in the HelloWorld solution folder.
* 2. In the **File Explorer** window, open the x64 folder and then the Debug folder. This
* folder contains your app, HelloWorld.exe , and debugging files. Hold down the
* **Shift** key and right-click on HelloWorld.exe to open the context menu. Choose
* **Copy as path** to copy the path to your app to the clipboard. If you see
* HelloWorld.exe.recipe , it's because you did the **Open Folder in File Explorer** step
* on the HelloWorld *project* instead of the HelloWorld *solution*. Navigate up a level in
* File Explorer to get to the solution folder. This folder also contains a x64\Debug\
* folder, where HelloWorld.exe is.
* 3. To open a command prompt window, press **Windows+R** to open the **Run** dialog.
* Enter *cmd.exe* in the **Open** textbox, then choose **OK** to run a command prompt
* window.
* 4. In the command prompt window, right-click to paste the path to your app into the
* command prompt. Press Enter to run your app.Congratulations, you built and ran a console app in Visual Studio!
* I ran into a problem.
* **Next Steps**
* Once you build and run this simple app, you're ready for more complex projects. For
* more information, see Using the Visual Studio IDE for C++ Desktop Development. It has
* more detailed walkthroughs that explore the capabilities of Microsoft C++ in Visual
* Studio.
* **Troubleshooting guide**
* Come here for solutions to common issues when you create your first C++ project.
* **Build and run your code in Visual Studio: issues**
* If red squiggles appear under anything in the source code editor, the build may have
* errors or warnings. Check that your code matches the example in spelling, punctuation,
* and case.
* Go back.
* **Run your code in a command window: issuesFeedback**
* **Was this page helpful?**
* Provide product feedback
* | Get help at Microsoft Q&A
* If the path shown in File Explorer ends in \HelloWorld\HelloWorld , you opened the
* HelloWorld *project* instead of the HelloWorld *solution*. You won't see your app in the
* x64\Debug folder. Navigate up a level in File Explorer to get to the solution folder, the
* first HelloWorld in the path. This folder also contains a x64\Debug folder, where your
* app is.
* You can also navigate to the solution x64\Debug folder at the command line to run your
* app. Your app won't run from other directories without specifying the path to the app.
* However, you can copy your app to another directory and run it from there. It's also
* possible to copy it to a directory specified by your PATH environment variable, then run
* it from anywhere.
* If you don't see **Copy as path** in the shortcut menu, dismiss the menu, and then hold
* down the **Shift** key while you open it again. This command is just for convenience. You
* can also copy the path to the folder from the File Explorer search bar, and paste it into
* the **Run** dialog, and then enter the name of your executable at the end. It's just a little
* more typing, but it has the same result.
* Go back.
*  **Yes**
*  **NoWelcome back to C++ - Modern C++**
* Article • 11/07/2022
* Since its creation, C++ has become one of the most widely used programming
* languages in the world. Well-written C++ programs are fast and efficient. The language
* is more flexible than other languages: It can work at the highest levels of abstraction,
* and down at the level of the silicon. C++ supplies highly optimized standard libraries. It
* enables access to low-level hardware features, to maximize speed and minimize memory
* requirements. C++ can create almost any kind of program: Games, device drivers, HPC,
* cloud, desktop, embedded, and mobile apps, and much more. Even libraries and
* compilers for other programming languages get written in C++.
* One of the original requirements for C++ was backward compatibility with the C
* language. As a result, C++ has always permitted C-style programming, with raw
* pointers, arrays, null-terminated character strings, and other features. They may enable
* great performance, but can also spawn bugs and complexity. The evolution of C++ has
* emphasized features that greatly reduce the need to use C-style idioms. The old C
* programming facilities are still there when you need them. However, in modern C++
* code you should need them less and less. Modern C++ code is simpler, safer, more
* elegant, and still as fast as ever.
* The following sections provide an overview of the main features of modern C++. Unless
* noted otherwise, the features listed here are available in C++11 and later. In the
* Microsoft C++ compiler, you can set the /std compiler option to specify which version
* of the standard to use for your project.
* **Resources and smart pointers**
* One of the major classes of bugs in C-style programming is the *memory leak*. Leaks are
* often caused by a failure to call **delete** for memory that was allocated with **new** .
* Modern C++ emphasizes the principle of *resource acquisition is initialization* (RAII). The
* idea is simple. Resources (heap memory, file handles, sockets, and so on) should be
* *owned* by an object. That object creates, or receives, the newly allocated resource in its
* constructor, and deletes it in its destructor. The principle of RAII guarantees that all
* resources get properly returned to the operating system when the owning object goes
* out of scope.
* To support easy adoption of RAII principles, the C++ Standard Library provides three
* smart pointer types: std::unique\_ptr, std::shared\_ptr, and std::weak\_ptr. A smart pointer
* handles the allocation and deletion of the memory it owns. The following exampleshows a class with an array member that is allocated on the heap in the call to
* make\_unique() . The calls to **new** and **delete** are encapsulated by the unique\_ptr class.
* When a widget object goes out of scope, the unique\_ptr destructor will be invoked and
* it will release the memory that was allocated for the array.
* C++
* Whenever possible, use a smart pointer to manage heap memory. If you must use the
* **new** and **delete** operators explicitly, follow the principle of RAII. For more information,
* see Object lifetime and resource management (RAII).
* C-style strings are another major source of bugs. By using std::string and std::wstring,
* you can eliminate virtually all the errors associated with C-style strings. You also gain the
* benefit of member functions for searching, appending, prepending, and so on. Both are
* highly optimized for speed. When passing a string to a function that requires only read
* only access, in C++17 you can use std::string\_view for even greater performance benefit.
* The standard library containers all follow the principle of RAII. They provide iterators for
* safe traversal of elements. And, they're highly optimized for performance and have been
* thoroughly tested for correctness. By using these containers, you eliminate the potential
* #include <memory>
* class widget
* {
* private:
* std::unique\_ptr<int[]> data;
* public:
* widget(const int size) { data = std::make\_unique<int[]>(size); }
* void do\_something() {}
* };
* void functionUsingWidget() {
* widget w(1000000); // lifetime automatically tied to enclosing scope
* // constructs w, including the w.data gadget member
* // ...
* w.do\_something();
* // ...
* } // automatic destruction and deallocation for w and w.data
* **std::string and std::string\_view**
* **std::vector and other Standard Library**
* **containers**for bugs or inefficiencies that might be introduced in custom data structures. Instead of
* raw arrays, use vector as a sequential container in C++.
* C++
* vector<string> apples;
* apples.push\_back("Granny Smith");
* Use map (not unordered\_map ) as the default associative container. Use set, multimap,
* and multiset for degenerate and multi cases.
* C++
* map<string, string> apple\_color;
* // ...
* apple\_color["Granny Smith"] = "Green";
* When performance optimization is needed, consider using:
* Unordered associative containers such as unordered\_map. These have lower per
* element overhead and constant-time lookup, but they can be harder to use
* correctly and efficiently.
* Sorted vector . For more information, see Algorithms.
* Don't use C-style arrays. For older APIs that need direct access to the data, use accessor
* methods such as f(vec.data(), vec.size()); instead. For more information about
* containers, see C++ Standard Library Containers.
* **Standard Library algorithms**
* Before you assume that you need to write a custom algorithm for your program, first
* review the C++ Standard Library algorithms. The Standard Library contains an ever
* growing assortment of algorithms for many common operations such as searching,
* sorting, filtering, and randomizing. The math library is extensive. In C++17 and later,
* parallel versions of many algorithms are provided.
* Here are some important examples:
* for\_each , the default traversal algorithm (along with range-based for loops).
* transform , for not-in-place modification of container elements
* find\_if , the default search algorithm.
* sort , lower\_bound , and the other default sorting and searching algorithms.To write a comparator, use strict **<** and use *named lambdas* when you can.
* C++
* C++11 introduced the auto keyword for use in variable, function, and template
* declarations. **auto** tells the compiler to deduce the type of the object so that you don't
* have to type it explicitly. **auto** is especially useful when the deduced type is a nested
* template:
* C++
* C-style iteration over arrays and containers is prone to indexing errors and is also
* tedious to type. To eliminate these errors, and make your code more readable, use
* range-based **for** loops with both Standard Library containers and raw arrays. For more
* information, see Range-based for statement.
* C++
* auto comp = [](const widget& w1, const widget& w2)
* { return w1.weight() < w2.weight(); }
* sort( v.begin(), v.end(), comp );
* auto i = lower\_bound( v.begin(), v.end(), widget{0}, comp );
* **auto instead of explicit type names**
* map<int,list<string>>::iterator i = m.begin(); // C-style
* auto i = m.begin(); // modern C++
* **Range-based for loops**
* #include <iostream>
* #include <vector>
* int main()
* {
* std::vector<int> v {1,2,3};
* // C-style
* for(int i = 0; i < v.size(); ++i)
* {
* std::cout << v[i];
* }Macros in C and C++ are tokens that are processed by the preprocessor before
* compilation. Each instance of a macro token is replaced with its defined value or
* expression before the file is compiled. Macros are commonly used in C-style
* programming to define compile-time constant values. However, macros are error-prone
* and difficult to debug. In modern C++, you should prefer constexpr variables for
* compile-time constants:
* C++
* In modern C++, you can use brace initialization for any type. This form of initialization is
* especially convenient when initializing arrays, vectors, or other containers. In the
* following example, v2 is initialized with three instances of S . v3 is initialized with three
* instances of S that are themselves initialized using braces. The compiler infers the type
* of each element based on the declared type of v3 .
* C++
* // Modern C++:
* for(auto& num : v)
* {
* std::cout << num;
* }
* }
* **constexpr expressions instead of macros**
* #define SIZE 10 // C-style
* constexpr int size = 10; // modern C++
* **Uniform initialization**
* #include <vector>
* struct S
* {
* std::string name;
* float num;
* S(std::string s, float f) : name(s), num(f) {}
* };
* int main()
* {
* // C-style initialization
* std::vector<S> v;
* S s1("Norah", 2.7);For more information, see Brace initialization.
* Modern C++ provides *move semantics*, which make it possible to eliminate unnecessary
* memory copies. In earlier versions of the language, copies were unavoidable in certain
* situations. A *move* operation transfers ownership of a resource from one object to the
* next without making a copy. Some classes own resources such as heap memory, file
* handles, and so on. When you implement a resource-owning class, you can define a
* *move constructor* and *move assignment operator* for it. The compiler chooses these
* special members during overload resolution in situations where a copy isn't needed. The
* Standard Library container types invoke the move constructor on objects if one is
* defined. For more information, see Move Constructors and Move Assignment Operators
* (C++).
* In C-style programming, a function can be passed to another function by using a
* *function pointer*. Function pointers are inconvenient to maintain and understand. The
* function they refer to may be defined elsewhere in the source code, far away from the
* point at which it's invoked. Also, they're not type-safe. Modern C++ provides *function*
* *objects*, classes that override the operator() operator, which enables them to be called
* like a function. The most convenient way to create function objects is with inline lambda
* expressions. The following example shows how to use a lambda expression to pass a
* function object, that the find\_if function will invoke on each element in the vector:
* C++
* S s2("Frank", 3.5);
* S s3("Jeri", 85.9);
* v.push\_back(s1);
* v.push\_back(s2);
* v.push\_back(s3);
* // Modern C++:
* std::vector<S> v2 {s1, s2, s3};
* // or...
* std::vector<S> v3{ {"Norah", 2.7}, {"Frank", 3.5}, {"Jeri", 85.9} };
* }
* **Move semantics**
* **Lambda expressions**The lambda expression [=](int i) { return i > x && i < y; } can be read as "function
* that takes a single argument of type **int** and returns a boolean that indicates whether
* the argument is greater than x and less than y ." Notice that the variables x and y
* from the surrounding context can be used in the lambda. The [=] specifies that those
* variables are *captured* by value; in other words, the lambda expression has its own
* copies of those values.
* Modern C++ emphasizes exceptions, not error codes, as the best way to report and
* handle error conditions. For more information, see Modern C++ best practices for
* exceptions and error handling.
* Use the C++ Standard Library std::atomic struct and related types for inter-thread
* communication mechanisms.
* Unions are commonly used in C-style programming to conserve memory by enabling
* members of different types to occupy the same memory location. However, unions
* aren't type-safe and are prone to programming errors. C++17 introduces the
* std::variant class as a more robust and safe alternative to unions. The std::visit function
* can be used to access the members of a variant type in a type-safe manner.
* C++ Language Reference
* Lambda Expressions
* C++ Standard Library
* Microsoft C/C++ language conformance
* std::vector<int> v {1,2,3,4,5};
* int x = 2;
* int y = 4;
* auto result = find\_if(begin(v), end(v), [=](int i) { return i > x && i <
* y; });
* **Exceptions**
* **std::atomic**
* **std::variant (C++17)**
* **See alsoFeedback**
* **Was this page helpful?**
* Provide product feedback
* | Get help at Microsoft Q&A
*  **Yes**
*  **NoCreate a console calculator in C++**
* Article • 10/08/2024
* The usual starting point for a C++ programmer is a "Hello, world!" application that runs
* on the command line. You start with that in this article, and then move on to something
* more challenging: a calculator app.
* **Prerequisites**
* Visual Studio with the **Desktop development with C++** workload installed and
* running on your computer. To install it, see Install C++ support in Visual Studio.
* This tutorial demonstrates a feature called edit and continue which allows you to
* make changes to your code while the app is running. To enable edit and continue,
* from the main menu select **Tools** > **Options** > **Debugging** > **General** and ensure
* that **Require source files to exactly match the original version** is checked.
* **Create your app project**
* Visual Studio uses *projects* to organize the code for an app, and *solutions* to organize
* one or more projects. A project contains all the options, configurations, and rules used
* to build an app. It also manages the relationship between all the project's files and any
* external files. To create your app, first, create a new project and solution.
* 1. Start Visual Studio--the Visual Studio Start dialog box appears. Select **Create a new**
* **project** to get started.2. In the **Create a new project** dialog, set the language dropdown to **C++**, set the
* platform dropdown to **Windows**, select **Console App** from the list of project types,
* then select **Next**.
* ） **Important**
* Make sure you select the C++ version of the **Console App** template. It has the
* **C++**, **Windows**, and **Console** tags, and the icon has "++" in the corner.3. In the **Configure your new project** dialog box, select the **Project name** text box,
* name your new project *CalculatorTutorial*, then select **Create**.
* An empty C++ Windows console application 'Hello World' app is created. Console
* applications use a Windows console window to display output and accept user
* input. In Visual Studio, an editor window opens and shows the generated code:
* C++
* // CalculatorTutorial.cpp : This file contains the 'main' function.
* Program execution begins and ends there.
* //
* #include <iostream>
* int main()
* {
* std::cout << "Hello World!\n";
* }
* // Run program: Ctrl + F5 or Debug > Start Without Debugging menu
* // Debug program: F5 or Debug > Start Debugging menu
* // Tips for Getting Started:
* // 1. Use the Solution Explorer window to add/manage files
* // 2. Use the Team Explorer window to connect to source control
* // 3. Use the Output window to see build output and other messages
* // 4. Use the Error List window to view errors
* // 5. Go to Project > Add New Item to create new code files, or
* Project > Add Existing Item to add existing code files to the project// 6. In the future, to open this project again, go to File > Open >
* Project and select the .sln file
* **Verify that your new app builds and runs**
* The template for a new Windows console application creates a simple C++ "Hello
* World" app. At this point, you can see how Visual Studio builds and runs the apps you
* create right from the IDE.
* 1. To build your project, select **Build Solution** from the **Build** menu. The **Output**
* window shows the results of the build process.
* 2. To run the code, on the menu bar, select **Debug** > **Start without debugging**
* (Ctrl+F5).A console window opens and your app runs within it.
* When you start a console app in Visual Studio, it runs your code, then prints "Press
* any key to close this window . . ." to give you a chance to see the output.
* Congratulations! You created your first "Hello, world!" console app in Visual Studio!
* 3. Press a key to dismiss the console window and return to Visual Studio.
* You now have the tools to build and run your app after every change, to verify that the
* code still works as you expect. Later, we show you how to debug it if it doesn't.
* Now let's modify the code in this template to be a calculator app.
* 1. Replace the contents of the *CalculatorTutorial.cpp* file with the following code so
* that it matches this example:
* C++
* **Edit the code**
* // CalculatorTutorial.cpp : This file contains the 'main' function.
* Program execution begins and ends there.
* //
* #include <iostream>
* using namespace std;
* int main()
* {
* cout << "Calculator Console Application" << endl << endl;
* cout << "Please enter the operation to perform. Format: a+b | a-b |Understanding the code:
* The #include statement brings in code in other files. Sometimes, you
* may see a filename surrounded by angle brackets like <iostream> . The
* angle brackets instruct the compiler to look for the iostream header file
* first in the standard system directories, and if not found, to look in
* directories specific to the project. Other times, you may see a filename
* surrounded by quotes like "someHeader.h" . The quotes instruct the
* compiler to skip looking in the standard system directories and instead
* only look in directories specific to the project.
* The using namespace std; tells the compiler to expect code from the
* C++ Standard Library to be used in this file. Without this line, each
* keyword from the library would have to be preceded with std:: to
* denote its scope. For instance, without that line, each reference to cout
* would be written as std::cout . The **using** statement is added to make it
* more convenient to access code in another namespace.
* The cout keyword is used to print to standard output in C++. The <<
* operator tells the compiler to send whatever is to the right of it to the
* standard output.
* The endl keyword is like the Enter key; it ends the line and moves the
* cursor to the next line. It's a better practice to put a \n inside the string
* (contained by "" ) to do the same thing because endl always flushes the
* buffer which can hurt the performance of the program. But since this is a
* very small app, endl is used instead.
* All C++ statements must end with semicolons and all C++ applications
* must contain a main() function. This function is what the program runs at
* a\*b | a/b"
* << endl;
* return 0;
* }
* // Run program: Ctrl + F5 or Debug > Start Without Debugging menu
* // Debug program: F5 or Debug > Start Debugging menu
* // Tips for Getting Started:
* // 1. Use the Solution Explorer window to add/manage files
* // 2. Use the Team Explorer window to connect to source control
* // 3. Use the Output window to see build output and other messages
* // 4. Use the Error List window to view errors
* // 5. Go to Project > Add New Item to create new code files, or
* Project > Add Existing Item to add existing code files to the project
* // 6. In the future, to open this project again, go to File > Open >
* Project and select the .sln filethe start. All code must be accessible from main() in order to be used.
* 2. To save the file, press **Ctrl+S**, or select the floppy disk icon in the toolbar under the
* menu bar.
* 3. To run the application, press **Ctrl+F5** or go to the **Debug** menu and select **Start**
* **Without Debugging**. You should see a console window appear that looks like this.
* 4. Close the console window when you're done.
* **Add code to do some math**
* A class is like a blueprint for an object that does something. In this case, we define a
* calculator class to contain the math logic.
* **Add a Calculator class**
* 1. Go to the **Project** menu and select **Add Class**. In the **Class Name** edit box, enter
* *Calculator*. Select **OK**.
* Two new files get added to your project. To save all your changed files at once,
* press **Ctrl+Shift+S**. It's a keyboard shortcut for **File** > **Save All**. There's also a
* toolbar button for **Save All**, an icon of two floppy disks, found beside the **Save**button. In general, it's good practice to do **Save All** frequently, so you don't miss
* saving any changes.
* The **Add Class** wizard creates .h and .cpp files that have the same name as the
* class. You can see a full list of your project files in the **Solution Explorer** window,
* visible on the side of the IDE. If the window isn't visible, open it from the menu bar
* via **View** > **Solution Explorer**.
* You can open a file by double-clicking it in the **Solution Explorer** window. Double
* click Calculator.h to open it.
* 2. Replace the contents of **Calculator.h** with the following code so that the file now
* looks like this:
* C++
* Understanding the code
* This code declares a new function called Calculate , which handles math
* operations for addition, subtraction, multiplication, and division.
* #pragma once
* class Calculator
* {
* public:
* double Calculate(double x, char oper, double y);
* };C++ code is organized into *header* ( .h ) files and *source* ( .cpp ) files.
* Some other file extensions are supported by various compilers, but these
* are the main ones to know about. Functions and variables are normally
* *declared*, that is, given a name and a type, in header files, and
* *implemented*, or given a definition, in source files. To access code defined
* in another file, you can use #include "filename.h" , where filename.h is
* the name of the file that declares the variables or functions you want to
* use.
* It's good practice to organize your code into different files based on what
* it does, so it's easy to find the code you need later. In our case, we define
* the Calculator class separately from the file containing the main()
* function, but we plan to reference the Calculator class in main() .
* 3. A green squiggle appears under Calculate because although the Calculate
* function is *declared*, it isn't *defined*. Hover over Calculate , click the down arrow on
* the screwdriver icon, and select **Create definition of 'Calculate' in Calculator.cpp** .
* This code is added to *Calculator.cpp* :Currently, it just returns 0.0. Let's change that.
* 4. Switch to the *Calculator.cpp* file in the editor window. Replace the contents of
* *Calculator::Calculate(double x, char oper, double y)* with:
* C++
* Understanding the code
* The function Calculate takes a number, an operator, and a second
* number. Then it performs the requested operation on the two numbers.
* The switch statement checks which operator was provided, and executes
* the case corresponding to that operation. The default: case is a fallback
* double Calculator::Calculate(double x, char oper, double y)
* {
* switch(oper)
* {
* case '+':
* return x + y;
* case '-':
* return x - y;
* case '\*':
* return x \* y;
* case '/':
* return x / y;
* default:
* return 0.0;
* }
* }in case the user types an operator that isn't handled by any of the
* preceding case statements. It's best to handle invalid user input in a
* more elegant way, but this is beyond the scope of this tutorial.
* The **double** keyword denotes a type of number that supports decimals.
* This type of number is called a floating-point number, and double means
* a floating point number that has extra precision. This way, the calculator
* can handle both decimal math and integer math. The Calculate function
* is required to always return a double-precision floating point number due
* to the **double** at the start of the code (this denotes the function's return
* type), which is why we return 0.0 in the default case.
* The .h file declares the function *prototype*, which tells the compiler
* upfront what parameters it requires, and what return type to expect from
* it. The .cpp file has all the implementation details of the function.
* If you build and run the code again at this point, it immediately exits after asking which
* operation to perform. So, modify the main function to do multiple calculations.
* 1. Update the main function in *CalculatorTutorial.cpp* as follows:
* C++
* **Call the Calculator class member functions**
* // CalculatorTutorial.cpp : This file contains the 'main' function.
* Program execution begins and ends there.
* //
* #include <iostream>
* #include "Calculator.h"
* using namespace std;
* int main()
* {
* double x = 0.0;
* double y = 0.0;
* double result = 0.0;
* char oper = '+';
* cout << "Calculator Console Application" << endl << endl;
* cout << "Please enter the operation to perform. Format: a+b | a-b |
* a\*b | a/b"
* << endl;
* Calculator c;
* while (true)
* {Understanding the code
* Since C++ programs always start at the main() function, we need to call
* our other code from there, so an #include statement is needed to make
* that code visible to our main() function.
* The variables x , y , oper , and result are declared to store the first
* number, second number, operator, and final result, respectively. It's
* always good practice to give them some initial values to avoid undefined
* behavior, which is what is done here.
* The Calculator c; line declares an object named c as an instance of the
* Calculator class. The class itself is just a blueprint for how calculators
* work; the object is the specific calculator that does the math.
* The while (true) statement is a loop. The code inside the loop executes
* over and over again as long as the condition inside the () holds true.
* Since the condition is simply listed as **true** , it's always true, so the loop
* runs forever. To close the program, the user must manually close the
* console window. Otherwise, the program always waits for new input.
* The cin keyword accepts input from the user. The input stream is smart
* enough to process a line of text entered in the console window and place
* it inside each of the variables listed, in order.
* The c.Calculate(x, oper, y); expression calls the Calculate function
* defined earlier, and supplies the entered input values and the requested
* operation. The function then returns a number that is stored in result .
* Finally, result is printed to the console and the user sees the result of
* the calculation.
* Now test the program again to make sure everything works properly.
* 1. Press **Ctrl+F5** to rebuild and start the app.
* 2. Enter 5+5 , and press **Enter**. Verify that the result is 10.
* cin >> x >> oper >> y;
* result = c.Calculate(x, oper, y);
* cout << "Result " << "of " << x << oper << y << " is: " <<
* result << endl;
* }
* return 0;
* }
* **Build and test the code again**3. Stop the program by closing the console window.
* **Debug the app**
* Since the user is free to type anything into the console window, let's make sure the
* calculator handles unexpected input. Instead of running the program, let's debug it so
* we can inspect what it's doing step-by-step.
* **Run the app in the debugger**
* 1. In CalcuatorTutorial.cpp , set a breakpoint on the line: result = c.Calculate(x,
* oper, y); . To set the breakpoint, click next to the line in the gray vertical bar along
* the left edge of the editor window so that a red dot appears.
* Now when we debug the program, execution pauses at that line. We already have
* a rough idea that the program works for simple cases. Since we don't want to
* pause execution every time we call Calculate() , let's make the breakpoint
* conditional.2. Right-click the red dot that represents the breakpoint, and select **Conditions**. In
* the edit box for the condition, enter (y == 0) && (oper == '/') . Select the **Close**
* button to save the breakpoint condition.
* Now, execution pauses at the breakpoint when the app tries to divide by 0.
* 3. To debug the program, press **F5**, or select the **Local Windows Debugger** debugger
* toolbar button that has the green arrow icon. In your console app, if you enter
* something like "5 - 0", the program behaves normally and keeps running.
* However, if you type "10 / 0", it pauses at the breakpoint. You can put any number
* of spaces between the operator and numbers: cin is smart enough to parse the
* input appropriately.**Useful windows in the debugger**
* When you debug your code, you may notice that some new windows appear. These
* windows can assist your debugging experience. Take a look at the **Autos** window. The
* **Autos** window shows you the current values of variables used at least three lines before
* and up to the current line. If you don't see the **Autos** window, from the main menu
* select **Debug** > **Windows** > **Autos**.
* To see all of the variables from that function, switch to the **Locals** window. Because this
* is a small function, the Autos and Locals window show the same variables. But you can
* modify the values of these variables in the Locals window while debugging to see what
* effect they would have on the program. In this case, we leave them alone. Open the
* **Locals** window by selecting **Locals** at the bottom of the **Autos** window, or by selecting
* from the main menu **Debug** > **Windows** > **Locals**.You can also hover over variables in the code to see their current values at the point
* where execution is currently paused. Make sure the editor window is in focus by clicking
* on it first.
* **Continue debugging**
* 1. The yellow arrow on the left shows the current point of execution. The current line
* calls Calculate , so press **F11** to **Step Into** the function. Now you're executing code
* in the body of the Calculate function. Be careful with **Step Into** because it steps
* into any functions on the line you're on, including standard library functions. It's
* fine to step into the standard library, but you may be more interested in focusing
* on your code instead of library code.
* 2. Now that the point of execution is at the start of the Calculate function, press **F10**
* to move to the next line in the program's execution. **F10** is also known as **Step**
* **Over**. You can use **Step Over** to move from line to line, without delving into the
* details of what is occurring in each part of the line. In general, you should use **Step**
* **Over** instead of **Step Into** unless you want to dive more deeply into code that is
* being called from elsewhere (as you did to reach the body of Calculate ).
* 3. Continue using **F10** to **Step Over** each line until you get back to the main()
* function in the other file, and stop on the cout line.The program is doing what's expected: it takes the first number, and divides it by
* the second. On the cout line, hover over the result variable or take a look at
* result in the **Autos** window. Its value is inf , which doesn't look right.
* Let's fix it. The cout line outputs whatever value is stored in result , so when you
* step one more line forward using **F10**, the console window displays:
* This result is because division by zero is undefined, so the program doesn't have a
* numerical answer for the requested operation.
* **Fix the "divide by zero" error**
* Let's handle division by zero more gracefully so that it's easier for the user to
* understand the problem.
* 1. Make the following changes in *CalculatorTutorial.cpp* . You can leave the
* program running as you edit, thanks to a debugger feature called **Edit andContinue**. Add an if statement following cin >> x >> oper >> y; to check for
* division by zero and output a message to the user if it happens. Otherwise, the
* result is printed.
* C++
* 2. Press **F5** once. Program execution continues until it has to pause to ask for user
* input. Enter 10 / 0 again. Now, a more helpful message is printed. The user is
* asked for more input, and the program continues executing normally.
* // CalculatorTutorial.cpp : This file contains the 'main' function.
* Program execution begins and ends there.
* //
* #include <iostream>
* #include "Calculator.h"
* using namespace std;
* int main()
* {
* double x = 0.0;
* double y = 0.0;
* double result = 0.0;
* char oper = '+';
* cout << "Calculator Console Application" << endl << endl;
* cout << "Please enter the operation to perform. Format: a+b | a-b |
* a\*b | a/b" << endl;
* Calculator c;
* while (true)
* {
* cin >> x >> oper >> y;
* if (oper == '/' && y == 0)
* {
* cout << "Math error: Attempted to divide by zero!" << endl;
* continue;
* }
* else
* {
* result = c.Calculate(x, oper, y);
* }
* cout << "Result " << "of " << x << oper << y << " is: " <<
* result << endl;
* }
* return 0;
* }７ **Note**
* When you edit code while in debugging mode, there's a risk of code
* becoming stale. This happens when the debugger is still running your old
* code, and has not yet updated it with your changes. The debugger displays a
* dialog to inform you when this happens. Sometimes, you may need to press
* **F5** to refresh the code being executed. In particular, if you make a change
* inside a function while the point of execution is inside that function, you need
* to step out of the function, then back into it again to get the updated code. If
* that doesn't work and you see an error message, you can stop debugging by
* clicking on the red square in the toolbar under the menus at the top of the
* IDE, then start debugging again by entering **F5** or by choosing the green
* "play" arrow beside the stop button on the toolbar.
* Another reason edit and continue may fail is if you see a message that says
* "The Require source files to exactly match the original version setting under
* Debug->Options->General needs to be enabled..." To fix this, from the main
* menu select **Tools** > **Options** > **Debugging** > **General** and ensure that
* **Require source files to exactly match the original version** is checked.
* Understanding the Run and Debug shortcuts
* **F5**, or **Debug** > **Start Debugging**, starts a debugging session, if one isn't
* already active, and runs the program until a breakpoint is hit or the
* program needs user input. If no user input is needed and no breakpoint
* is available to hit, the program terminates and the console window closes
* itself when the program finishes running. If your program outputs to the
* console, use **Ctrl+F5** or set a breakpoint before you press **F5** to keep the
* window open.
* **Ctrl+F5**, or **Debug** > **Start Without Debugging**, runs the application
* without going into debug mode. This is slightly faster than debugging,
* and the console window stays open after the program finishes executing.
* **F10**, known as **Step Over**, lets you iterate through code, line-by-line, and
* visualize how the code is run and what variable values are at each step of
* execution.**F11**, known as **Step Into**, works similarly to **Step Over**, except it steps into
* any functions called on the line of execution. For example, if the line
* being executed calls a function, pressing **F11** moves the pointer into the
* body of the function, so you can follow the function's code being run
* before coming back to the line you started at. Pressing **F10** steps over the
* function call and just moves to the next line; the function call still
* happens, but the program doesn't pause to show you what it's doing.
* **Close the app**
* If it's still running, close the console window to stop the calculator app.
* **Add Git source control**
* Now that you've created an app, you might want to add it to a Git repository. We've got
* you covered. Visual Studio makes that process easy with Git tools you can use directly
* from the IDE.
*  **Tip**
* Git is the most widely used modern version control system, so whether you're a
* professional developer or you're learning how to code, Git can be very useful. If
* you're new to Git, the **https://git-scm.com/** website is a good place to start.
* There, you can find cheat sheets, a popular online book, and Git Basics videos.
* To associate your code with Git, you start by creating a new Git repository where your
* code is located. Here's how:
* 1. In the status bar at the bottom-right corner of Visual Studio, select **Add to Source**
* **Control**, and then select **Git**.
* 2. In the **Create a Git repository** dialog box, sign in to GitHub.The repository name auto-populates based on your folder location. By default,
* your new repository is private, which means you're the only one who can access it.
*  **Tip**
* Whether your repository is public or private, it's best to have a remote backup
* of your code stored securely on GitHub. Even if you aren't working with a
* team, a remote repository makes your code available to you from any
* computer.
* 3. Select **Create and Push**.
* After you create your repository, status details appear in the status bar.
* The first icon with the arrows shows how many outgoing/incoming commits are in
* your current branch. You can use this icon to pull any incoming commits or push
* any outgoing commits. You can also choose to view these commits first. To do so,
* select the icon, and then select **View Outgoing/Incoming**.**Feedback**
* **Was this page helpful?**
* Provide product feedback
* | Get help at Microsoft Q&A
* The second icon with the pencil shows the number of uncommitted changes to
* your code. You can select this icon to view those changes in the **Git Changes**
* window.
* To learn more about how to use Git with your app, see the Visual Studio version control
* documentation.
* Congratulations! You completed the code for the calculator app, built and debugged it,
* and added it to a repo, all in Visual Studio.
* Learn more about Visual Studio for C++
* **The finished app**
* **Next steps**
*  **Yes**
*  **NoGet started with C++/WinRT**
* Article • 02/13/2023
* ） **Important**
* For info about setting up Visual Studio for C++/WinRT development—including
* installing and using the C++/WinRT Visual Studio Extension (VSIX) and the NuGet
* package (which together provide project template and build support)—see **Visual**
* **Studio support for C++/WinRT**.
* To get you up to speed with using C++/WinRT, this topic walks through a simple code
* example based on a new **Windows Console Application (C++/WinRT)** project. This
* topic also shows how to add C++/WinRT support to a Windows Desktop application
* project.
* ７ **Note**
* While we recommend that you develop with the latest versions of Visual Studio and
* the Windows SDK, if you're using Visual Studio 2017 (version 15.8.0 or later), and
* targeting the Windows SDK version 10.0.17134.0 (Windows 10, version 1803), then
* a newly created C++/WinRT project may fail to compile with the error "*error C3861:*
* *'from\_abi': identifier not found*", and with other errors originating in *base.h*. The
* solution is to either target a later (more conformant) version of the Windows SDK,
* or set project property **C/C++** > **Language** > **Conformance mode: No** (also, if
* **/permissive-** appears in project property **C/C++** > **Language** > **Command Line**
* under **Additional Options**, then delete it).
* **A C++/WinRT quick-start**
* Create a new **Windows Console Application (C++/WinRT)** project.
* Edit pch.h and main.cpp to look like this.
* C++/WinRT
* // pch.h
* #pragma once
* #include <winrt/Windows.Foundation.Collections.h>C++/WinRT
* Let's take the short code example above piece by piece, and explain what's going on in
* each part.
* C++/WinRT
* With the default project settings, the included headers come from the Windows SDK,
* inside the folder
* %WindowsSdkDir%Include<WindowsTargetPlatformVersion>\cppwinrt\winrt . Visual Studio
* includes that path in its *IncludePath* macro. But there's no strict dependency on the
* #include <winrt/Windows.Web.Syndication.h>
* #include <iostream>
* // main.cpp
* #include "pch.h"
* using namespace winrt;
* using namespace Windows::Foundation;
* using namespace Windows::Web::Syndication;
* int main()
* {
* winrt::init\_apartment();
* Uri rssFeedUri{ L"https://blogs.windows.com/feed" };
* SyndicationClient syndicationClient;
* syndicationClient.SetRequestHeader(L"User-Agent", L"Mozilla/5.0
* (compatible; MSIE 10.0; Windows NT 6.2; WOW64; Trident/6.0)");
* SyndicationFeed syndicationFeed =
* syndicationClient.RetrieveFeedAsync(rssFeedUri).get();
* for (const SyndicationItem syndicationItem : syndicationFeed.Items())
* {
* winrt::hstring titleAsHstring = syndicationItem.Title().Text();
* // A workaround to remove the trademark symbol from the title
* string, because it causes issues in this case.
* std::wstring titleAsStdWstring{ titleAsHstring.c\_str() };
* titleAsStdWstring.erase(remove(titleAsStdWstring.begin(),
* titleAsStdWstring.end(), L'™'), titleAsStdWstring.end());
* titleAsHstring = titleAsStdWstring;
* std::wcout << titleAsHstring.c\_str() << std::endl;
* }
* }
* #include <winrt/Windows.Foundation.Collections.h>
* #include <winrt/Windows.Web.Syndication.h>Windows SDK, because your project (via the cppwinrt.exe tool) generates those same
* headers into your project's *$(GeneratedFilesDir)* folder. They'll be loaded from that
* folder if they can't be found elsewhere, or if you change your project settings.
* The headers contain Windows APIs projected into C++/WinRT. In other words, for each
* Windows type, C++/WinRT defines a C++-friendly equivalent (called the *projected type*).
* A projected type has the same fully-qualified name as the Windows type, but it's placed
* in the C++ **winrt** namespace. Putting these includes in your precompiled header
* reduces incremental build times.
* ） **Important**
* Whenever you want to use a type from a Windows namespaces, you must #include
* the corresponding C++/WinRT Windows namespace header file, as shown above.
* The *corresponding* header is the one with the same name as the type's namespace.
* For example, to use the C++/WinRT projection for the
* **Windows::Foundation::Collections::PropertySet** runtime class, include the
* winrt/Windows.Foundation.Collections.h header.
* It is common for a C++/WinRT projection header to automatically include related
* namespace header files. For example, winrt/Windows.Foundation.Collections.h
* includes winrt/Windows.Foundation.h . But you shouldn't rely on this behavior, since
* it's an implementation detail that changes over time. You must explicitly include
* any headers that you need.
* C++/WinRT
* using namespace winrt;
* using namespace Windows::Foundation;
* using namespace Windows::Web::Syndication;
* The using namespace directives are optional, but convenient. The pattern shown above
* for such directives (allowing unqualified name lookup for anything in the **winrt**
* namespace) is suitable for when you're beginning a new project and C++/WinRT is the
* only language projection you're using inside of that project. If, on the other hand, you're
* mixing C++/WinRT code with C++/CX and/or SDK application binary interface (ABI)
* code (you're either porting from, or interoperating with, one or both of those models),
* then see the topics Interop between C++/WinRT and C++/CX, Move to C++/WinRT
* from C++/CX, and Interop between C++/WinRT and the ABI.
* C++/WinRTwinrt::init\_apartment();
* The call to **winrt::init\_apartment** initializes the thread in the Windows Runtime; by
* default, in a multithreaded apartment. The call also initializes COM.
* C++/WinRT
* Uri rssFeedUri{ L"https://blogs.windows.com/feed" };
* SyndicationClient syndicationClient;
* Stack-allocate two objects: they represent the uri of the Windows blog, and a
* syndication client. We construct the uri with a simple wide string literal (see String
* handling in C++/WinRT for more ways you can work with strings).
* C++/WinRT
* SyndicationFeed syndicationFeed =
* syndicationClient.RetrieveFeedAsync(rssFeedUri).get();
* **SyndicationClient::RetrieveFeedAsync** is an example of an asynchronous Windows
* Runtime function. The code example receives an asynchronous operation object from
* **RetrieveFeedAsync**, and it calls **get** on that object to block the calling thread and wait
* for the result (which is a syndication feed, in this case). For more about concurrency, and
* for non-blocking techniques, see Concurrency and asynchronous operations with
* C++/WinRT.
* C++/WinRT
* for (const SyndicationItem syndicationItem : syndicationFeed.Items()) { ...
* }
* **SyndicationFeed.Items** is a range, defined by the iterators returned from **begin** and **end**
* functions (or their constant, reverse, and constant-reverse variants). Because of this, you
* can enumerate **Items** with either a range-based for statement, or with the **std::for\_each**
* template function. Whenever you iterate over a Windows Runtime collection like this,
* you'll need to #include <winrt/Windows.Foundation.Collections.h> .
* C++/WinRT
* winrt::hstring titleAsHstring = syndicationItem.Title().Text();
* // Omitted: there's a little bit of extra work here to remove the trademark
* symbol from the title text.std::wcout << titleAsHstring.c\_str() << std::endl;
* Gets the feed's title text, as a **winrt::hstring** object (more details in String handling in
* C++/WinRT). The **hstring** is then output, via the **c\_str** function, which reflects the pattern
* used with C++ Standard Library strings.
* As you can see, C++/WinRT encourages modern, and class-like, C++ expressions such
* as syndicationItem.Title().Text() . This is a different, and cleaner, programming style
* from traditional COM programming. You don't need to directly initialize COM, nor work
* with COM pointers.
* Nor do you need to handle HRESULT return codes. C++/WinRT converts error HRESULTs
* to exceptions such as **winrt::hresult-error** for a natural and modern programming style.
* For more info about error-handling, and code examples, see Error handling with
* C++/WinRT.
* **Modify a Windows Desktop application project**
* **to add C++/WinRT support**
* Some desktop projects (for example, the WinUI 3 templates in Visual Studio) have
* C++/WinRT support built in.
* But this section shows you how you can add C++/WinRT support to any Windows
* Desktop application project that you might have. If you don't have an existing Windows
* Desktop application project, then you can follow along with these steps by first creating
* one. For example, open Visual Studio and create a **Visual C++** > **Windows Desktop** >
* **Windows Desktop Application** project.
* You can optionally install the C++/WinRT Visual Studio Extension (VSIX) and the
* NuGet package. For details, see Visual Studio support for C++/WinRT.
* **Set project properties**
* Go to project property **General** > **Windows SDK Version**, and select **All Configurations**
* and **All Platforms**. Ensure that **Windows SDK Version** is set to 10.0.17134.0 (Windows
* 10, version 1803) or greater.
* Confirm that you're not affected by Why won't my new project compile?.
* Because C++/WinRT uses features from the C++17 standard, set project property
* **C/C++** > **Language** > **C++ Language Standard** to *ISO C++17 Standard (/std:c++17)*.**The precompiled header**
* The default project template creates a precompiled header for you, named either
* framework.h , or stdafx.h . Rename that to pch.h . If you have a stdafx.cpp file, then
* rename that to pch.cpp . Set project property **C/C++** > **Precompiled Headers** >
* **Precompiled Header** to *Create (/Yc)*, and **Precompiled Header File** to *pch.h*.
* Find and replace all #include "framework.h" (or #include "stdafx.h" ) with #include
* "pch.h" .
* In pch.h , include winrt/base.h .
* C++/WinRT
* // pch.h
* ...
* #include <winrt/base.h>
* **Linking**
* The C++/WinRT language projection depends on certain Windows Runtime free (non
* member) functions, and entry points, that require linking to the WindowsApp.lib
* umbrella library. This section describes three ways of satisfying the linker.
* The first option is to add to your Visual Studio project all of the C++/WinRT MSBuild
* properties and targets. To do this, install the Microsoft.Windows.CppWinRT NuGet
* package into your project. Open the project in Visual Studio, click **Project** > **Manage**
* **NuGet Packages...** > **Browse**, type or paste **Microsoft.Windows.CppWinRT** in the search
* box, select the item in search results, and then click **Install** to install the package for that
* project.
* You can also use project link settings to explicitly link WindowsApp.lib . Or, you can do it
* in source code (in pch.h , for example) like this.
* C++/WinRT
* #pragma comment(lib, "windowsapp")
* You can now compile and link, and add C++/WinRT code to your project (for example,
* code similar to that shown in the A C++/WinRT quick-start section, above).
* **The three main scenarios for C++/WinRT**As you use and become familiar with C++/WinRT, and work through the rest of the
* documentation here, you'll likely notice that there are three main scenarios, as described
* in the following sections.
* **Consuming Windows APIs and types**
* In other words, *using*, or *calling* APIs. For example, making API calls to communicate
* using Bluetooth; to stream and present video; to integrate with the Windows shell; and
* so on. C++/WinRT fully and uncompromisingly supports this category of scenario. For
* more info, see Consume APIs with C++/WinRT.
* **Authoring Windows APIs and types**
* In other words, *producing* APIs and types. For example, producing the kinds of APIs
* described in the section above; or the graphics APIs; the storage and file system APIs;
* the networking APIs, and so on. For more info, see Author APIs with C++/WinRT.
* Authoring APIs with C++/WinRT is a little more involved than consuming them, because
* you must use IDL to define the shape of the API before you can implement it. There's a
* walkthrough of doing that in XAML controls; bind to a C++/WinRT property.
* **XAML applications**
* This scenario is about building applications and controls on the XAML UI framework.
* Working in a XAML application amounts to a combination of consuming and authoring.
* But since XAML is the dominant UI framework on Windows today, and its influence over
* the Windows Runtime is proportionate to that, it deserves its own category of scenario.
* Be aware that XAML works best with programming languages that offer reflection. In
* C++/WinRT, you sometimes have to do a little extra work in order to interoperate with
* the XAML framework. All of those cases are covered in the documentation. Good places
* to start are XAML controls; bind to a C++/WinRT property and XAML custom
* (templated) controls with C++/WinRT.
* **Sample apps written in C++/WinRT**
* See Where can I find C++/WinRT sample apps?.
* **Important APIsFeedback**
* **Was this page helpful?**
* Provide product feedback
* | Get help at Microsoft Q&A
* SyndicationClient::RetrieveFeedAsync method
* SyndicationFeed.Items property
* winrt::hstring struct
* winrt::hresult-error struct
* C++/CX
* Error handling with C++/WinRT
* Interop between C++/WinRT and C++/CX
* Interop between C++/WinRT and the ABI
* Move to C++/WinRT from C++/CX
* String handling in C++/WinRT
* **Related topics**
*  **Yes**
*  **NoFeedback**
* **Was this page helpful?**
* Get help at Microsoft Q&A
* **Get Started with Win32 and C++**
* Article • 01/27/2022
* The aim of this Get Started series is to teach you how to write a desktop program in
* C++ using Win32 and COM APIs.
* In the first module, you'll learn step-by-step how to create and show a window. Later
* modules will introduce the Component Object Model (COM), graphics and text, and
* user input.
* For this series, it is assumed that you have a good working knowledge of C++
* programming. No previous experience with Windows programming is assumed. If you
* are new to C++, learning material is available in the C++ language documentation .
* **Topic**
* **Description**
* Intro to Win32
* programming in C++
* This section describes some of the basic terminology and coding
* conventions used in Windows programming.
* Module 1. Your First
* Windows Program
* In this module, you will create a simple Windows program that
* shows a blank window.
* Module 2. Using COM in
* Your Windows Program
* This module introduces the Component Object Model (COM),
* which underlies many of the modern Windows APIs.
* Module 3. Windows
* Graphics
* This module introduces the Windows graphics architecture, with a
* focus on Direct2D.
* Module 4. User Input
* This module describes mouse and keyboard input.
* Sample Code
* Contains links to download the sample code for this series.
* **In this section**
* ﾂ **Yes**
* ﾄ **NoCreate a simple Universal Windows**
* **Platform (UWP) game with DirectX**
* Article • 10/20/2022
* In this set of tutorials, you'll learn how to use DirectX and C++/WinRT to create the basic
* Universal Windows Platform (UWP) sample game named **Simple3DGameDX**. The
* gameplay takes place in a simple first-person 3D shooting gallery.
* ７ **Note**
* The link from which you can download the **Simple3DGameDX** sample game itself is
* **Direct3D sample game**. The C++/WinRT source code is in the folder named
* cppwinrt . For info about other UWP sample apps, see **Sample applications for**
* **Windows development**.
* These tutorials cover all of the major parts of a game, including the processes for
* loading assets such as arts and meshes, creating a main game loop, implementing a
* simple rendering pipeline, and adding sound and controls.
* You'll also see UWP game development techniques and considerations. We'll focus on
* key UWP DirectX game development concepts, and call out Windows-Runtime-specific
* considerations around those concepts.
* **Objective**
* To learn about the basic concepts and components of a UWP DirectX game, and to
* become more comfortable designing UWP games with DirectX.
* **What you need to know**
* For this tutorial, you need to be familiar with these subjects.
* C++/WinRT. C++/WinRT is a standard modern C++17 language projection for
* Windows APIs, implemented as a header-file-based library, and designed to
* provide you with first-class access to the modern Windows APIs.
* Basic linear algebra and Newtonian physics concepts.
* Basic graphics programming terminology.
* Basic Windows programming concepts.
* Basic familiarity with the Direct2D and Direct3D 11 APIs.The **Simple3DGameDX** sample game implements a simple first-person 3D shooting
* gallery, where the player fires balls at moving targets. Hitting each target awards a set
* number of points, and the player can progress through 6 levels of increasing challenge.
* At the end of the levels, the points are tallied, and the player is awarded a final score.
* The sample demonstrates these game concepts.
* Interoperation between DirectX 11.1 and the Windows Runtime
* A first-person 3D perspective and camera
* Stereoscopic 3D effects
* Collision-detection between objects in 3D
* Handling player input for mouse, touch, and Xbox controller controls
* Audio mixing and playback
* A basic game state-machine
* **Topic**
* **Description**
* Set up the
* game project
* The first step in developing your game is to set up a project in Microsoft Visual
* Studio. After you've configured a project specifically for game development, you
* could later re-use it as a kind of template.
* Define the
* game's UWP
* app framework
* The first step in coding a Universal Windows Platform (UWP) game is building
* the framework that lets the app object interact with Windows.
* Game flow
* management
* Define the high-level state machine to enable player and system interaction.
* Learn how UI interacts with the overall game's state machine and how to create
* event handlers for UWP games.
* **Direct3D UWP shooting gallery sampleTopic**
* **Description**
* Define the
* main game
* object
* Now, we look at the details of the sample game's main object and how the rules
* it implements translate into interactions with the game world.
* Rendering
* framework I:
* Intro to
* rendering
* Learn how to develop the rendering pipeline to display graphics. Intro to
* rendering.
* Rendering
* framework II:
* Game
* rendering
* Learn how to assemble the rendering pipeline to display graphics. Game
* rendering, set up and prepare data.
* Add a user
* interface
* Learn how to add a 2D user interface overlay to a DirectX UWP game.
* Add controls
* Now, we take a look at how the sample game implements move-look controls
* in a 3-D game, and how to develop basic touch, mouse, and game controller
* controls.
* Add sound
* Develop a simple sound engine using XAudio2 APIs to playback game music
* and sound effects.
* Extend the
* sample game
* Learn how to implement a XAML overlay for a UWP DirectX game.**Create a console calculator in C++**
* Article • 10/08/2024
* The usual starting point for a C++ programmer is a "Hello, world!" application that runs
* on the command line. You start with that in this article, and then move on to something
* more challenging: a calculator app.
* **Prerequisites**
* Visual Studio with the **Desktop development with C++** workload installed and
* running on your computer. To install it, see Install C++ support in Visual Studio.
* This tutorial demonstrates a feature called edit and continue which allows you to
* make changes to your code while the app is running. To enable edit and continue,
* from the main menu select **Tools** > **Options** > **Debugging** > **General** and ensure
* that **Require source files to exactly match the original version** is checked.
* **Create your app project**
* Visual Studio uses *projects* to organize the code for an app, and *solutions* to organize
* one or more projects. A project contains all the options, configurations, and rules used
* to build an app. It also manages the relationship between all the project's files and any
* external files. To create your app, first, create a new project and solution.
* 1. Start Visual Studio--the Visual Studio Start dialog box appears. Select **Create a new**
* **project** to get started.2. In the **Create a new project** dialog, set the language dropdown to **C++**, set the
* platform dropdown to **Windows**, select **Console App** from the list of project types,
* then select **Next**.
* ） **Important**
* Make sure you select the C++ version of the **Console App** template. It has the
* **C++**, **Windows**, and **Console** tags, and the icon has "++" in the corner.3. In the **Configure your new project** dialog box, select the **Project name** text box,
* name your new project *CalculatorTutorial*, then select **Create**.
* An empty C++ Windows console application 'Hello World' app is created. Console
* applications use a Windows console window to display output and accept user
* input. In Visual Studio, an editor window opens and shows the generated code:
* C++
* // CalculatorTutorial.cpp : This file contains the 'main' function.
* Program execution begins and ends there.
* //
* #include <iostream>
* int main()
* {
* std::cout << "Hello World!\n";
* }
* // Run program: Ctrl + F5 or Debug > Start Without Debugging menu
* // Debug program: F5 or Debug > Start Debugging menu
* // Tips for Getting Started:
* // 1. Use the Solution Explorer window to add/manage files
* // 2. Use the Team Explorer window to connect to source control
* // 3. Use the Output window to see build output and other messages
* // 4. Use the Error List window to view errors
* // 5. Go to Project > Add New Item to create new code files, or
* Project > Add Existing Item to add existing code files to the project// 6. In the future, to open this project again, go to File > Open >
* Project and select the .sln file
* **Verify that your new app builds and runs**
* The template for a new Windows console application creates a simple C++ "Hello
* World" app. At this point, you can see how Visual Studio builds and runs the apps you
* create right from the IDE.
* 1. To build your project, select **Build Solution** from the **Build** menu. The **Output**
* window shows the results of the build process.
* 2. To run the code, on the menu bar, select **Debug** > **Start without debugging**
* (Ctrl+F5).A console window opens and your app runs within it.
* When you start a console app in Visual Studio, it runs your code, then prints "Press
* any key to close this window . . ." to give you a chance to see the output.
* Congratulations! You created your first "Hello, world!" console app in Visual Studio!
* 3. Press a key to dismiss the console window and return to Visual Studio.
* You now have the tools to build and run your app after every change, to verify that the
* code still works as you expect. Later, we show you how to debug it if it doesn't.
* Now let's modify the code in this template to be a calculator app.
* 1. Replace the contents of the *CalculatorTutorial.cpp* file with the following code so
* that it matches this example:
* C++
* **Edit the code**
* // CalculatorTutorial.cpp : This file contains the 'main' function.
* Program execution begins and ends there.
* //
* #include <iostream>
* using namespace std;
* int main()
* {
* cout << "Calculator Console Application" << endl << endl;
* cout << "Please enter the operation to perform. Format: a+b | a-b |Understanding the code:
* The #include statement brings in code in other files. Sometimes, you
* may see a filename surrounded by angle brackets like <iostream> . The
* angle brackets instruct the compiler to look for the iostream header file
* first in the standard system directories, and if not found, to look in
* directories specific to the project. Other times, you may see a filename
* surrounded by quotes like "someHeader.h" . The quotes instruct the
* compiler to skip looking in the standard system directories and instead
* only look in directories specific to the project.
* The using namespace std; tells the compiler to expect code from the
* C++ Standard Library to be used in this file. Without this line, each
* keyword from the library would have to be preceded with std:: to
* denote its scope. For instance, without that line, each reference to cout
* would be written as std::cout . The **using** statement is added to make it
* more convenient to access code in another namespace.
* The cout keyword is used to print to standard output in C++. The <<
* operator tells the compiler to send whatever is to the right of it to the
* standard output.
* The endl keyword is like the Enter key; it ends the line and moves the
* cursor to the next line. It's a better practice to put a \n inside the string
* (contained by "" ) to do the same thing because endl always flushes the
* buffer which can hurt the performance of the program. But since this is a
* very small app, endl is used instead.
* All C++ statements must end with semicolons and all C++ applications
* must contain a main() function. This function is what the program runs at
* a\*b | a/b"
* << endl;
* return 0;
* }
* // Run program: Ctrl + F5 or Debug > Start Without Debugging menu
* // Debug program: F5 or Debug > Start Debugging menu
* // Tips for Getting Started:
* // 1. Use the Solution Explorer window to add/manage files
* // 2. Use the Team Explorer window to connect to source control
* // 3. Use the Output window to see build output and other messages
* // 4. Use the Error List window to view errors
* // 5. Go to Project > Add New Item to create new code files, or
* Project > Add Existing Item to add existing code files to the project
* // 6. In the future, to open this project again, go to File > Open >
* Project and select the .sln filethe start. All code must be accessible from main() in order to be used.
* 2. To save the file, press **Ctrl+S**, or select the floppy disk icon in the toolbar under the
* menu bar.
* 3. To run the application, press **Ctrl+F5** or go to the **Debug** menu and select **Start**
* **Without Debugging**. You should see a console window appear that looks like this.
* 4. Close the console window when you're done.
* **Add code to do some math**
* A class is like a blueprint for an object that does something. In this case, we define a
* calculator class to contain the math logic.
* **Add a Calculator class**
* 1. Go to the **Project** menu and select **Add Class**. In the **Class Name** edit box, enter
* *Calculator*. Select **OK**.
* Two new files get added to your project. To save all your changed files at once,
* press **Ctrl+Shift+S**. It's a keyboard shortcut for **File** > **Save All**. There's also a
* toolbar button for **Save All**, an icon of two floppy disks, found beside the **Save**button. In general, it's good practice to do **Save All** frequently, so you don't miss
* saving any changes.
* The **Add Class** wizard creates .h and .cpp files that have the same name as the
* class. You can see a full list of your project files in the **Solution Explorer** window,
* visible on the side of the IDE. If the window isn't visible, open it from the menu bar
* via **View** > **Solution Explorer**.
* You can open a file by double-clicking it in the **Solution Explorer** window. Double
* click Calculator.h to open it.
* 2. Replace the contents of **Calculator.h** with the following code so that the file now
* looks like this:
* C++
* Understanding the code
* This code declares a new function called Calculate , which handles math
* operations for addition, subtraction, multiplication, and division.
* #pragma once
* class Calculator
* {
* public:
* double Calculate(double x, char oper, double y);
* };C++ code is organized into *header* ( .h ) files and *source* ( .cpp ) files.
* Some other file extensions are supported by various compilers, but these
* are the main ones to know about. Functions and variables are normally
* *declared*, that is, given a name and a type, in header files, and
* *implemented*, or given a definition, in source files. To access code defined
* in another file, you can use #include "filename.h" , where filename.h is
* the name of the file that declares the variables or functions you want to
* use.
* It's good practice to organize your code into different files based on what
* it does, so it's easy to find the code you need later. In our case, we define
* the Calculator class separately from the file containing the main()
* function, but we plan to reference the Calculator class in main() .
* 3. A green squiggle appears under Calculate because although the Calculate
* function is *declared*, it isn't *defined*. Hover over Calculate , click the down arrow on
* the screwdriver icon, and select **Create definition of 'Calculate' in Calculator.cpp** .
* This code is added to *Calculator.cpp* :Currently, it just returns 0.0. Let's change that.
* 4. Switch to the *Calculator.cpp* file in the editor window. Replace the contents of
* *Calculator::Calculate(double x, char oper, double y)* with:
* C++
* Understanding the code
* The function Calculate takes a number, an operator, and a second
* number. Then it performs the requested operation on the two numbers.
* The switch statement checks which operator was provided, and executes
* the case corresponding to that operation. The default: case is a fallback
* double Calculator::Calculate(double x, char oper, double y)
* {
* switch(oper)
* {
* case '+':
* return x + y;
* case '-':
* return x - y;
* case '\*':
* return x \* y;
* case '/':
* return x / y;
* default:
* return 0.0;
* }
* }in case the user types an operator that isn't handled by any of the
* preceding case statements. It's best to handle invalid user input in a
* more elegant way, but this is beyond the scope of this tutorial.
* The **double** keyword denotes a type of number that supports decimals.
* This type of number is called a floating-point number, and double means
* a floating point number that has extra precision. This way, the calculator
* can handle both decimal math and integer math. The Calculate function
* is required to always return a double-precision floating point number due
* to the **double** at the start of the code (this denotes the function's return
* type), which is why we return 0.0 in the default case.
* The .h file declares the function *prototype*, which tells the compiler
* upfront what parameters it requires, and what return type to expect from
* it. The .cpp file has all the implementation details of the function.
* If you build and run the code again at this point, it immediately exits after asking which
* operation to perform. So, modify the main function to do multiple calculations.
* 1. Update the main function in *CalculatorTutorial.cpp* as follows:
* C++
* **Call the Calculator class member functions**
* // CalculatorTutorial.cpp : This file contains the 'main' function.
* Program execution begins and ends there.
* //
* #include <iostream>
* #include "Calculator.h"
* using namespace std;
* int main()
* {
* double x = 0.0;
* double y = 0.0;
* double result = 0.0;
* char oper = '+';
* cout << "Calculator Console Application" << endl << endl;
* cout << "Please enter the operation to perform. Format: a+b | a-b |
* a\*b | a/b"
* << endl;
* Calculator c;
* while (true)
* {Understanding the code
* Since C++ programs always start at the main() function, we need to call
* our other code from there, so an #include statement is needed to make
* that code visible to our main() function.
* The variables x , y , oper , and result are declared to store the first
* number, second number, operator, and final result, respectively. It's
* always good practice to give them some initial values to avoid undefined
* behavior, which is what is done here.
* The Calculator c; line declares an object named c as an instance of the
* Calculator class. The class itself is just a blueprint for how calculators
* work; the object is the specific calculator that does the math.
* The while (true) statement is a loop. The code inside the loop executes
* over and over again as long as the condition inside the () holds true.
* Since the condition is simply listed as **true** , it's always true, so the loop
* runs forever. To close the program, the user must manually close the
* console window. Otherwise, the program always waits for new input.
* The cin keyword accepts input from the user. The input stream is smart
* enough to process a line of text entered in the console window and place
* it inside each of the variables listed, in order.
* The c.Calculate(x, oper, y); expression calls the Calculate function
* defined earlier, and supplies the entered input values and the requested
* operation. The function then returns a number that is stored in result .
* Finally, result is printed to the console and the user sees the result of
* the calculation.
* Now test the program again to make sure everything works properly.
* 1. Press **Ctrl+F5** to rebuild and start the app.
* 2. Enter 5+5 , and press **Enter**. Verify that the result is 10.
* cin >> x >> oper >> y;
* result = c.Calculate(x, oper, y);
* cout << "Result " << "of " << x << oper << y << " is: " <<
* result << endl;
* }
* return 0;
* }
* **Build and test the code again**3. Stop the program by closing the console window.
* **Debug the app**
* Since the user is free to type anything into the console window, let's make sure the
* calculator handles unexpected input. Instead of running the program, let's debug it so
* we can inspect what it's doing step-by-step.
* **Run the app in the debugger**
* 1. In CalcuatorTutorial.cpp , set a breakpoint on the line: result = c.Calculate(x,
* oper, y); . To set the breakpoint, click next to the line in the gray vertical bar along
* the left edge of the editor window so that a red dot appears.
* Now when we debug the program, execution pauses at that line. We already have
* a rough idea that the program works for simple cases. Since we don't want to
* pause execution every time we call Calculate() , let's make the breakpoint
* conditional.2. Right-click the red dot that represents the breakpoint, and select **Conditions**. In
* the edit box for the condition, enter (y == 0) && (oper == '/') . Select the **Close**
* button to save the breakpoint condition.
* Now, execution pauses at the breakpoint when the app tries to divide by 0.
* 3. To debug the program, press **F5**, or select the **Local Windows Debugger** debugger
* toolbar button that has the green arrow icon. In your console app, if you enter
* something like "5 - 0", the program behaves normally and keeps running.
* However, if you type "10 / 0", it pauses at the breakpoint. You can put any number
* of spaces between the operator and numbers: cin is smart enough to parse the
* input appropriately.**Useful windows in the debugger**
* When you debug your code, you may notice that some new windows appear. These
* windows can assist your debugging experience. Take a look at the **Autos** window. The
* **Autos** window shows you the current values of variables used at least three lines before
* and up to the current line. If you don't see the **Autos** window, from the main menu
* select **Debug** > **Windows** > **Autos**.
* To see all of the variables from that function, switch to the **Locals** window. Because this
* is a small function, the Autos and Locals window show the same variables. But you can
* modify the values of these variables in the Locals window while debugging to see what
* effect they would have on the program. In this case, we leave them alone. Open the
* **Locals** window by selecting **Locals** at the bottom of the **Autos** window, or by selecting
* from the main menu **Debug** > **Windows** > **Locals**.You can also hover over variables in the code to see their current values at the point
* where execution is currently paused. Make sure the editor window is in focus by clicking
* on it first.
* **Continue debugging**
* 1. The yellow arrow on the left shows the current point of execution. The current line
* calls Calculate , so press **F11** to **Step Into** the function. Now you're executing code
* in the body of the Calculate function. Be careful with **Step Into** because it steps
* into any functions on the line you're on, including standard library functions. It's
* fine to step into the standard library, but you may be more interested in focusing
* on your code instead of library code.
* 2. Now that the point of execution is at the start of the Calculate function, press **F10**
* to move to the next line in the program's execution. **F10** is also known as **Step**
* **Over**. You can use **Step Over** to move from line to line, without delving into the
* details of what is occurring in each part of the line. In general, you should use **Step**
* **Over** instead of **Step Into** unless you want to dive more deeply into code that is
* being called from elsewhere (as you did to reach the body of Calculate ).
* 3. Continue using **F10** to **Step Over** each line until you get back to the main()
* function in the other file, and stop on the cout line.The program is doing what's expected: it takes the first number, and divides it by
* the second. On the cout line, hover over the result variable or take a look at
* result in the **Autos** window. Its value is inf , which doesn't look right.
* Let's fix it. The cout line outputs whatever value is stored in result , so when you
* step one more line forward using **F10**, the console window displays:
* This result is because division by zero is undefined, so the program doesn't have a
* numerical answer for the requested operation.
* **Fix the "divide by zero" error**
* Let's handle division by zero more gracefully so that it's easier for the user to
* understand the problem.
* 1. Make the following changes in *CalculatorTutorial.cpp* . You can leave the
* program running as you edit, thanks to a debugger feature called **Edit andContinue**. Add an if statement following cin >> x >> oper >> y; to check for
* division by zero and output a message to the user if it happens. Otherwise, the
* result is printed.
* C++
* 2. Press **F5** once. Program execution continues until it has to pause to ask for user
* input. Enter 10 / 0 again. Now, a more helpful message is printed. The user is
* asked for more input, and the program continues executing normally.
* // CalculatorTutorial.cpp : This file contains the 'main' function.
* Program execution begins and ends there.
* //
* #include <iostream>
* #include "Calculator.h"
* using namespace std;
* int main()
* {
* double x = 0.0;
* double y = 0.0;
* double result = 0.0;
* char oper = '+';
* cout << "Calculator Console Application" << endl << endl;
* cout << "Please enter the operation to perform. Format: a+b | a-b |
* a\*b | a/b" << endl;
* Calculator c;
* while (true)
* {
* cin >> x >> oper >> y;
* if (oper == '/' && y == 0)
* {
* cout << "Math error: Attempted to divide by zero!" << endl;
* continue;
* }
* else
* {
* result = c.Calculate(x, oper, y);
* }
* cout << "Result " << "of " << x << oper << y << " is: " <<
* result << endl;
* }
* return 0;
* }７ **Note**
* When you edit code while in debugging mode, there's a risk of code
* becoming stale. This happens when the debugger is still running your old
* code, and has not yet updated it with your changes. The debugger displays a
* dialog to inform you when this happens. Sometimes, you may need to press
* **F5** to refresh the code being executed. In particular, if you make a change
* inside a function while the point of execution is inside that function, you need
* to step out of the function, then back into it again to get the updated code. If
* that doesn't work and you see an error message, you can stop debugging by
* clicking on the red square in the toolbar under the menus at the top of the
* IDE, then start debugging again by entering **F5** or by choosing the green
* "play" arrow beside the stop button on the toolbar.
* Another reason edit and continue may fail is if you see a message that says
* "The Require source files to exactly match the original version setting under
* Debug->Options->General needs to be enabled..." To fix this, from the main
* menu select **Tools** > **Options** > **Debugging** > **General** and ensure that
* **Require source files to exactly match the original version** is checked.
* Understanding the Run and Debug shortcuts
* **F5**, or **Debug** > **Start Debugging**, starts a debugging session, if one isn't
* already active, and runs the program until a breakpoint is hit or the
* program needs user input. If no user input is needed and no breakpoint
* is available to hit, the program terminates and the console window closes
* itself when the program finishes running. If your program outputs to the
* console, use **Ctrl+F5** or set a breakpoint before you press **F5** to keep the
* window open.
* **Ctrl+F5**, or **Debug** > **Start Without Debugging**, runs the application
* without going into debug mode. This is slightly faster than debugging,
* and the console window stays open after the program finishes executing.
* **F10**, known as **Step Over**, lets you iterate through code, line-by-line, and
* visualize how the code is run and what variable values are at each step of
* execution.**F11**, known as **Step Into**, works similarly to **Step Over**, except it steps into
* any functions called on the line of execution. For example, if the line
* being executed calls a function, pressing **F11** moves the pointer into the
* body of the function, so you can follow the function's code being run
* before coming back to the line you started at. Pressing **F10** steps over the
* function call and just moves to the next line; the function call still
* happens, but the program doesn't pause to show you what it's doing.
* **Close the app**
* If it's still running, close the console window to stop the calculator app.
* **Add Git source control**
* Now that you've created an app, you might want to add it to a Git repository. We've got
* you covered. Visual Studio makes that process easy with Git tools you can use directly
* from the IDE.
*  **Tip**
* Git is the most widely used modern version control system, so whether you're a
* professional developer or you're learning how to code, Git can be very useful. If
* you're new to Git, the **https://git-scm.com/** website is a good place to start.
* There, you can find cheat sheets, a popular online book, and Git Basics videos.
* To associate your code with Git, you start by creating a new Git repository where your
* code is located. Here's how:
* 1. In the status bar at the bottom-right corner of Visual Studio, select **Add to Source**
* **Control**, and then select **Git**.
* 2. In the **Create a Git repository** dialog box, sign in to GitHub.The repository name auto-populates based on your folder location. By default,
* your new repository is private, which means you're the only one who can access it.
*  **Tip**
* Whether your repository is public or private, it's best to have a remote backup
* of your code stored securely on GitHub. Even if you aren't working with a
* team, a remote repository makes your code available to you from any
* computer.
* 3. Select **Create and Push**.
* After you create your repository, status details appear in the status bar.
* The first icon with the arrows shows how many outgoing/incoming commits are in
* your current branch. You can use this icon to pull any incoming commits or push
* any outgoing commits. You can also choose to view these commits first. To do so,
* select the icon, and then select **View Outgoing/Incoming**.**Feedback**
* **Was this page helpful?**
* Provide product feedback
* | Get help at Microsoft Q&A
* The second icon with the pencil shows the number of uncommitted changes to
* your code. You can select this icon to view those changes in the **Git Changes**
* window.
* To learn more about how to use Git with your app, see the Visual Studio version control
* documentation.
* Congratulations! You completed the code for the calculator app, built and debugged it,
* and added it to a repo, all in Visual Studio.
* Learn more about Visual Studio for C++
* **The finished app**
* **Next steps**
*  **Yes**
*  **NoGet started with C++/WinRT**
* Article • 02/13/2023
* ） **Important**
* For info about setting up Visual Studio for C++/WinRT development—including
* installing and using the C++/WinRT Visual Studio Extension (VSIX) and the NuGet
* package (which together provide project template and build support)—see **Visual**
* **Studio support for C++/WinRT**.
* To get you up to speed with using C++/WinRT, this topic walks through a simple code
* example based on a new **Windows Console Application (C++/WinRT)** project. This
* topic also shows how to add C++/WinRT support to a Windows Desktop application
* project.
* ７ **Note**
* While we recommend that you develop with the latest versions of Visual Studio and
* the Windows SDK, if you're using Visual Studio 2017 (version 15.8.0 or later), and
* targeting the Windows SDK version 10.0.17134.0 (Windows 10, version 1803), then
* a newly created C++/WinRT project may fail to compile with the error "*error C3861:*
* *'from\_abi': identifier not found*", and with other errors originating in *base.h*. The
* solution is to either target a later (more conformant) version of the Windows SDK,
* or set project property **C/C++** > **Language** > **Conformance mode: No** (also, if
* **/permissive-** appears in project property **C/C++** > **Language** > **Command Line**
* under **Additional Options**, then delete it).
* **A C++/WinRT quick-start**
* Create a new **Windows Console Application (C++/WinRT)** project.
* Edit pch.h and main.cpp to look like this.
* C++/WinRT
* // pch.h
* #pragma once
* #include <winrt/Windows.Foundation.Collections.h>C++/WinRT
* Let's take the short code example above piece by piece, and explain what's going on in
* each part.
* C++/WinRT
* With the default project settings, the included headers come from the Windows SDK,
* inside the folder
* %WindowsSdkDir%Include<WindowsTargetPlatformVersion>\cppwinrt\winrt . Visual Studio
* includes that path in its *IncludePath* macro. But there's no strict dependency on the
* #include <winrt/Windows.Web.Syndication.h>
* #include <iostream>
* // main.cpp
* #include "pch.h"
* using namespace winrt;
* using namespace Windows::Foundation;
* using namespace Windows::Web::Syndication;
* int main()
* {
* winrt::init\_apartment();
* Uri rssFeedUri{ L"https://blogs.windows.com/feed" };
* SyndicationClient syndicationClient;
* syndicationClient.SetRequestHeader(L"User-Agent", L"Mozilla/5.0
* (compatible; MSIE 10.0; Windows NT 6.2; WOW64; Trident/6.0)");
* SyndicationFeed syndicationFeed =
* syndicationClient.RetrieveFeedAsync(rssFeedUri).get();
* for (const SyndicationItem syndicationItem : syndicationFeed.Items())
* {
* winrt::hstring titleAsHstring = syndicationItem.Title().Text();
* // A workaround to remove the trademark symbol from the title
* string, because it causes issues in this case.
* std::wstring titleAsStdWstring{ titleAsHstring.c\_str() };
* titleAsStdWstring.erase(remove(titleAsStdWstring.begin(),
* titleAsStdWstring.end(), L'™'), titleAsStdWstring.end());
* titleAsHstring = titleAsStdWstring;
* std::wcout << titleAsHstring.c\_str() << std::endl;
* }
* }
* #include <winrt/Windows.Foundation.Collections.h>
* #include <winrt/Windows.Web.Syndication.h>Windows SDK, because your project (via the cppwinrt.exe tool) generates those same
* headers into your project's *$(GeneratedFilesDir)* folder. They'll be loaded from that
* folder if they can't be found elsewhere, or if you change your project settings.
* The headers contain Windows APIs projected into C++/WinRT. In other words, for each
* Windows type, C++/WinRT defines a C++-friendly equivalent (called the *projected type*).
* A projected type has the same fully-qualified name as the Windows type, but it's placed
* in the C++ **winrt** namespace. Putting these includes in your precompiled header
* reduces incremental build times.
* ） **Important**
* Whenever you want to use a type from a Windows namespaces, you must #include
* the corresponding C++/WinRT Windows namespace header file, as shown above.
* The *corresponding* header is the one with the same name as the type's namespace.
* For example, to use the C++/WinRT projection for the
* **Windows::Foundation::Collections::PropertySet** runtime class, include the
* winrt/Windows.Foundation.Collections.h header.
* It is common for a C++/WinRT projection header to automatically include related
* namespace header files. For example, winrt/Windows.Foundation.Collections.h
* includes winrt/Windows.Foundation.h . But you shouldn't rely on this behavior, since
* it's an implementation detail that changes over time. You must explicitly include
* any headers that you need.
* C++/WinRT
* using namespace winrt;
* using namespace Windows::Foundation;
* using namespace Windows::Web::Syndication;
* The using namespace directives are optional, but convenient. The pattern shown above
* for such directives (allowing unqualified name lookup for anything in the **winrt**
* namespace) is suitable for when you're beginning a new project and C++/WinRT is the
* only language projection you're using inside of that project. If, on the other hand, you're
* mixing C++/WinRT code with C++/CX and/or SDK application binary interface (ABI)
* code (you're either porting from, or interoperating with, one or both of those models),
* then see the topics Interop between C++/WinRT and C++/CX, Move to C++/WinRT
* from C++/CX, and Interop between C++/WinRT and the ABI.
* C++/WinRTwinrt::init\_apartment();
* The call to **winrt::init\_apartment** initializes the thread in the Windows Runtime; by
* default, in a multithreaded apartment. The call also initializes COM.
* C++/WinRT
* Uri rssFeedUri{ L"https://blogs.windows.com/feed" };
* SyndicationClient syndicationClient;
* Stack-allocate two objects: they represent the uri of the Windows blog, and a
* syndication client. We construct the uri with a simple wide string literal (see String
* handling in C++/WinRT for more ways you can work with strings).
* C++/WinRT
* SyndicationFeed syndicationFeed =
* syndicationClient.RetrieveFeedAsync(rssFeedUri).get();
* **SyndicationClient::RetrieveFeedAsync** is an example of an asynchronous Windows
* Runtime function. The code example receives an asynchronous operation object from
* **RetrieveFeedAsync**, and it calls **get** on that object to block the calling thread and wait
* for the result (which is a syndication feed, in this case). For more about concurrency, and
* for non-blocking techniques, see Concurrency and asynchronous operations with
* C++/WinRT.
* C++/WinRT
* for (const SyndicationItem syndicationItem : syndicationFeed.Items()) { ...
* }
* **SyndicationFeed.Items** is a range, defined by the iterators returned from **begin** and **end**
* functions (or their constant, reverse, and constant-reverse variants). Because of this, you
* can enumerate **Items** with either a range-based for statement, or with the **std::for\_each**
* template function. Whenever you iterate over a Windows Runtime collection like this,
* you'll need to #include <winrt/Windows.Foundation.Collections.h> .
* C++/WinRT
* winrt::hstring titleAsHstring = syndicationItem.Title().Text();
* // Omitted: there's a little bit of extra work here to remove the trademark
* symbol from the title text.std::wcout << titleAsHstring.c\_str() << std::endl;
* Gets the feed's title text, as a **winrt::hstring** object (more details in String handling in
* C++/WinRT). The **hstring** is then output, via the **c\_str** function, which reflects the pattern
* used with C++ Standard Library strings.
* As you can see, C++/WinRT encourages modern, and class-like, C++ expressions such
* as syndicationItem.Title().Text() . This is a different, and cleaner, programming style
* from traditional COM programming. You don't need to directly initialize COM, nor work
* with COM pointers.
* Nor do you need to handle HRESULT return codes. C++/WinRT converts error HRESULTs
* to exceptions such as **winrt::hresult-error** for a natural and modern programming style.
* For more info about error-handling, and code examples, see Error handling with
* C++/WinRT.
* **Modify a Windows Desktop application project**
* **to add C++/WinRT support**
* Some desktop projects (for example, the WinUI 3 templates in Visual Studio) have
* C++/WinRT support built in.
* But this section shows you how you can add C++/WinRT support to any Windows
* Desktop application project that you might have. If you don't have an existing Windows
* Desktop application project, then you can follow along with these steps by first creating
* one. For example, open Visual Studio and create a **Visual C++** > **Windows Desktop** >
* **Windows Desktop Application** project.
* You can optionally install the C++/WinRT Visual Studio Extension (VSIX) and the
* NuGet package. For details, see Visual Studio support for C++/WinRT.
* **Set project properties**
* Go to project property **General** > **Windows SDK Version**, and select **All Configurations**
* and **All Platforms**. Ensure that **Windows SDK Version** is set to 10.0.17134.0 (Windows
* 10, version 1803) or greater.
* Confirm that you're not affected by Why won't my new project compile?.
* Because C++/WinRT uses features from the C++17 standard, set project property
* **C/C++** > **Language** > **C++ Language Standard** to *ISO C++17 Standard (/std:c++17)*.**The precompiled header**
* The default project template creates a precompiled header for you, named either
* framework.h , or stdafx.h . Rename that to pch.h . If you have a stdafx.cpp file, then
* rename that to pch.cpp . Set project property **C/C++** > **Precompiled Headers** >
* **Precompiled Header** to *Create (/Yc)*, and **Precompiled Header File** to *pch.h*.
* Find and replace all #include "framework.h" (or #include "stdafx.h" ) with #include
* "pch.h" .
* In pch.h , include winrt/base.h .
* C++/WinRT
* // pch.h
* ...
* #include <winrt/base.h>
* **Linking**
* The C++/WinRT language projection depends on certain Windows Runtime free (non
* member) functions, and entry points, that require linking to the WindowsApp.lib
* umbrella library. This section describes three ways of satisfying the linker.
* The first option is to add to your Visual Studio project all of the C++/WinRT MSBuild
* properties and targets. To do this, install the Microsoft.Windows.CppWinRT NuGet
* package into your project. Open the project in Visual Studio, click **Project** > **Manage**
* **NuGet Packages...** > **Browse**, type or paste **Microsoft.Windows.CppWinRT** in the search
* box, select the item in search results, and then click **Install** to install the package for that
* project.
* You can also use project link settings to explicitly link WindowsApp.lib . Or, you can do it
* in source code (in pch.h , for example) like this.
* C++/WinRT
* #pragma comment(lib, "windowsapp")
* You can now compile and link, and add C++/WinRT code to your project (for example,
* code similar to that shown in the A C++/WinRT quick-start section, above).
* **The three main scenarios for C++/WinRT**As you use and become familiar with C++/WinRT, and work through the rest of the
* documentation here, you'll likely notice that there are three main scenarios, as described
* in the following sections.
* **Consuming Windows APIs and types**
* In other words, *using*, or *calling* APIs. For example, making API calls to communicate
* using Bluetooth; to stream and present video; to integrate with the Windows shell; and
* so on. C++/WinRT fully and uncompromisingly supports this category of scenario. For
* more info, see Consume APIs with C++/WinRT.
* **Authoring Windows APIs and types**
* In other words, *producing* APIs and types. For example, producing the kinds of APIs
* described in the section above; or the graphics APIs; the storage and file system APIs;
* the networking APIs, and so on. For more info, see Author APIs with C++/WinRT.
* Authoring APIs with C++/WinRT is a little more involved than consuming them, because
* you must use IDL to define the shape of the API before you can implement it. There's a
* walkthrough of doing that in XAML controls; bind to a C++/WinRT property.
* **XAML applications**
* This scenario is about building applications and controls on the XAML UI framework.
* Working in a XAML application amounts to a combination of consuming and authoring.
* But since XAML is the dominant UI framework on Windows today, and its influence over
* the Windows Runtime is proportionate to that, it deserves its own category of scenario.
* Be aware that XAML works best with programming languages that offer reflection. In
* C++/WinRT, you sometimes have to do a little extra work in order to interoperate with
* the XAML framework. All of those cases are covered in the documentation. Good places
* to start are XAML controls; bind to a C++/WinRT property and XAML custom
* (templated) controls with C++/WinRT.
* **Sample apps written in C++/WinRT**
* See Where can I find C++/WinRT sample apps?.
* **Important APIsFeedback**
* **Was this page helpful?**
* Provide product feedback
* | Get help at Microsoft Q&A
* SyndicationClient::RetrieveFeedAsync method
* SyndicationFeed.Items property
* winrt::hstring struct
* winrt::hresult-error struct
* C++/CX
* Error handling with C++/WinRT
* Interop between C++/WinRT and C++/CX
* Interop between C++/WinRT and the ABI
* Move to C++/WinRT from C++/CX
* String handling in C++/WinRT
* **Related topics**
*  **Yes**
*  **NoFeedback**
* **Was this page helpful?**
* Get help at Microsoft Q&A
* **Get Started with Win32 and C++**
* Article • 01/27/2022
* The aim of this Get Started series is to teach you how to write a desktop program in
* C++ using Win32 and COM APIs.
* In the first module, you'll learn step-by-step how to create and show a window. Later
* modules will introduce the Component Object Model (COM), graphics and text, and
* user input.
* For this series, it is assumed that you have a good working knowledge of C++
* programming. No previous experience with Windows programming is assumed. If you
* are new to C++, learning material is available in the C++ language documentation .
* **Topic**
* **Description**
* Intro to Win32
* programming in C++
* This section describes some of the basic terminology and coding
* conventions used in Windows programming.
* Module 1. Your First
* Windows Program
* In this module, you will create a simple Windows program that
* shows a blank window.
* Module 2. Using COM in
* Your Windows Program
* This module introduces the Component Object Model (COM),
* which underlies many of the modern Windows APIs.
* Module 3. Windows
* Graphics
* This module introduces the Windows graphics architecture, with a
* focus on Direct2D.
* Module 4. User Input
* This module describes mouse and keyboard input.
* Sample Code
* Contains links to download the sample code for this series.
* **In this section**
* ﾂ **Yes**
* ﾄ **NoCreating an MFC Application**
* Article • 02/14/2023
* An MFC application is an executable application for Windows that is based on the
* Microsoft Foundation Class (MFC) Library. MFC executables generally fall into five types:
* standard Windows applications, dialog boxes, forms-based applications, Explorer-style
* applications, and Web browser-style applications. For more information, see:
* Using the Classes to Write Windows Applications
* Creating and Displaying Dialog Boxes
* Creating a Forms-Based MFC Application
* Creating a File Explorer-Style MFC Application
* Creating a Web Browser-Style MFC Application
* The MFC Application Wizard generates the appropriate classes and files for any of these
* types of applications, depending on the options you select in the wizard.
* The easiest way to create an MFC application is to use the MFC Application Wizard (**MFC**
* **App project** in Visual Studio 2019). To create an MFC console application (a command
* line program that uses MFC libraries but runs in the console window), use the Windows
* Desktop Wizard and choose the **Console Application** and **MFC Headers** options.
* **To create an MFC forms or dialog-based**
* **application**
* 1. From the main menu, choose **File** > **New** > **Project**.
* 2. Enter "MFC" into the search box and then choose **MFC App** from the result list.
* 3. Modify the defaults as needed, then press **Create** to open the **MFC Application**
* **Wizard**.
* 4. Modify the configuration values as needed, then press **Finish**.
* For more information, see Creating a forms-based MFC application.**To create an MFC console application**
* An MFC console application is a command-line program that uses MFC libraries but
* runs in the console window.
* 1. From the main menu, choose **File** > **New** > **Project**.
* 2. Enter "Desktop" into the search box and then choose **Windows Desktop Wizard**
* from the result list, then press **Next**.
* 3. Modify the project name and location as needed, then press **Create** to open the
* **Windows Desktop Wizard**.
* 4. Check the **MFC Headers** box and set other values as needed, then press **OK**.Once your project is created, you can view the files created in **Solution Explorer**. For
* more information about the files the wizard creates for your project, see the project
* generated file ReadMe.txt. For more information about the file types, see File Types
* Created for Visual Studio C++ projects.
* **See also**
* Adding Functionality with Code Wizards
* Property Pages**Walkthrough: Create and use your own**
* **Dynamic Link Library (C++)**
* Article • 12/10/2021
* This step-by-step walkthrough shows how to use the Visual Studio IDE to create your
* own dynamic link library (DLL) written in Microsoft C++ (MSVC). Then it shows how to
* use the DLL from another C++ app. DLLs (also known as *shared libraries* in UNIX-based
* operating systems) are one of the most useful kinds of Windows components. You can
* use them as a way to share code and resources, and to shrink the size of your apps.
* DLLs can even make it easier to service and extend your apps.
* In this walkthrough, you'll create a DLL that implements some math functions. Then
* you'll create a console app that uses the functions from the DLL. You'll also get an
* introduction to some of the programming techniques and conventions used in Windows
* DLLs.
* This walkthrough covers these tasks:
* Create a DLL project in Visual Studio.
* Add exported functions and variables to the DLL.
* Create a console app project in Visual Studio.
* Use the functions and variables imported from the DLL in the console app.
* Run the completed app.
* Like a statically linked library, a DLL *exports* variables, functions, and resources by name.
* A client app *imports* the names to use those variables, functions, and resources. Unlike a
* statically linked library, Windows connects the imports in your app to the exports in a
* DLL at load time or at run time, instead of connecting them at link time. Windows
* requires extra information that isn't part of the standard C++ compilation model to
* make these connections. The MSVC compiler implements some Microsoft-specific
* extensions to C++ to provide this extra information. We explain these extensions as we
* go.
* This walkthrough creates two Visual Studio solutions; one that builds the DLL, and one
* that builds the client app. The DLL uses the C calling convention. It can be called from
* apps written in other programming languages, as long as the platform, calling
* conventions, and linking conventions match. The client app uses *implicit linking*, whereWindows links the app to the DLL at load-time. This linking lets the app call the DLL
* supplied functions just like the functions in a statically linked library.
* This walkthrough doesn't cover some common situations. The code doesn't show the
* use of C++ DLLs by other programming languages. It doesn't show how to create a
* resource-only DLL, or how to use explicit linking to load DLLs at run-time rather than at
* load-time. Rest assured, you can use MSVC and Visual Studio to do all these things.
* Even though the code of the DLL is written in C++, we've used C-style interfaces for the
* exported functions. There are two main reasons for this: First, many other languages
* support imports of C-style functions. The client app doesn't have to be written in C++.
* Second, it avoids some common pitfalls related to exported classes and member
* functions. It's easy to make hard-to-diagnose errors when exporting classes, since
* everything referred to within a class declaration has to have an instantiation that's also
* exported. This restriction applies to DLLs, but not static libraries. If your classes are plain
* old-data style, you shouldn't run into this issue.
* For links to more information about DLLs, see Create C/C++ DLLs in Visual Studio. For
* more information about implicit linking and explicit linking, see Determine which linking
* method to use. For information about creating C++ DLLs for use with programming
* languages that use C-language linkage conventions, see Exporting C++ functions for
* use in C-language executables. For information about how to create DLLs for use with
* .NET languages, see Calling DLL Functions from Visual Basic Applications.
* **Prerequisites**
* A computer that runs Microsoft Windows 7 or later versions. We recommend the
* latest version of Windows for the best development experience.
* A copy of Visual Studio. For information on how to download and install Visual
* Studio, see Install Visual Studio. When you run the installer, make sure that the
* **Desktop development with C++** workload is checked. Don't worry if you didn't
* install this workload when you installed Visual Studio. You can run the installer
* again and install it now.
* An understanding of the basics of using the Visual Studio IDE. If you've used
* Windows desktop apps before, you can probably keep up. For an introduction, seeVisual Studio IDE feature tour.
* An understanding of enough of the fundamentals of the C++ language to follow
* along. Don't worry, we don't do anything too complicated.
* **Create the DLL project**
* In this set of tasks, you create a project for your DLL, add code, and build it. To begin,
* start the Visual Studio IDE, and sign in if you need to. The instructions vary slightly
* depending on which version of Visual Studio you're using. Make sure you have the
* correct version selected in the control in the upper left of this page.
* **To create a DLL project in Visual Studio 2019**
* 1. On the menu bar, choose **File** > **New** > **Project** to open the **Create a New Project**
* dialog box.
* 2. At the top of the dialog, set **Language** to **C++**, set **Platform** to **Windows**, and set
* **Project type** to **Library**.
* 3. From the filtered list of project types, select **Dynamic-link Library (DLL)**, and then
* choose **Next**.
* 4. In the **Configure your new project** page, enter *MathLibrary* in the **Project name**
* box to specify a name for the project. Leave the default **Location** and **Solution**
* **name** values. Set **Solution** to **Create new solution**. Uncheck **Place solution and**
* **project in the same directory** if it's checked.
* 5. Choose the **Create** button to create the project.When the solution is created, you can see the generated project and source files in the
* **Solution Explorer** window in Visual Studio.
* Right now, this DLL doesn't do very much. Next, you'll create a header file to declare the
* functions your DLL exports, and then add the function definitions to the DLL to make it
* more useful.
* **To add a header file to the DLL**
* 1. To create a header file for your functions, on the menu bar, choose **Project** > **Add**
* **New Item**.
* 2. In the **Add New Item** dialog box, in the left pane, select **Visual C++**. In the center
* pane, select **Header File (.h)**. Specify *MathLibrary.h* as the name for the header file.3. Choose the **Add** button to generate a blank header file, which is displayed in a new
* editor window.
* 4. Replace the contents of the header file with this code:
* C++
* // MathLibrary.h - Contains declarations of math functions
* #pragma once
* #ifdef MATHLIBRARY\_EXPORTS
* #define MATHLIBRARY\_API \_\_declspec(dllexport)
* #else
* #define MATHLIBRARY\_API \_\_declspec(dllimport)
* #endif
* // The Fibonacci recurrence relation describes a sequence F
* // where F(n) is { n = 0, a
* // { n = 1, bThis header file declares some functions to produce a generalized Fibonacci sequence,
* given two initial values. A call to fibonacci\_init(1, 1) generates the familiar Fibonacci
* number sequence.
* Notice the preprocessor statements at the top of the file. The new project template for a
* DLL project adds <PROJECTNAME>\_EXPORTS to the defined preprocessor macros. In this
* example, Visual Studio defines MATHLIBRARY\_EXPORTS when your MathLibrary DLL project
* is built.
* When the MATHLIBRARY\_EXPORTS macro is defined, the MATHLIBRARY\_API macro sets the
* \_\_declspec(dllexport) modifier on the function declarations. This modifier tells the
* compiler and linker to export a function or variable from the DLL for use by other
* applications. When MATHLIBRARY\_EXPORTS is undefined, for example, when the header file
* is included by a client application, MATHLIBRARY\_API applies the \_\_declspec(dllimport)
* modifier to the declarations. This modifier optimizes the import of the function or
* variable in an application. For more information, see dllexport, dllimport.
* 1. In **Solution Explorer**, right-click on the **Source Files** node and choose **Add** > **New**
* **Item**. Create a new .cpp file called *MathLibrary.cpp*, in the same way that you
* added a new header file in the previous step.
* // { n > 1, F(n-2) + F(n-1)
* // for some initial integral values a and b.
* // If the sequence is initialized F(0) = 1, F(1) = 1,
* // then this relation produces the well-known Fibonacci
* // sequence: 1, 1, 2, 3, 5, 8, 13, 21, 34, ...
* // Initialize a Fibonacci relation sequence
* // such that F(0) = a, F(1) = b.
* // This function must be called before any other function.
* extern "C" MATHLIBRARY\_API void fibonacci\_init(
* const unsigned long long a, const unsigned long long b);
* // Produce the next value in the sequence.
* // Returns true on success and updates current value and index;
* // false on overflow, leaves current value and index unchanged.
* extern "C" MATHLIBRARY\_API bool fibonacci\_next();
* // Get the current value in the sequence.
* extern "C" MATHLIBRARY\_API unsigned long long fibonacci\_current();
* // Get the position of the current value in the sequence.
* extern "C" MATHLIBRARY\_API unsigned fibonacci\_index();
* **To add an implementation to the DLL**2. In the editor window, select the tab for **MathLibrary.cpp** if it's already open. If not,
* in **Solution Explorer**, double-click **MathLibrary.cpp** in the **Source Files** folder of the
* **MathLibrary** project to open it.
* 3. In the editor, replace the contents of the MathLibrary.cpp file with the following
* code:
* C++
* // MathLibrary.cpp : Defines the exported functions for the DLL.
* #include "pch.h" // use stdafx.h in Visual Studio 2017 and earlier
* #include <utility>
* #include <limits.h>
* #include "MathLibrary.h"
* // DLL internal state variables:
* static unsigned long long previous\_; // Previous value, if any
* static unsigned long long current\_; // Current sequence value
* static unsigned index\_; // Current seq. position
* // Initialize a Fibonacci relation sequence
* // such that F(0) = a, F(1) = b.
* // This function must be called before any other function.
* void fibonacci\_init(
* const unsigned long long a,
* const unsigned long long b)
* {
* index\_ = 0;
* current\_ = a;
* previous\_ = b; // see special case when initialized
* }
* // Produce the next value in the sequence.
* // Returns true on success, false on overflow.
* bool fibonacci\_next()
* {
* // check to see if we'd overflow result or position
* if ((ULLONG\_MAX - previous\_ < current\_) ||
* (UINT\_MAX == index\_))
* {
* return false;
* }
* // Special case when index == 0, just return b value
* if (index\_ > 0)
* {
* // otherwise, calculate next sequence value
* previous\_ += current\_;
* }
* std::swap(current\_, previous\_);
* ++index\_;
* return true;
* }To verify that everything works so far, compile the dynamic link library. To compile,
* choose **Build** > **Build Solution** on the menu bar. The DLL and related compiler output
* are placed in a folder called *Debug* directly below the solution folder. If you create a
* Release build, the output is placed in a folder called *Release*. The output should look
* something like this:
* Output
* Congratulations, you've created a DLL using Visual Studio! Next, you'll create a client
* app that uses the functions exported by the DLL.
* When you create a DLL, think about how client apps may use it. To call the functions or
* access the data exported by a DLL, client source code must have the declarations
* available at compile time. At link time, the linker requires information to resolve the
* function calls or data accesses. A DLL supplies this information in an *import library*, a file
* that contains information about how to find the functions and data, instead of the actual
* code. And at run time, the DLL must be available to the client, in a location that the
* operating system can find.
* // Get the current value in the sequence.
* unsigned long long fibonacci\_current()
* {
* return current\_;
* }
* // Get the current index position in the sequence.
* unsigned fibonacci\_index()
* {
* return index\_;
* }
* 1>------ Build started: Project: MathLibrary, Configuration: Debug Win32 ---
* ---
* 1>pch.cpp
* 1>dllmain.cpp
* 1>MathLibrary.cpp
* 1>Generating Code...
* 1> Creating library
* C:\Users\username\Source\Repos\MathLibrary\Debug\MathLibrary.lib and object
* C:\Users\username\Source\Repos\MathLibrary\Debug\MathLibrary.exp
* 1>MathLibrary.vcxproj ->
* C:\Users\username\Source\Repos\MathLibrary\Debug\MathLibrary.dll
* ========== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped ==========
* **Create a client app that uses the DLL**Whether it's your own or from a third-party, your client app project needs several pieces
* of information to use a DLL. It needs to find the headers that declare the DLL exports,
* the import libraries for the linker, and the DLL itself. One solution is to copy all of these
* files into your client project. For third-party DLLs that are unlikely to change while your
* client is in development, this method may be the best way to use them. However, when
* you also build the DLL, it's better to avoid duplication. If you make a local copy of DLL
* files that are under development, you may accidentally change a header file in one copy
* but not the other, or use an out-of-date library.
* To avoid out-of-sync code, we recommend you set the include path in your client
* project to include the DLL header files directly from your DLL project. Also, set the
* library path in your client project to include the DLL import libraries from the DLL
* project. And finally, copy the built DLL from the DLL project into your client build output
* directory. This step allows your client app to use the same DLL code you build.
* **To create a client app in Visual Studio**
* 1. On the menu bar, choose **File** > **New** > **Project** to open the **Create a new project**
* dialog box.
* 2. At the top of the dialog, set **Language** to **C++**, set **Platform** to **Windows**, and set
* **Project type** to **Console**.
* 3. From the filtered list of project types, choose **Console App** then choose **Next**.
* 4. In the **Configure your new project** page, enter *MathClient* in the **Project name** box
* to specify a name for the project. Leave the default **Location** and **Solution name**
* values. Set **Solution** to **Create new solution**. Uncheck **Place solution and project in**
* **the same directory** if it's checked.
* 5. Choose the **Create** button to create the client project.A minimal console application project is created for you. The name for the main source
* file is the same as the project name that you entered earlier. In this example, it's named
* **MathClient.cpp**. You can build it, but it doesn't use your DLL yet.
* Next, to call the MathLibrary functions in your source code, your project must include
* the *MathLibrary.h* file. You could copy this header file into your client app project, then
* add it to the project as an existing item. This method can be a good choice for third
* party libraries. However, if you're working on the code for your DLL and your client at
* the same time, the header files could get out of sync. To avoid this issue, set the
* **Additional Include Directories** path in your project to include the path to the original
* header.
* **To add the DLL header to your include path**
* 1. Right-click on the **MathClient** node in **Solution Explorer** to open the **Property**
* **Pages** dialog.
* 2. In the **Configuration** drop-down box, select **All Configurations** if it's not already
* selected.
* 3. In the left pane, select **Configuration Properties** > **C/C++** > **General**.
* 4. In the property pane, select the drop-down control next to the **Additional Include**
* **Directories** edit box, and then choose **Edit**.5. Double-click in the top pane of the **Additional Include Directories** dialog box to
* enable an edit control. Or, choose the folder icon to create a new entry.
* 6. In the edit control, specify the path to the location of the **MathLibrary.h** header
* file. You can choose the ellipsis (**...**) control to browse to the correct folder.
* You can also enter a relative path from your client source files to the folder that
* contains the DLL header files. If you followed the directions to put your client
* project in a separate solution from the DLL, the relative path should look like this:
* ..\..\MathLibrary\MathLibrary
* If your DLL and client projects are in the same solution, the relative path might
* look like this:
* ..\MathLibrary
* When the DLL and client projects are in other folders, adjust the relative path to
* match. Or, use the ellipsis control to browse for the folder.
* 7. After you've entered the path to the header file in the **Additional Include**
* **Directories** dialog box, choose the **OK** button. In the **Property Pages** dialog box,
* choose the **OK** button to save your changes.
* You can now include the **MathLibrary.h** file and use the functions it declares in your
* client application. Replace the contents of **MathClient.cpp** by using this code:
* C++This code can be compiled, but not linked. If you build the client app now, the error list
* shows several LNK2019 errors. That's because your project is missing some information:
* You haven't specified that your project has a dependency on the *MathLibrary.lib* library
* yet. And, you haven't told the linker how to find the *MathLibrary.lib* file.
* To fix this issue, you could copy the library file directly into your client app project. The
* linker would find and use it automatically. However, if both the library and the client app
* are under development, that might lead to changes in one copy that aren't shown in the
* other. To avoid this issue, you can set the **Additional Dependencies** property to tell the
* build system that your project depends on *MathLibrary.lib*. And, you can set an
* **Additional Library Directories** path in your project to include the path to the original
* library when you link.
* 1. Right-click on the **MathClient** node in **Solution Explorer** and choose **Properties** to
* open the **Property Pages** dialog.
* 2. In the **Configuration** drop-down box, select **All Configurations** if it's not already
* selected. It ensures that any property changes apply to both Debug and Release
* builds.
* 3. In the left pane, select **Configuration Properties** > **Linker** > **Input**. In the property
* pane, select the drop-down control next to the **Additional Dependencies** edit box,
* and then choose **Edit**.
* // MathClient.cpp : Client app for MathLibrary DLL.
* // #include "pch.h" Uncomment for Visual Studio 2017 and earlier
* #include <iostream>
* #include "MathLibrary.h"
* int main()
* {
* // Initialize a Fibonacci relation sequence.
* fibonacci\_init(1, 1);
* // Write out the sequence values until overflow.
* do {
* std::cout << fibonacci\_index() << ": "
* << fibonacci\_current() << std::endl;
* } while (fibonacci\_next());
* // Report count of values written before overflow.
* std::cout << fibonacci\_index() + 1 <<
* " Fibonacci sequence values fit in an " <<
* "unsigned 64-bit integer." << std::endl;
* }
* **To add the DLL import library to your project**4. In the **Additional Dependencies** dialog, add *MathLibrary.lib* to the list in the top
* edit control.
* 5. Choose **OK** to go back to the **Property Pages** dialog box.
* 6. In the left pane, select **Configuration Properties** > **Linker** > **General**. In the
* property pane, select the drop-down control next to the **Additional Library**
* **Directories** edit box, and then choose **Edit**.7. Double-click in the top pane of the **Additional Library Directories** dialog box to
* enable an edit control. In the edit control, specify the path to the location of the
* **MathLibrary.lib** file. By default, it's in a folder called *Debug* directly under the DLL
* solution folder. If you create a release build, the file is placed in a folder called
* *Release*. You can use the $(IntDir) macro so that the linker can find your DLL, no
* matter which kind of build you create. If you followed the directions to put your
* client project in a separate solution from the DLL project, the relative path should
* look like this:
* ..\..\MathLibrary\$(IntDir)
* If your DLL and client projects are in other locations, adjust the relative path to
* match.8. Once you've entered the path to the library file in the **Additional Library**
* **Directories** dialog box, choose the **OK** button to go back to the **Property Pages**
* dialog box. Choose **OK** to save the property changes.
* Your client app can now compile and link successfully, but it still doesn't have everything
* it needs to run. When the operating system loads your app, it looks for the MathLibrary
* DLL. If it can't find the DLL in certain system directories, the environment path, or the
* local app directory, the load fails. Depending on the operating system, you'll see an
* error message like this:
* One way to avoid this issue is to copy the DLL to the directory that contains your client
* executable as part of the build process. You can add a **Post-Build Event** to your project,
* to add a command that copies the DLL to your build output directory. The command
* specified here copies the DLL only if it's missing or has changed. It uses macros to copy
* to and from the Debug or Release locations, based on your build configuration.
* **To copy the DLL in a post-build event**
* 1. Right-click on the **MathClient** node in **Solution Explorer** and choose **Properties** to
* open the **Property Pages** dialog.2. In the **Configuration** drop-down box, select **All Configurations** if it isn't already
* selected.
* 3. In the left pane, select **Configuration Properties** > **Build Events** > **Post-Build**
* **Event**.
* 4. In the property pane, select the edit control in the **Command Line** field. If you
* followed the directions to put your client project in a separate solution from the
* DLL project, then enter this command:
* xcopy /y /d "..\..\MathLibrary\$(IntDir)MathLibrary.dll" "$(OutDir)"
* If your DLL and client projects are in other directories, change the relative path to
* the DLL to match.
* 5. Choose the **OK** button to save your changes to the project properties.
* Now your client app has everything it needs to build and run. Build the application by
* choosing **Build** > **Build Solution** on the menu bar. The **Output** window in Visual Studio
* should have something like the following example depending on your version of Visual
* Studio:
* Output
* 1>------ Build started: Project: MathClient, Configuration: Debug Win32 ----
* --
* 1>MathClient.cpp
* 1>MathClient.vcxproj ->C:\Users\username\Source\Repos\MathClient\Debug\MathClient.exe
* 1>1 File(s) copied
* ========== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped ==========
* Congratulations, you've created an application that calls functions in your DLL. Now run
* your application to see what it does. On the menu bar, choose **Debug** > **Start Without**
* **Debugging**. Visual Studio opens a command window for the program to run in. The last
* part of the output should look like:
* Press any key to dismiss the command window.
* Now that you've created a DLL and a client application, you can experiment. Try setting
* breakpoints in the code of the client app, and run the app in the debugger. See what
* happens when you step into a library call. Add other functions to the library, or write
* another client app that uses your DLL.
* When you deploy your app, you must also deploy the DLLs it uses. The simplest way to
* make the DLLs that you build, or that you include from third parties, available is to put
* them in the same directory as your app. It's known as *app-local deployment*. For more
* information about deployment, see Deployment in Visual C++.
* **See also**
* Calling DLL Functions from Visual Basic Applications**Walkthrough: Create and use a static**
* **library**
* Article • 10/29/2021
* This step-by-step walkthrough shows how to create a static library (.lib file) for use with
* C++ apps. Using a static library is a great way to reuse code. Rather than
* reimplementing the same routines in every app that requires the functionality, you write
* them one time in a static library and then reference it from the apps. Code linked from a
* static library becomes part of your app—you don't have to install another file to use the
* code.
* This walkthrough covers these tasks:
* Create a static library project
* Add a class to the static library
* Create a C++ console app that references the static library
* Use the functionality from the static library in the app
* Run the app
* **Prerequisites**
* An understanding of the fundamentals of the C++ language.
* **Create a static library project**
* The instructions for how to create the project vary depending on your version of Visual
* Studio. To see the documentation for your preferred version of Visual Studio, use the
* **Version** selector control. It's found at the top of the table of contents on this page.
* **To create a static library project in Visual Studio**
* 1. On the menu bar, choose **File** > **New** > **Project** to open the **Create a New Project**
* dialog.
* 2. At the top of the dialog, set **Language** to **C++**, set **Platform** to **Windows**, and set
* **Project type** to **Library**.3. From the filtered list of project types, select **Windows Desktop Wizard**, then
* choose **Next**.
* 4. In the **Configure your new project** page, enter *MathLibrary* in the **Project name**
* box to specify a name for the project. Enter *StaticMath* in the **Solution name** box.
* Choose the **Create** button to open the **Windows Desktop Project** dialog.
* 5. In the **Windows Desktop Project** dialog, under **Application type**, select **Static**
* **Library (.lib)**.
* 6. Under **Additional options**, uncheck the **Precompiled header** check box if it's
* checked. Check the **Empty project** box.
* 7. Choose **OK** to create the project.
* 1. To create a header file for a new class, right-click to open the shortcut menu for
* the **MathLibrary** project in **Solution Explorer**, and then choose **Add** > **New Item**.
* 2. In the **Add New Item** dialog box, select **Visual C++** > **Code**. In the center pane,
* select **Header File (.h)**. Specify a name for the header file—for example,
* *MathLibrary.h*—and then choose the **Add** button. A nearly blank header file is
* displayed.
* 3. Add a declaration for a class named Arithmetic to do common mathematical
* operations such as addition, subtraction, multiplication, and division. The code
* should resemble:
* C++
* **Add a class to the static library**
* **To add a class to the static library**
* // MathLibrary.h
* #pragma once
* namespace MathLibrary
* {
* class Arithmetic
* {
* public:
* // Returns a + b
* static double Add(double a, double b);
* // Returns a - b
* static double Subtract(double a, double b);4. To create a source file for the new class, open the shortcut menu for the
* **MathLibrary** project in **Solution Explorer**, and then choose **Add** > **New Item**.
* 5. In the **Add New Item** dialog box, in the center pane, select **C++ File (.cpp)**. Specify
* a name for the source file—for example, *MathLibrary.cpp*—and then choose the
* **Add** button. A blank source file is displayed.
* 6. Use this source file to implement the functionality for class Arithmetic . The code
* should resemble:
* C++
* // Returns a \* b
* static double Multiply(double a, double b);
* // Returns a / b
* static double Divide(double a, double b);
* };
* }
* // MathLibrary.cpp
* // compile with: cl /c /EHsc MathLibrary.cpp
* // post-build command: lib MathLibrary.obj
* #include "MathLibrary.h"
* namespace MathLibrary
* {
* double Arithmetic::Add(double a, double b)
* {
* return a + b;
* }
* double Arithmetic::Subtract(double a, double b)
* {
* return a - b;
* }
* double Arithmetic::Multiply(double a, double b)
* {
* return a \* b;
* }
* double Arithmetic::Divide(double a, double b)
* {
* return a / b;
* }
* }7. To build the static library, select **Build** > **Build Solution** on the menu bar. The build
* creates a static library, *MathLibrary.lib*, that can be used by other programs.
* ７ **Note**
* When you build on the Visual Studio command line, you must build the
* program in two steps. First, run cl /c /EHsc MathLibrary.cpp to compile the
* code and create an object file that's named *MathLibrary.obj*. (The cl
* command invokes the compiler, Cl.exe, and the /c option specifies compile
* without linking. For more information, see **/c (Compile Without Linking)**.)
* Second, run lib MathLibrary.obj to link the code and create the static library
* *MathLibrary.lib*. (The lib command invokes the Library Manager, Lib.exe. For
* more information, see **LIB Reference**.)
* **Create a C++ console app that references the**
* **static library**
* **To create a C++ console app that references the static**
* **library in Visual Studio**
* 1. In **Solution Explorer**, right-click on the top node, **Solution 'StaticMath'**, to open
* the shortcut menu. Choose **Add** > **New Project** to open the **Add a New Project**
* dialog.
* 2. At the top of the dialog, set the **Project type** filter to **Console**.
* 3. From the filtered list of project types, choose **Console App** then choose **Next**. In
* the next page, enter *MathClient* in the **Name** box to specify a name for the project.
* 4. Choose the **Create** button to create the client project.
* 5. After you create a console app, an empty program is created for you. The name for
* the source file is the same as the name that you chose earlier. In the example, it's
* named MathClient.cpp .
* **Use the functionality from the static library in**
* **the appTo use the functionality from the static library in the app**
* 1. Before you can use the math routines in the static library, you must reference it.
* Open the shortcut menu for the **MathClient** project in **Solution Explorer**, and then
* choose **Add** > **Reference**.
* 2. The **Add Reference** dialog box lists the libraries that you can reference. The
* **Projects** tab lists the projects in the current solution and any libraries they
* reference. Open the **Projects** tab, select the **MathLibrary** check box, and then
* choose the **OK** button.
* 3. To reference the MathLibrary.h header file, you must modify the included
* directories path. In **Solution Explorer**, right-click on **MathClient** to open the
* shortcut menu. Choose **Properties** to open the **MathClient Property Pages** dialog
* box.
* 4. In the **MathClient Property Pages** dialog box, set the **Configuration** drop-down to
* **All Configurations**. Set the **Platform** drop-down to **All Platforms**.
* 5. Select the **Configuration Properties** > **C/C++** > **General** property page. In the
* **Additional Include Directories** property, specify the path of the **MathLibrary**
* directory, or browse for it.
* To browse for the directory path:
* a. Open the **Additional Include Directories** property value drop-down list, and
* then choose **Edit**.
* b. In the **Additional Include Directories** dialog box, double-click in the top of the
* text box. Then choose the ellipsis button (**...**) at the end of the line.
* c. In the **Select Directory** dialog box, navigate up a level, and then select the
* **MathLibrary** directory. Then choose the **Select Folder** button to save your
* selection.
* d. In the **Additional Include Directories** dialog box, choose the **OK** button.
* e. In the **Property Pages** dialog box, choose the **OK** button to save your changes
* to the project.
* 6. You can now use the Arithmetic class in this app by including the #include
* "MathLibrary.h" header in your code. Replace the contents of MathClient.cpp with
* this code:
* C++7. To build the executable, choose **Build** > **Build Solution** on the menu bar.
* 1. Make sure that **MathClient** is selected as the default project. To select it, right-click
* to open the shortcut menu for **MathClient** in **Solution Explorer**, and then choose
* **Set as StartUp Project**.
* 2. To run the project, on the menu bar, choose **Debug** > **Start Without Debugging**.
* The output should resemble:
* Output
* // MathClient.cpp
* // compile with: cl /EHsc MathClient.cpp /link MathLibrary.lib
* #include <iostream>
* #include "MathLibrary.h"
* int main()
* {
* double a = 7.4;
* int b = 99;
* std::cout << "a + b = " <<
* MathLibrary::Arithmetic::Add(a, b) << std::endl;
* std::cout << "a - b = " <<
* MathLibrary::Arithmetic::Subtract(a, b) << std::endl;
* std::cout << "a \* b = " <<
* MathLibrary::Arithmetic::Multiply(a, b) << std::endl;
* std::cout << "a / b = " <<
* MathLibrary::Arithmetic::Divide(a, b) << std::endl;
* return 0;
* }
* **Run the app**
* **To run the app**
* a + b = 106.4
* a - b = -91.6
* a \* b = 732.6
* a / b = 0.0747475
* **See also**Walkthrough: Creating and Using a Dynamic Link Library (C++)
* Desktop Applications (Visual C++)**Walkthrough: Compile a C++/CLI**
* **program that targets the CLR in Visual**
* **Studio**
* Article • 10/29/2021
* By using C++/CLI you can create C++ programs that use .NET classes as well as native
* C++ types. C++/CLI is intended for use in console applications and in DLLs that wrap
* native C++ code and make it accessible from .NET programs. To create a Windows user
* interface based on .NET, use C# or Visual Basic.
* For this procedure, you can type your own C++ program or use one of the sample
* programs. The sample program that we use in this procedure creates a text file named
* textfile.txt, and saves it to the project directory.
* **Prerequisites**
* An understanding of the fundamentals of the C++ language.
* In Visual Studio 2017 and later, C++/CLI support is an optional component. To
* install it, open the **Visual Studio Installer** from the Windows Start menu. Make sure
* that the **Desktop development with C++** tile is checked, and in the **Optional**
* components section, also check **C++/CLI Support**.
* **Create a new project**
* The following steps vary depending on which version of Visual Studio you are using. To
* see the documentation for your preferred version of Visual Studio, use the **Version**
* selector control. It's found at the top of the table of contents on this page.
* **To create a C++/CLI project in Visual Studio**
* 1. In **Solution Explorer**, right-click on the top to open the **Create a New Project**
* dialog box.
* 2. At the top of the dialog, type **CLR** in the search box and then choose **CLR Empty**
* **Project** from the results list.
* 3. Choose the **Create** button to create the project.**Add a source file**
* 1. If **Solution Explorer** isn't visible, click **Solution Explorer** on the **View** menu.
* 2. Add a new source file to the project:
* Right-click the **Source Files** folder in **Solution Explorer**, point to **Add**, and
* click **New Item**.
* Click **C++ File (.cpp)** and type a file name and then click **Add**.
* The **.cpp** file appears in the **Source Files** folder in **Solution Explorer** and a tabbed
* window appears where you type the code you want in that file.
* 3. Click in the newly created tab in Visual Studio and type a valid Visual C++
* program, or copy and paste one of the sample programs.
* For example, you can use the How to: Write a Text File (C++/CLI) sample program
* (in the **File Handling and I/O** node of the Programming Guide).
* If you use the sample program, notice that you use the **gcnew** keyword instead of
* **new** when creating a .NET object, and that **gcnew** returns a handle ( ^ ) rather than a
* pointer ( \* ):
* StreamWriter^ sw = gcnew StreamWriter(fileName);
* For more information on C++/CLI syntax, see Component Extensions for Runtime
* Platforms.
* 4. On the **Build** menu, click **Build Solution**.
* The **Output** window displays information about the compilation progress, such as
* the location of the build log and a message that indicates the build status.
* If you make changes and run the program without doing a build, a dialog box
* might indicate that the project is out of date. Select the checkbox on this dialog
* before you click **OK** if you want Visual Studio to always use the current versions of
* files instead of prompting you each time it builds the application.
* 5. On the **Debug** menu, click **Start without Debugging**.
* 6. If you used the sample program, when you run the program a command window is
* displayed that indicates the text file has been created.
* The **textfile.txt** text file is now located in your project directory. You can open this
* file by using Notepad.７ **Note**
* Choosing the empty CLR project template automatically set the /clr
* compiler option. To verify this, right-click the project in **Solution Explorer** and
* clicking **Properties**, and then check the **Common Language Runtime support**
* option in the **General** node of **Configuration Properties**.
* **See also**
* C++ Language Reference
* Projects and build systems**Create a simple Universal Windows**
* **Platform (UWP) game with DirectX**
* Article • 10/20/2022
* In this set of tutorials, you'll learn how to use DirectX and C++/WinRT to create the basic
* Universal Windows Platform (UWP) sample game named **Simple3DGameDX**. The
* gameplay takes place in a simple first-person 3D shooting gallery.
* ７ **Note**
* The link from which you can download the **Simple3DGameDX** sample game itself is
* **Direct3D sample game**. The C++/WinRT source code is in the folder named
* cppwinrt . For info about other UWP sample apps, see **Sample applications for**
* **Windows development**.
* These tutorials cover all of the major parts of a game, including the processes for
* loading assets such as arts and meshes, creating a main game loop, implementing a
* simple rendering pipeline, and adding sound and controls.
* You'll also see UWP game development techniques and considerations. We'll focus on
* key UWP DirectX game development concepts, and call out Windows-Runtime-specific
* considerations around those concepts.
* **Objective**
* To learn about the basic concepts and components of a UWP DirectX game, and to
* become more comfortable designing UWP games with DirectX.
* **What you need to know**
* For this tutorial, you need to be familiar with these subjects.
* C++/WinRT. C++/WinRT is a standard modern C++17 language projection for
* Windows APIs, implemented as a header-file-based library, and designed to
* provide you with first-class access to the modern Windows APIs.
* Basic linear algebra and Newtonian physics concepts.
* Basic graphics programming terminology.
* Basic Windows programming concepts.
* Basic familiarity with the Direct2D and Direct3D 11 APIs.The **Simple3DGameDX** sample game implements a simple first-person 3D shooting
* gallery, where the player fires balls at moving targets. Hitting each target awards a set
* number of points, and the player can progress through 6 levels of increasing challenge.
* At the end of the levels, the points are tallied, and the player is awarded a final score.
* The sample demonstrates these game concepts.
* Interoperation between DirectX 11.1 and the Windows Runtime
* A first-person 3D perspective and camera
* Stereoscopic 3D effects
* Collision-detection between objects in 3D
* Handling player input for mouse, touch, and Xbox controller controls
* Audio mixing and playback
* A basic game state-machine
* **Topic**
* **Description**
* Set up the
* game project
* The first step in developing your game is to set up a project in Microsoft Visual
* Studio. After you've configured a project specifically for game development, you
* could later re-use it as a kind of template.
* Define the
* game's UWP
* app framework
* The first step in coding a Universal Windows Platform (UWP) game is building
* the framework that lets the app object interact with Windows.
* Game flow
* management
* Define the high-level state machine to enable player and system interaction.
* Learn how UI interacts with the overall game's state machine and how to create
* event handlers for UWP games.
* **Direct3D UWP shooting gallery sampleTopic**
* **Description**
* Define the
* main game
* object
* Now, we look at the details of the sample game's main object and how the rules
* it implements translate into interactions with the game world.
* Rendering
* framework I:
* Intro to
* rendering
* Learn how to develop the rendering pipeline to display graphics. Intro to
* rendering.
* Rendering
* framework II:
* Game
* rendering
* Learn how to assemble the rendering pipeline to display graphics. Game
* rendering, set up and prepare data.
* Add a user
* interface
* Learn how to add a 2D user interface overlay to a DirectX UWP game.
* Add controls
* Now, we take a look at how the sample game implements move-look controls
* in a 3-D game, and how to develop basic touch, mouse, and game controller
* controls.
* Add sound
* Develop a simple sound engine using XAudio2 APIs to playback game music
* and sound effects.
* Extend the
* sample game
* Learn how to implement a XAML overlay for a UWP DirectX game.**Tutorial: Open a project from a repo**
* Article • 12/19/2024
* In this tutorial, you use Visual Studio to connect to a repository, or *repo*, for the first
* time, clone it, and then open a project from it.
* In this tutorial, you learn how to:
* ＂ Open a project from a GitHub repo
* ＂ Browse to an Azure DevOps repo
* **Prerequisites**
* If you don't have Visual Studio yet, go to Visual Studio downloads to install it for
* free.
* **Open a project from a GitHub repo**
* Visual Studio makes it easy to open a project from a repo. You can do so when you start
* Visual Studio, or you can do so directly from within the Visual Studio IDE.
* Here's how.
* **Use the start window**
* 1. Open Visual Studio.
* 2. On the start window, select **Clone a repository**.
* 3. Enter or type the repository location, and then select **Clone**.
* 
* 4. If you're not already signed in, you might be prompted to sign into Visual Studio
* or your GitHub account.
*  **Tip**
* For more information about signing in to Visual Studio, see **Sign in or switch**
* **Visual Studio user accounts**. For specific information about how to use yourGitHub account to sign in, see **Add your GitHub accounts to your Visual**
* **Studio keychain**. You might receive a trust notification. For more information,
* see **Configure trust settings for files and folders**.
* **View files in Solution Explorer**
* Visual Studio loads the solutions from the repository by using the **Folder View** in
* **Solution Explorer**.
* You can view a solution in **Solution View** by double-clicking its .sln file.
* You can select **Switch Views** to switch between folder view and solution view.
*  **Tip**You can change from the default Folder View to Solution View from the **Git** menu.
* Select **Settings** > **Source Control** > **Git Global Settings** > **Automatically load the**
* **solution when opening a Git repository**.
* **Open a project locally from a previously cloned GitHub repo**
* 1. Open Visual Studio.
* 2. On the start window, select **Open a project or solution**.
* Visual Studio opens an instance of File Explorer, where you can browse to your
* solution or project, and then select it to open it.
*  **Tip**
* If you opened the project or solution recently, select it from the **Open recent**
* section.
* Start coding!
* **Use the IDE**
* You can also use the **Git** menu or the **Select Repository** control in the Visual Studio IDE
* to interact with a repository's folders and files.Here's how.
* **To clone a repo and open a project**
* 1. In the Visual Studio IDE, select the **Git** menu, and then select **Clone Repository**.
* 2. Follow the prompts to connect to the Git repository that includes the files that
* you're looking for.
* **To open local folders and files**
* 1. In the Visual Studio IDE, select the **Git** menu, select **Local Repositories**, and then
* select **Open Local Repository**.
* 2. Follow the prompts to connect to the Git repository that has the files that you're
* looking for.
* **Browse to an Azure DevOps repo**
* Here's how to browse to and clone an Azure DevOps repo by using Visual Studio.
* 1. Open Visual Studio.
* 2. On the start window, select **Clone a repository**.
* 3. In the **Browse a repository** section, select **Azure DevOps**.
* 4. Follow the prompts to clone an Azure DevOps repo that includes the files that
* you're looking for, and then open your project.
* **Related content**
* Feel free to dive into any of the following language-specific tutorials:**Feedback**
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* Visual Studio tutorials | **Visual Basic**
* Visual Studio tutorials | **C++**
* Visual Studio tutorials | **Python**
* Visual Studio tutorials | **JavaScript**, **TypeScript**, and **Node.js**
* For more information, see:
* About Git in Visual Studio
* Brpwse a repo
* Manage a repo
*  **Yes**
*  **NoLearn to use the code editor**
* Article • 01/24/2025
* In this 10-minute introduction to the code editor in Visual Studio, we'll add code to a file
* to look at some of the ways that Visual Studio makes writing, navigating, and
* understanding code easier.
* If you haven't already installed Visual Studio, go to the Visual Studio downloads page
* to install it for free.
* This article assumes you're already familiar with a programming language. If you aren't,
* we suggest you look at one of the programming quickstarts first, such as create a web
* app with Python or C#, or create a console app with Visual Basic or C++.
*  **Tip**
* To follow along with this article, make sure you have the C# settings selected for
* Visual Studio. For information about selecting settings for the integrated
* development environment (IDE), see **Select environment settings**.
* **Create a new code file**
* Start by creating a new file and adding some code to it.
* 1. Open Visual Studio. Select the **Esc** key, or select **Continue without code** on the
* start window, to open the development environment.
* 2. From the **File** menu on the menu bar, select **New** > **File**, or select the **Ctrl**+**N** keys.
* 3. In the **New File** dialog box, under the **General** category, select **C# Class**, and then
* select **Open**.
* A new file opens in the editor with the skeleton of a C# class.**Use GitHub Copilot**
* GitHub Copilot acts as an AI pair programmer to provide autocomplete-style code
* completions and context-aware multi-line code suggestions, as you code, in real-time,
* right in the editor. GitHub Copilot turns natural language prompts including comments
* and method names into coding suggestions. You can view and incorporate suggestions
* from GitHub Copilot directly within the editor.
* **Try GitHub Copilot**
* Let's use Copilot to generate code suggestions:
* 1. Place your cursor just below the final closing brace **}** in the file.
* 2. Type a natural language comment: // Add a method to add two numbers and **Enter**.
* 3. GitHub Copilot generates a code suggestion for you. The suggested
* implementation shows in gray text.
* 4. To accept the suggestion, select **Tab**.
* Let's use Copilot Chat to submit a coding-related question as a prompt:
* 1. Select the **GitHub Copilot** badge in the upper-right corner of the IDE.
* 2. Select **Open Chat Window** from the dropdown.
* 3. Enter the following prompt in the chat window:
* Copilot prompt
* Generate sample code for a simple C# method to add two numbers.
* 4. Copilot Chat generates sample code in response to your prompt.
* GitHub Copilot is powered by AI, so surprises and mistakes are possible. For more
* information, see GitHub Copilot FAQs .
* Get started with GitHub Copilot in Visual Studio. Note that it requires Visual Studio 2022
* version 17.8 or later.
* **Use code snippets**Visual Studio provides useful *code snippets* that you can use to quickly and easily
* generate commonly used code blocks. Code snippets are available for different
* programming languages including C#, Visual Basic, and C++.
* Let's add the C# void Main snippet to our file.
* 1. Place your cursor just above the final closing brace **}** in the file, and type the
* characters svm .
* A pop-up dialog box appears with information about the svm code snippet.
* 2. Select the **Tab** key twice to insert the code snippet.
* You'll see the static void Main() method signature get added to the file. The
* Main() method is the entry point for C# applications.
* Available code snippets vary for different programming languages. You can look at the
* available code snippets for your language by choosing **Edit** > **IntelliSense** > **Insert**
* **Snippet** or by selecting the **Ctrl**+**K**, **Ctrl**+**X** keys, and then choosing the folder for your
* programming language. For C#, the snippet list looks like this:The list includes snippets for creating a class, a constructor, a for loop, an if or switch
* statement, and more.
* The Text Editor toolbar, which is the row of buttons under the menu bar in Visual Studio,
* helps make you more productive as you code. For example, you can toggle IntelliSense
* completion mode, increase or decrease a line indent, or comment out code that you
* don't want to compile.
* Let's comment out some code.
* 1. Paste the following code into the Main() method body.
* C#
* **Comment out code**
* // someWords is a string array.
* string[] someWords = {
* "the",
* "quick",
* "brown",
* "fox",
* "jumps"
* };2. We're not using the moreWords variable, but we might use it later so we don't want
* to delete it. Instead, we'll comment out those lines. Select the entire definition of
* moreWords down to the closing semicolon, and then choose the **Comment out the**
* **selected lines** button on the Text Editor toolbar. If you prefer to use the keyboard,
* select **Ctrl**+**K**, **Ctrl**+**C**.
* The C# comment characters // are added to the beginning of each selected line
* to comment out the code.
* When you want to uncomment lines, you can select them, and then choose the
* **Uncomment the selected lines** button on the Text Editor toolbar. If you prefer to
* use the keyboard, select **Ctrl**+**K**, **Ctrl**+**U**.
* We don't want to see the empty constructor that was generated for Class1 , so to
* unclutter our view of the code, let's collapse it. Choose the small gray box with the
* minus sign inside it in the margin of the first line of the constructor. Or, if you prefer to
* use the keyboard, place the cursor anywhere in the constructor code and select the
* **Ctrl**+**M**, **Ctrl**+**M** keys.
* string[] moreWords = {
* "over",
* "the",
* "lazy",
* "dog"
* };
* // Alphabetically sort the words.
* IEnumerable<string> query = from word in someWords
* orderby word
* select word;
* **Collapse code blocks**The code block collapses to just the first line, followed by an ellipsis ( ... ). To expand
* the code block again, select the same gray box that now has a plus sign in it, or select
* **Ctrl**+**M**, **Ctrl**+**M** again. This feature is called Outlining and is especially useful when
* you're collapsing long methods or entire classes.
* **View symbol definitions**
* The Visual Studio editor makes it easy to inspect the definition of a type, method, or
* variable. One way is to go to the definition, in whichever file has it, by choosing **Go to**
* **Definition** or by selecting the **F12** key anywhere a symbol is referenced. An even quicker
* way that doesn't move your focus away from the code you're working on is to use Peek
* Definition.
* Let's peek at the definition of the string type.
* 1. Right-click on any occurrence of string and choose **Peek Definition** from the
* content menu. Or, select the **Alt**+**F12** keys.
* A pop-up window appears with the definition of the String class. You can scroll
* within the pop-up window, or even peek at the definition of another type from the
* peeked code.
* 2. Close the peek definition window by choosing the small box with an "x" at the top
* right of the pop-up window.
* **Use IntelliSense to complete words**
* IntelliSense is an invaluable resource when you're coding. It can show you information
* about available members of a type, or parameter details for different overloads of amethod. You can also use IntelliSense to complete a word after you type enough
* characters to disambiguate it.
* Let's add a line of code to print out the ordered strings to the console window, which is
* the standard place for output from the program to go.
* 1. Below the query variable, start typing the following code:
* C#
* You'll see an IntelliSense pop-up appear with information about the query symbol.
* 2. To insert the rest of the word query by using IntelliSense word completion, select
* the **Tab** key.
* 3. Finish off the code block to look like the following code. You can practice further
* with code snippets by entering cw and then selecting **Tab** twice to generate the
* Console.WriteLine statement.
* C#
* Nobody gets code right the first time, and one of the things you might have to change
* is the name of a variable or method. Let's try out Visual Studio's refactor functionality to
* rename the someWords variable to unsortedWords .
* foreach (string str in qu
* foreach (string str in query)
* {
* Console.WriteLine(str);
* }
* **Refactor a name**1. Place your cursor over the definition of the someWords variable, and choose
* **Rename** from the right-click or context menu, or select the **F2** key.
* A **Rename** dialog box appears at the top right of the editor.
* 2. Enter the desired name **unsortedWords**. You'll see that the reference to
* unsortedWords in the query assignment statement is also automatically renamed.
* Before you select the **Enter** key, select the **Include comments** checkbox in the
* **Rename** pop-up box.
* 3. Select the **Enter** key.
* Both occurrences of someWords in your code have been renamed, as well as the
* text someWords in your code comment.
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* Outlining
* Go To Definition and Peek Definition
* Refactoring
* Use IntelliSense
* **See also**
*  **Yes**
*  **NoCompile and build in Visual Studio**
* Article • 02/03/2025
* For a first introduction to building within the IDE, see Walkthrough: Building an
* application.
* You can use any of the following methods to build an application: the Visual Studio IDE,
* the MSBuild command-line tools, and Azure Pipelines:
* **Build Method**
* **Benefits**
* IDE
* - Create builds immediately and test them in a debugger.
* - Run multi-processor builds for C++ and C# projects.
* - Customize different aspects of the build system.
* CMake
* - Build C++ projects using the CMake tool
* - Use the same build system across Linux and Windows platforms.
* MSBuild command
* line
* - Build projects without installing Visual Studio.
* - Run multi-processor builds for all project types.
* - Customize most areas of the build system.
* Azure Pipelines
* - Automate your build process as part of a continuous
* integration/continuous delivery pipeline.
* - Apply automated tests with every build.
* - Employ virtually unlimited cloud-based resources for build processes.
* - Modify the build workflow and create build activities to perform deeply
* customized tasks.
* The documentation in this section goes into further details of the IDE-based build
* process. For more information on the other methods, see CMake, MSBuild and Azure
* Pipelines, respectively.
* When you create a project, Visual Studio created default build configurations for the
* project and the solution that contains the project. These configurations define how the
* solutions and projects are built and deployed. Project configurations in particular are
* unique for a target platform (such as Windows or Linux) and build type (such as debug
* or release). You can edit these configurations however you like, and can also create your
* own configurations as needed.
* ﾉ **Expand table**
* **Building from the IDEFeedback**
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* For a first introduction to building within the IDE, see Walkthrough: Building an
* application.
* Next, see Building and cleaning projects and solutions in Visual Studio to learn about
* the different customizations you can make to the process. Customizations include
* changing output directories, specifying custom build events, managing project
* dependencies, managing build log files, and suppressing compiler warnings.
* From there, you can explore a variety of other tasks:
* Understand build configurations
* Configure projects to target platforms
* Manage project and solution properties.
* Specify build events in C# and Visual Basic
* Set build options
* Build multiple projects in parallel
* Building (compiling) website projects
* CMake projects in Visual Studio
* **Related content**
*  **Yes**
*  **NoQuickstart: Debug with C++ using the**
* **Visual Studio debugger**
* Article • 01/12/2024
* The Visual Studio debugger provides many powerful features to help you debug your
* apps. This topic provides a quick way to learn some of the basic features.
* 1. Open Visual Studio and create a project.
* Press **Esc** to close the start window. Type **Ctrl + Q** to open the search box, type
* **c++**, choose **Templates**, then choose **Create new Console App project**. In the
* dialog box that appears, choose **Create**.
* If you don't see the **Windows Console Application** project template, go to **Tools** >
* **Get Tools and Features...**, which opens the Visual Studio Installer. The Visual Studio
* Installer launches. Choose the **Desktop development with C++** workload, then
* choose **Modify**.
* Visual Studio creates the project.
* 2. In MyDbgApp.cpp, replace the following code
* C++
* with this code (do not remove #include "stdafx.h" ):
* C++
* **Create a new project**
* int main()
* {
* return 0;
* }
* #include <list>
* #include <iostream>
* using namespace std;
* void doWork()
* {
* list <int> c1;A *breakpoint* is a marker that indicates where Visual Studio should suspend your running
* code so you can take a look at the values of variables, or the behavior of memory, or
* whether or not a branch of code is getting run. It is the most basic feature in debugging.
* 1. To set the breakpoint, click in the gutter to the left of the doWork function call (or
* select the line of code and press **F9**).
* 2. Now press **F5** (or choose **Debug > Start Debugging**).
* The debugger pauses where you set the breakpoint. The statement where the
* debugger and app execution is paused is indicated by the yellow arrow. The line
* with the doWork function call has not yet executed.
* c1.push\_back(10);
* c1.push\_back(20);
* const list <int> c2 = c1;
* const int &i = c2.front();
* const int &j = c2.front();
* cout << "The first element is " << i << endl;
* cout << "The second element is " << j << endl;
* }
* int main()
* {
* doWork();
* }
* **Set a breakpoint**
*  **Tip**If you have a breakpoint in a loop or recursion, or if you have many
* breakpoints that you frequently step through, use a **conditional breakpoint** to
* make sure that your code is suspended ONLY when specific conditions are
* met. A conditional breakpoint saves time and can also make it easier to debug
* issues that are hard to reproduce.
* When trying to debug memory-related failures in C++, you can also use
* breakpoints to inspect address values (look for NULL) and reference counts.
* **Navigate code**
* There are different commands to instruct the debugger to continue. We show a useful
* code navigation command that is available starting in Visual Studio 2017.
* While paused at the breakpoint, hover over the statement c1.push\_back(20) until the
* green **Run to click** button appears, and then press the **Run to click** button.
* The app continues execution, calling doWork , and pauses on the line of code where you
* clicked the button.
* Common keyboard commands used to step through code include **F10** and **F11**. For more
* in-depth instructions, see First look at the debugger.
* **Inspect variables in a datatip**
* 1. In the current line of code (marked by the yellow execution pointer), hover over
* the c1 object with your mouse to show a datatip.The datatip shows you the current value of the c1 variable and allows you to
* inspect its properties. When debugging, if you see a value you don't expect, you
* probably have a bug in the preceding or calling lines of code.
* 2. Expand the datatip to look at the current property values of the c1 object.
* 3. If you want to pin the datatip so that you can continue to see the value of c1 while
* you execute code, click the small pin icon. (You can move the pinned datatip to a
* convenient location.)
* **Edit code and continue debugging**
* If you identify a change that you want to test in your code while in the middle of a
* debugging session, you can do that, too.
* 1. Click the second instance of c2.front() and change c2.front() to c2.back() .
* 2. Press **F10** (or **Debug > Step Over**) a few times to advance the debugger and
* execute the edited code.
* **F10** advances the debugger one statement at a time, but steps over functions
* instead of stepping into them (the code that you skip still executes).
* For more information on using edit-and-continue and on feature limitations, see Edit
* and Continue.**Feedback**
* **Was this page helpful?**
* In this tutorial, you've learned how to start the debugger, step through code, and
* inspect variables. You may want to get a high-level look at debugger features along with
* links to more information.
* **Next steps**
* **First look at the debugger**
*  **Yes**
*  **NoWrite unit tests for C/C++ in Visual**
* **Studio**
* Article • 12/16/2024
* You can write and run your C++ unit tests by using the **Test Explorer** window. It works
* just like it does for other languages. For more information about using **Test Explorer**,
* see Run unit tests with Test Explorer.
* ７ **Note**
* Some features such as Live Unit Testing, Coded UI Tests and IntelliTest aren't
* supported for C++.
* Visual Studio includes these C++ test frameworks with no extra downloads required:
* Microsoft Unit Testing Framework for C++
* Google Test
* Boost.Test
* CTest
* You can use the installed frameworks, or write your own test adapter for whatever
* framework you want to use within Visual Studio. A test adapter integrates unit tests with
* the **Test Explorer** window. Several non-Microsoft adapters are available on the Visual
* Studio Marketplace . For more information, see Install unit test frameworks.
* Visual Studio 2017 and later (Professional and Enterprise)
* C++ unit test projects support CodeLens.
* Visual Studio 2017 and later (all editions)
* **Google Test Adapter** is included as a default component of the **Desktop**
* **development with C++** workload. It has a project template that you can add to
* a solution. Right-click on the solution node in **Solution Explorer** and choose
* **Add** > **New Project** on the shortcut menu to add the project template. It also
* has options you can configure by using **Tools** > **Options**. For more information,
* see How to: Use Google Test in Visual Studio.
* **Boost.Test** is included as a default component of the **Desktop development**
* **with C++** workload. It's integrated with **Test Explorer**, but currently doesn'thave a project template. You must manually configure it. For more information,
* see How to: Use Boost.Test in Visual Studio.
* **CTest** support is included with the **C++ CMake tools** component, which is part
* of the **Desktop development with C++** workload. For more information, see
* How to: Use CTest in Visual Studio.
* Earlier versions of Visual Studio
* You can download the Google Test adapter and Boost.Test Adapter extensions on
* the Visual Studio Marketplace. Find them at Test adapter for Boost.Test and Test
* adapter for Google Test .
*  **Tip**
* You can also use Copilot /tests slash command to generate unit tests from code.
* For example, you can type /tests using Boost framework to generate Boost.Test
* tests. For more information, see **Use slash commands in Copilot Chat**.
* **Basic test workflow**
* The following sections show the basic steps to get you started with C++ unit testing.
* The basic configuration is similar for both the Microsoft and Google Test frameworks.
* Boost.Test requires that you manually create a test project.
* **Create a test project in Visual Studio 2022**
* Define and run unit tests inside one or more **test projects**. A test project creates a
* separate app that calls the code in your executable and reports on its behavior. Create
* test projects in the same solution as the code you want to test.
* To add a new test project to an existing solution:
* 1. Right-click on the Solution node in **Solution Explorer**.
* 2. In the context menu, choose **Add** > **New Project**.
* 3. Set **Language** to **C++** and type *test* in the search box. The following screenshot
* shows the test projects that are available when the **Desktop Development with**
* **C++** and the **UWP Development** workload are installed:**Create references to other projects in the solution**
* To enable access to the functions in the project under test, add a reference to the
* project in your test project. In **Solution Explorer**, expand your test project. Right-click
* **References** and then select **Add** > **Reference**. In the **Add Reference** dialog box, choose
* the projects you want to test.**Link to object or library files**
* If the test code doesn't export the functions that you want to test, add the output .obj
* or .lib files to the dependencies of the test project. For more information, see To link
* the tests to the object or library files. Don't include object files that have a main function
* or another standard entry point such as wmain , WinMain , or DllMain . When you add new
* source files to your project, update the test project dependencies to include the
* corresponding object files.
* **Add #include directives for header files**
* In your unit test .cpp file, add an #include directive for any header files that declare the
* types and functions you want to test. Type #include " , and then IntelliSense activates to
* help you choose. Repeat for any more headers. **Tip**
* To avoid having to type the full path in each include statement in the source file,
* add the required folders in **Project** > **Properties** > **C/C++** > **General** > **Additional**
* **Include Directories**.
* **Write test methods**
* ７ **Note**
* This section shows syntax for the Microsoft Unit Testing Framework for C/C++. For
* more information, see **Microsoft.VisualStudio.TestTools.CppUnitTestFramework**
* **API reference**.
* For Google Test documentation, see **Google Test primer** . For Boost.Test, see
* **Boost Test library: The unit test framework** .
* The .cpp file in your test project has a stub class and method defined for you. They
* show an example of how to write test code. The signatures use the TEST\_CLASS and
* TEST\_METHOD macros, which make the methods discoverable from the **Test Explorer**
* window.TEST\_CLASS and TEST\_METHOD are part of the Microsoft Native Test Framework. **Test**
* **Explorer** discovers test methods in other supported frameworks in a similar way.
* A TEST\_METHOD returns void. To produce a test result, use the static methods in the
* Assert class to test actual results against expected results. In the following example,
* assume MyClass has a constructor that takes a std::string . This example shows how
* you can test that the constructor initializes the class the way you expect:
* C++
* In the previous example, the result of the Assert::AreEqual call determines whether the
* test passes or fails. The Assert class contains many other methods to compare expected
* results with actual results.
* You can add *traits* to test methods to specify test owners, priority, and other
* information. You can then use these values to sort and group tests in **Test Explorer**. For
* more information, see Run unit tests with Test Explorer.
* 1. On the **Test** menu, choose **Test Explorer**. The following illustration shows a test
* project before you run tests.
* TEST\_METHOD(TestClassInit)
* {
* std::string name = "Bill";
* MyClass mc(name);
* Assert::AreEqual(name, mc.GetName());
* }
* **Run the tests**７ **Note**
* CTest integration with **Test Explorer** is not yet available. Run CTest tests from
* the CMake main menu.
* 2. If any of your tests are missing from the window, build the test project by right
* clicking its node in **Solution Explorer** and choosing **Build** or **Rebuild**.
* 3. In **Test Explorer**, choose **Run All**, or select the specific tests you want to run. Right
* click on a test for other options, including running it in debug mode with
* breakpoints enabled. After all the tests run, the window shows the tests that
* passed and the ones that failed.
* For failed tests, the message displays details that help to diagnose the cause. Right-click
* on the failing test for a pop-up menu. Choose **Debug** to step through the function
* where the failure occurred.For more information on using **Test Explorer**, see Run unit tests with Test Explorer.
* For more information on unit testing, see Unit test basics.
* **Use CodeLens**
* **Visual Studio 2017 and later (Professional and Enterprise editions)**
* CodeLens lets you quickly see the status of a unit test without leaving the code editor.
* Initialize CodeLens for a C++ unit test project in any of the following ways:
* Edit and build your test project or solution.
* Rebuild your project or solution.
* Run tests from the **Test Explorer** window.
* After you initialize CodeLens, you can see the test status icons above each unit test.
* 
* Choose the icon for more information, or to run or debug the unit test:**Feedback**
* **Was this page helpful?**
* Provide product feedback
* | Ask the community
* Unit test your code
* **Related content**
*  **Yes**
*  **NoWalkthrough: Compiling a Native C++**
* **Program on the Command Line**
* Article • 02/08/2022
* Visual Studio includes a command-line C and C++ compiler. You can use it to create
* everything from basic console apps to Universal Windows Platform apps, Desktop apps,
* device drivers, and .NET components.
* In this walkthrough, you create a basic, "Hello, World"-style C++ program by using a
* text editor, and then compile it on the command line. If you'd like to try the Visual
* Studio IDE instead of using the command line, see Walkthrough: Working with Projects
* and Solutions (C++) or Using the Visual Studio IDE for C++ Desktop Development.
* In this walkthrough, you can use your own C++ program instead of typing the one
* that's shown. Or, you can use a C++ code sample from another help article.
* **Prerequisites**
* To complete this walkthrough, you must have installed either Visual Studio and the
* optional **Desktop development with C++** workload, or the command-line Build Tools
* for Visual Studio.
* Visual Studio is an *integrated development environment* (IDE). It supports a full-featured
* editor, resource managers, debuggers, and compilers for many languages and
* platforms. Versions available include the free Visual Studio Community edition, and all
* can support C and C++ development. For information on how to download and install
* Visual Studio, see Install C++ support in Visual Studio.
* The Build Tools for Visual Studio installs only the command-line compilers, tools, and
* libraries you need to build C and C++ programs. It's perfect for build labs or classroom
* exercises and installs relatively quickly. To install only the command-line tools, look for
* Build Tools for Visual Studio on the Visual Studio Downloads page.
* Before you can build a C or C++ program on the command line, verify that the tools are
* installed, and you can access them from the command line. Visual C++ has complex
* requirements for the command-line environment to find the tools, headers, and libraries
* it uses. **You can't use Visual C++ in a plain command prompt window** without doing
* some preparation. Fortunately, Visual C++ installs shortcuts for you to launch a
* developer command prompt that has the environment set up for command line builds.
* Unfortunately, the names of the developer command prompt shortcuts and wherethey're located are different in almost every version of Visual C++ and on different
* versions of Windows. Your first walkthrough task is finding the right one to use.
* ７ **Note**
* A developer command prompt shortcut automatically sets the correct paths for the
* compiler and tools, and for any required headers and libraries. You must set these
* environment values yourself if you use a regular **Command Prompt** window. For
* more information, see **Use the MSVC toolset from the command line**. We
* recommend you use a developer command prompt shortcut instead of building
* your own.
* **Open a developer command prompt**
* 1. If you have installed Visual Studio 2017 or later on Windows 10 or later, open the
* Start menu and choose **All apps**. Scroll down and open the **Visual Studio** folder
* (not the Visual Studio application). Choose **Developer Command Prompt for VS** to
* open the command prompt window.
* If you have installed Microsoft Visual C++ Build Tools 2015 on Windows 10 or
* later, open the **Start** menu and choose **All apps**. Scroll down and open the **Visual**
* **C++ Build Tools** folder. Choose **Visual C++ 2015 x86 Native Tools Command**
* **Prompt** to open the command prompt window.
* You can also use the Windows search function to search for "developer command
* prompt" and choose one that matches your installed version of Visual Studio. Use
* the shortcut to open the command prompt window.
* 2. Next, verify that the Visual C++ developer command prompt is set up correctly. In
* the command prompt window, enter cl and verify that the output looks
* something like this:
* Output
* C:\Program Files (x86)\Microsoft Visual Studio\2017\Enterprise>cl
* Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x86
* Copyright (C) Microsoft Corporation. All rights reserved.
* usage: cl [ option... ] filename... [ /link linkoption... ]
* There may be differences in the current directory or version numbers. These values
* depend on the version of Visual C++ and any updates installed. If the aboveoutput is similar to what you see, then you're ready to build C or C++ programs at
* the command line.
* ７ **Note**
* If you get an error such as "'cl' is not recognized as an internal or external
* command, operable program or batch file," error C1034, or error LNK1104
* when you run the **cl** command, then either you are not using a developer
* command prompt, or something is wrong with your installation of Visual C++.
* You must fix this issue before you can continue.
* If you can't find the developer command prompt shortcut, or if you get an error
* message when you enter cl , then your Visual C++ installation may have a
* problem. Try reinstalling the Visual C++ component in Visual Studio, or reinstall
* the Microsoft Visual C++ Build Tools. Don't go on to the next section until the **cl**
* command works. For more information about installing and troubleshooting Visual
* C++, see Install Visual Studio.
* ７ **Note**
* Depending on the version of Windows on the computer and the system
* security configuration, you might have to right-click to open the shortcut
* menu for the developer command prompt shortcut and then choose **Run as**
* **administrator** to successfully build and run the program that you create by
* following this walkthrough.
* **Create a Visual C++ source file and compile it on the**
* **command line**
* 1. In the developer command prompt window, enter md c:\hello to create a
* directory, and then enter cd c:\hello to change to that directory. This directory is
* where both your source file and the compiled program get created.
* 2. Enter notepad hello.cpp in the command prompt window.
* Choose **Yes** when Notepad prompts you to create a new file. This step opens a
* blank Notepad window, ready for you to enter your code in a file named hello.cpp.
* 3. In Notepad, enter the following lines of code:C++
* This code is a simple program that will write one line of text on the screen and
* then exit. To minimize errors, copy this code and paste it into Notepad.
* 4. Save your work! In Notepad, on the **File** menu, choose **Save**.
* Congratulations, you've created a C++ source file, hello.cpp, that is ready to
* compile.
* 5. Switch back to the developer command prompt window. Enter dir at the
* command prompt to list the contents of the c:\hello directory. You should see the
* source file hello.cpp in the directory listing, which looks something like:
* Output
* The dates and other details will differ on your computer.
* #include <iostream>
* using namespace std;
* int main()
* {
* cout << "Hello, world, from Visual C++!" << endl;
* }
* c:\hello>dir
* Volume in drive C has no label.
* Volume Serial Number is CC62-6545
* Directory of c:\hello
* 05/24/2016 05:36 PM <DIR> .
* 05/24/2016 05:36 PM <DIR> ..
* 05/24/2016 05:37 PM 115 hello.cpp
* 1 File(s) 115 bytes
* 2 Dir(s) 571,343,446,016 bytes free
* ７ **Note**
* If you don't see your source code file, *hello.cpp* , make sure the current
* working directory in your command prompt is the *C:\hello* directory you
* created. Also make sure that this is the directory where you saved your source
* file. And make sure that you saved the source code with a *.cpp* file name
* extension, not a *.txt* extension. Your source file gets saved in the current
* directory as a *.cpp* file automatically if you open Notepad at the commandprompt by using the **notepad hello.cpp** command. Notepad's behavior is
* different if you open it another way: By default, Notepad appends a *.txt*
* extension to new files when you save them. It also defaults to saving files in
* your *Documents* directory. To save your file with a *.cpp* extension in Notepad,
* choose **File** > **Save As**. In the **Save As** dialog, navigate to your *C:\hello* folder
* in the directory tree view control. Then use the **Save as type** dropdown
* control to select **All Files (\*.\*)**. Enter *hello.cpp* in the **File name** edit control,
* and then choose **Save** to save the file.
* 6. At the developer command prompt, enter cl /EHsc hello.cpp to compile your
* program.
* The cl.exe compiler generates an .obj file that contains the compiled code, and
* then runs the linker to create an executable program named hello.exe. This name
* appears in the lines of output information that the compiler displays. The output of
* the compiler should look something like:
* Output
* c:\hello>cl /EHsc hello.cpp
* Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x86
* Copyright (C) Microsoft Corporation. All rights reserved.
* hello.cpp
* Microsoft (R) Incremental Linker Version 14.10.25017.0
* Copyright (C) Microsoft Corporation. All rights reserved.
* /out:hello.exe
* hello.obj
* ７ **Note**
* If you get an error such as "'cl' is not recognized as an internal or external
* command, operable program or batch file," error C1034, or error LNK1104,
* your developer command prompt is not set up correctly. For information on
* how to fix this issue, go back to the **Open a developer command prompt**
* section.
* ７ **Note**
* If you get a different compiler or linker error or warning, review your source
* code to correct any errors, then save it and run the compiler again. Forinformation about specific errors, use the search box to look for the error
* number.
* 7. To run the hello.exe program, at the command prompt, enter hello .
* The program displays this text and exits:
* Output
* Hello, world, from Visual C++!
* Congratulations, you've compiled and run a C++ program by using the command
* line tools.
* **Next steps**
* This "Hello, World" example is about as simple as a C++ program can get. Real world
* programs usually have header files, more source files, and link to libraries.
* You can use the steps in this walkthrough to build your own C++ code instead of typing
* the sample code shown. These steps also let you build many C++ code sample
* programs that you find elsewhere. You can put your source code and build your apps in
* any writeable directory. By default, the Visual Studio IDE creates projects in your user
* folder, in a *source\repos* subfolder. Older versions may put projects in a
* *Documents\Visual Studio <version>\Projects* folder.
* To compile a program that has additional source code files, enter them all on the
* command line, like:
* cl /EHsc file1.cpp file2.cpp file3.cpp
* The /EHsc command-line option instructs the compiler to enable standard C++
* exception handling behavior. Without it, thrown exceptions can result in undestroyed
* objects and resource leaks. For more information, see /EH (Exception Handling Model).
* When you supply additional source files, the compiler uses the first input file to create
* the program name. In this case, it outputs a program called file1.exe. To change the
* name to program1.exe, add an /out linker option:
* cl /EHsc file1.cpp file2.cpp file3.cpp /link /out:program1.exe
* And to catch more programming mistakes automatically, we recommend you compile
* by using either the /W3 or /W4 warning level option:cl /W4 /EHsc file1.cpp file2.cpp file3.cpp /link /out:program1.exe
* The compiler, cl.exe, has many more options. You can apply them to build, optimize,
* debug, and analyze your code. For a quick list, enter cl /? at the developer command
* prompt. You can also compile and link separately and apply linker options in more
* complex build scenarios. For more information on compiler and linker options and
* usage, see C/C++ Building Reference.
* You can use NMAKE and makefiles, MSBuild and project files, or CMake, to configure
* and build more complex projects on the command line. For more information on using
* these tools, see NMAKE Reference, MSBuild, and CMake projects in Visual Studio.
* The C and C++ languages are similar, but not the same. The MSVC compiler uses a
* simple rule to determine which language to use when it compiles your code. By default,
* the MSVC compiler treats files that end in *.c* as C source code, and files that end in
* *.cpp* as C++ source code. To force the compiler to treat all files as C++ independent of
* file name extension, use the /TP compiler option.
* The MSVC compiler includes a C Runtime Library (CRT) that conforms to the ISO C99
* standard, with minor exceptions. Portable code generally compiles and runs as expected.
* Certain obsolete library functions, and several POSIX function names, are deprecated by
* the MSVC compiler. The functions are supported, but the preferred names have
* changed. For more information, see Security Features in the CRT and Compiler Warning
* (level 3) C4996.
* **See also**
* C++ Language Reference
* Projects and build systems
* MSVC Compiler Options**Walkthrough: Compile a C program on**
* **the command line**
* Article • 05/10/2022
* The Visual Studio build tools include a C compiler that you can use to create everything
* from basic console programs to full Windows Desktop applications, mobile apps, and
* more. Microsoft C/C++ (MSVC) is a C and C++ compiler that, in its latest versions,
* conforms to some of the latest C language standards, including C11 and C17.
* This walkthrough shows how to create a basic, "Hello, World"-style C program by using
* a text editor, and then compile it on the command line. If you'd rather work in C++ on
* the command line, see Walkthrough: Compiling a Native C++ Program on the
* Command Line. If you'd like to try the Visual Studio IDE instead of using the command
* line, see Walkthrough: Working with Projects and Solutions (C++) or Using the Visual
* Studio IDE for C++ Desktop Development.
* **Prerequisites**
* To complete this walkthrough, you must have installed either Visual Studio or the Build
* Tools for Visual Studio and the optional Desktop development with C++ workload.
* Visual Studio is a powerful integrated development environment that supports a full
* featured editor, resource managers, debuggers, and compilers for many languages and
* platforms. For information on these features and how to download and install Visual
* Studio, including the free Visual Studio Community edition, see Install Visual Studio.
* The Build Tools for Visual Studio version of Visual Studio installs only the command-line
* toolset, the compilers, tools, and libraries you need to build C and C++ programs. It's
* perfect for build labs or classroom exercises and installs relatively quickly. To install only
* the command-line toolset, download Build Tools for Visual Studio from the Visual Studio
* downloads page and run the installer. In the Visual Studio installer, select the **Desktop**
* **development with C++** workload (in older versions of Visual Studio, select the **C++**
* **build tools** workload), and choose **Install**.
* When you've installed the tools, there's another tool you'll use to build a C or C++
* program on the command line. MSVC has complex requirements for the command-line
* environment to find the tools, headers, and libraries it uses. **You can't use MSVC in a**
* **plain command prompt window** without some preparation. You need a *developer*
* *command prompt* window, which is a regular command prompt window that has all the
* required environment variables set. Fortunately, Visual Studio installs shortcuts for youto launch developer command prompts that have the environment set up for command
* line builds. Unfortunately, the names of the developer command prompt shortcuts and
* where they're located are different in almost every version of Visual Studio and on
* different versions of Windows. Your first walkthrough task is to find the right shortcut to
* use.
* ７ **Note**
* A developer command prompt shortcut automatically sets the correct paths for the
* compiler and tools, and for any required headers and libraries. Some of these
* values are different for each build configuration. You must set these environment
* values yourself if you don't use one of the shortcuts. For more information, see **Use**
* **the MSVC toolset from the command line**. Because the build environment is
* complex, we strongly recommend you use a developer command prompt shortcut
* instead of building your own.
* These instructions vary depending on which version of Visual Studio you're using. To see
* the documentation for your preferred version of Visual Studio, use the **Version** selector
* control. It's found at the top of the table of contents on this page.
* **Open a developer command prompt in Visual**
* **Studio 2022**
* If you've installed Visual Studio 2022 on Windows 10 or later, open the Start menu, and
* choose **All apps**. Then, scroll down and open the **Visual Studio 2022** folder (not the
* Visual Studio 2022 app). Choose **Developer Command Prompt for VS 2022** to open the
* command prompt window.
* If you're using a different version of Windows, look in your Start menu or Start page for
* a Visual Studio tools folder that contains a developer command prompt shortcut. You
* can also use the Windows search function to search for "developer command prompt"
* and choose one that matches your installed version of Visual Studio. Use the shortcut to
* open the command prompt window.
* Next, verify that the developer command prompt is set up correctly. In the command
* prompt window, enter cl (or CL , case doesn't matter for the compiler name, but it does
* matter for compiler options). The output should look something like this:
* OutputC:\Program Files (x86)\Microsoft Visual Studio\2017\Enterprise>cl
* Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x86
* Copyright (C) Microsoft Corporation. All rights reserved.
* usage: cl [ option... ] filename... [ /link linkoption... ]
* There may be differences in the current directory or version numbers, depending on the
* version of Visual Studio and any updates installed. If the above output is similar to what
* you see, then you're ready to build C or C++ programs at the command line.
* ７ **Note**
* If you get an error such as "'cl' is not recognized as an internal or external
* command, operable program or batch file," error C1034, or error LNK1104 when
* you run the **cl** command, then either you are not using a developer command
* prompt, or something is wrong with your installation of Visual Studio. You must fix
* this issue before you can continue.
* If you can't find the developer command prompt shortcut, or if you get an error
* message when you enter cl , then your Visual Studio installation may have a problem. If
* you're using Visual Studio 2017 or later, try reinstalling the **Desktop development with**
* **C++** workload in the Visual Studio installer. For details, see Install C++ support in Visual
* Studio. Or, reinstall the Build Tools from the Visual Studio downloads page. Don't go
* on to the next section until the cl command works. For more information about
* installing and troubleshooting Visual Studio, see Install Visual Studio.
* ７ **Note**
* Depending on the version of Windows on the computer and the system security
* configuration, you might have to right-click to open the shortcut menu for the
* developer command prompt shortcut and then choose **Run as Administrator** to
* successfully build and run the program that you create by following this
* walkthrough.
* **Create a C source file and compile it on the**
* **command line**
* 1. In the developer command prompt window, enter cd c:\ to change the current
* working directory to the root of your C: drive. Next, enter md c:\hello to create adirectory, and then enter cd c:\hello to change to that directory. This directory
* will hold your source file and the compiled program.
* 2. Enter notepad hello.c at the developer command prompt. In the Notepad alert
* dialog that pops up, choose **Yes** to create a new *hello.c* file in your working
* directory.
* 3. In Notepad, enter the following lines of code:
* C
* 4. On the Notepad menu bar, choose **File** > **Save** to save *hello.c* in your working
* directory.
* 5. Switch back to the developer command prompt window. Enter dir at the
* command prompt to list the contents of the *c:\hello* directory. You should see
* the source file *hello.c* in the directory listing, which looks something like:
* Output
* The dates and other details will differ on your computer. If you don't see your
* source code file, *hello.c* , make sure you've changed to the *c:\hello* directory
* you created, and in Notepad, make sure that you saved your source file in this
* #include <stdio.h>
* int main()
* {
* printf("Hello, World! This is a native C program compiled on the
* command line.\n");
* return 0;
* }
* C:\hello>dir
* Volume in drive C has no label.
* Volume Serial Number is CC62-6545
* Directory of C:\hello
* 10/02/2017 03:46 PM <DIR> .
* 10/02/2017 03:46 PM <DIR> ..
* 10/02/2017 03:36 PM 143 hello.c
* 1 File(s) 143 bytes
* 2 Dir(s) 514,900,566,016 bytes freedirectory. Also make sure that you saved the source code with a *.c* file name
* extension, not a *.txt* extension.
* 6. To compile your program, enter cl hello.c at the developer command prompt.
* You can see the executable program name, hello.exe, in the lines of output
* information that the compiler displays:
* Output
* c:\hello>cl hello.c
* Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x86
* Copyright (C) Microsoft Corporation. All rights reserved.
* hello.c
* Microsoft (R) Incremental Linker Version 14.10.25017.0
* Copyright (C) Microsoft Corporation. All rights reserved.
* /out:hello.exe
* hello.obj
* ７ **Note**
* If you get an error such as "'cl' is not recognized as an internal or external
* command, operable program or batch file," error C1034, or error LNK1104,
* your developer command prompt is not set up correctly. For information on
* how to fix this issue, go back to the **Open a developer command prompt**
* section.
* If you get a different compiler or linker error or warning, review your source
* code to correct any errors, then save it and run the compiler again. For
* information about specific errors, use the search box at the top of this page to
* look for the error number.
* 7. To run your program, enter hello at the command prompt.
* The program displays this text and then exits:
* Output
* Hello, World! This is a native C program compiled on the command line.
* Congratulations, you've compiled and run a C program by using the command
* line.**Next steps**
* This "Hello, World" example is about as basic as a C program can get. Real world
* programs have header files and more source files, link in libraries, and do useful work.
* You can use the steps in this walkthrough to build your own C code instead of typing
* the sample code shown. You can also build many C code sample programs that you find
* elsewhere. To compile a program that has more source code files, enter them all on the
* command line:
* cl file1.c file2.c file3.c
* The compiler outputs a program called *file1.exe* . To change the name to
* *program1.exe* , add an /out linker option:
* cl file1.c file2.c file3.c /link /out:program1.exe
* And to catch more programming mistakes automatically, we recommend you compile
* by using either the /W3 or /W4 warning level option:
* cl /W4 file1.c file2.c file3.c /link /out:program1.exe
* The compiler, cl.exe, has many more options you can apply to build, optimize, debug,
* and analyze your code. For a quick list, enter cl /? at the developer command prompt.
* You can also compile and link separately and apply linker options in more complex build
* scenarios. For more information on compiler and linker options and usage, see C/C++
* Building Reference.
* You can use NMAKE and makefiles, or MSBuild and project files to configure and build
* more complex projects on the command line. For more information on using these
* tools, see NMAKE Reference and MSBuild.
* The C and C++ languages are similar, but not the same. The Microsoft C/C++ compiler
* (MSVC) uses a basic rule to determine which language to use when it compiles your
* code. By default, the MSVC compiler treats all files that end in *.c* as C source code, and
* all files that end in *.cpp* as C++ source code. To force the compiler to treat all files as C
* no matter the file name extension, use the /TC compiler option.
* By default, MSVC is compatible with the ANSI C89 and ISO C99 standards, but not
* strictly conforming. In most cases, portable C code will compile and run as expected.
* The compiler provides optional support for the changes in ISO C11/C17. To compile with
* C11/C17 support, use the compiler flag **/std:c11** or **/std:c17** . C11/C17 support requires
* Windows SDK 10.0.20201.0 or later. Windows SDK 10.0.22000.0 or later isrecommended. You can download the latest SDK from the Windows SDK page. For more
* information, and instructions on how to install and use this SDK for C development, see
* Install C11 and C17 support in Visual Studio.
* Certain library functions and POSIX function names are deprecated by MSVC. The
* functions are supported, but the preferred names have changed. For more information,
* see Security Features in the CRT and Compiler Warning (level 3) C4996.
* **See also**
* Walkthrough: Creating a Standard C++ Program (C++)
* C Language Reference
* Projects and build systems
* Compatibility**Walkthrough: Compiling a C++/CX**
* **Program on the Command Line**
* Article • 03/01/2023
* ７ **Note**
* For new UWP apps and components, we recommend that you use **C++/WinRT**, a
* standard C++17 language projection for Windows Runtime APIs. C++/WinRT is
* available in the Windows SDK from version 1803 (10.0.17134.0) onward.
* C++/WinRT is implemented entirely in header files, and is designed to provide you
* with first-class access to the modern Windows API.
* The Microsoft C++ compiler (MSVC) supports C++ component extensions (C++/CX),
* which has additional types and operators to target the Windows Runtime programming
* model. You can use C++/CX to build apps for Universal Windows Platform (UWP), and
* Windows desktop. For more information, see A Tour of C++/CX and Component
* Extensions for Runtime Platforms.
* In this walkthrough, you use a text editor to create a basic C++/CX program, and then
* compile it on the command line. (You can use your own C++/CX program instead of
* typing the one that's shown, or you can use a C++/CX code sample from another help
* article. This technique is useful for building and testing small modules that have no UI
* elements.)
* ７ **Note**
* You can also use the Visual Studio IDE to compile C++/CX programs. Because the
* IDE includes design, debugging, emulation, and deployment support that isn't
* available on the command line, we recommend that you use the IDE to build
* Universal Windows Platform (UWP) apps. For more information, see **Create a UWP**
* **app in C++**.
* **Prerequisites**
* You understand the fundamentals of the C++ language.
* **Compiling a C++/CX Program**To enable compilation for C++/CX, you must use the /ZW compiler option. The MSVC
* compiler generates an .exe file that targets the Windows Runtime, and links to the
* required libraries.
* **To compile a C++/CX application on the command line**
* 1. Open a **Developer Command Prompt** window. For specific instructions, see To
* open a developer command prompt window.
* Administrator credentials may be required to successfully compile the code,
* depending on the computer's operating system and configuration. To run the
* command prompt window as an administrator, right-click to open the shortcut
* menu for the command prompt and then choose **More** > **Run as administrator**.
* 2. Change the current working directory in the command prompt window to a
* directory you can write to, such as your Documents directory.
* 3. At the command prompt, enter **notepad basiccx.cpp**.
* Choose **Yes** when you're prompted to create a file.
* 4. In Notepad, enter these lines:
* C++
* using namespace Platform;
* int main(Platform::Array<Platform::String^>^ args)
* {
* Platform::Details::Console::WriteLine("This is a C++/CX program.");
* }
* 5. On the menu bar, choose **File** > **Save**.
* You've created a C++ source file that uses the Windows Runtime Platform
* namespace namespace.
* 6. At the command prompt, enter cl /EHsc /ZW basiccx.cpp /link
* /SUBSYSTEM:CONSOLE . The cl.exe compiler compiles the source code into an .obj
* file, and then runs the linker to generate an executable program named
* basiccx.exe. The /EHsc compiler option specifies the C++ exception-handling
* model, and the /link flag specifies a console application.
* 7. To run the basiccx.exe program, at the command prompt, enter **basiccx**.The program displays this text and exits:
* Output
* This is a C++/CX program.
* **See also**
* Projects and build systems
* MSVC Compiler Options**Walkthrough: Compiling a C++/CLI**
* **Program on the Command Line**
* Article • 02/24/2023
* You can create Visual C++ programs that target the Common Language Runtime (CLR)
* and use the .NET Framework, and build them on the command line. Visual C++ supports
* the C++/CLI programming language, which has additional types and operators to target
* the .NET programming model. For general information about the C++/CLI language, see
* .NET Programming with C++/CLI (Visual C++).
* In this walkthrough, you use a text editor to create a basic C++/CLI program, and then
* compile it on the command line. (You can use your own C++/CLI program instead of
* typing the one that's shown, or you can use a C++/CLI code sample from another help
* article. This technique is useful for building and testing small modules that have no UI
* elements.)
* **Prerequisites**
* You understand the fundamentals of the C++ language.
* **Compiling a C++/CLI Program**
* The following steps show how to compile a C++/CLI console application that uses .NET
* Framework classes.
* To enable compilation for C++/CLI, you must use the /clr compiler option. The MSVC
* compiler generates an .exe file that contains MSIL code—or mixed MSIL and native code
* —and links to the required .NET Framework libraries.
* **To compile a C++/CLI application on the command line**
* 1. Open a **Developer Command Prompt** window. For specific instructions, see To
* open a developer command prompt window.
* Administrator credentials may be required to successfully compile the code,
* depending on the computer's operating system and configuration. To run the
* command prompt window as an administrator, right-click to open the shortcut
* menu for the command prompt and then choose **More** > **Run as administrator**.2. Change the current working directory in the command prompt window to a
* directory you can write to, such as your Documents directory.
* 3. At the command prompt, enter notepad basicclr.cpp .
* Choose **Yes** when you're prompted to create a file.
* 4. In Notepad, enter these lines:
* C++
* int main()
* {
* System::Console::WriteLine("This is a C++/CLI program.");
* }
* 5. On the menu bar, choose **File** > **Save**.
* You've created a Visual C++ source file that uses a .NET Framework class (Console)
* in the System namespace.
* 6. At the command prompt, enter cl /clr basicclr.cpp . The cl.exe compiler
* compiles the source code into an .obj file that contains MSIL, and then runs the
* linker to generate an executable program named basicclr.exe.
* 7. To run the basicclr.exe program, at the command prompt, enter basicclr .
* The program displays this text and exits:
* Output
* This is a C++/CLI program.
* **See also**
* C++ Language Reference
* Projects and build systems
* MSVC Compiler Options

**C++ Standard Library reference (STL)**

* Article
* 08/17/2022

A C++ program can call on a large number of functions from this conforming implementation of the C++ Standard Library. These functions perform services such as input and output and provide efficient implementations of frequently used operations.

For more information about linking with the appropriate Visual C++ runtime .lib file, see [C runtime (CRT) and C++ Standard Library (STL) .lib files](https://learn.microsoft.com/en-us/cpp/c-runtime-library/crt-library-features?view=msvc-170).

Note

Microsoft's implementation of the C++ Standard Library is often referred to as the *STL* or *Standard Template Library*. Although *C++ Standard Library* is the official name of the library as defined in ISO 14882, due to the popular use of "STL" and "Standard Template Library" in search engines, we occasionally use those names to make it easier to find our documentation.

From a historical perspective, "STL" originally referred to the Standard Template Library written by Alexander Stepanov. Parts of that library were standardized in the C++ Standard Library, along with the ISO C runtime library, parts of the Boost library, and other functionality. Sometimes "STL" is used to refer to the containers and algorithms parts of the C++ Standard Library adapted from Stepanov's STL. In this documentation, Standard Template Library (STL) refers to the C++ Standard Library as a whole.

**In this section**

[C++ Standard Library overview](https://learn.microsoft.com/en-us/cpp/standard-library/cpp-standard-library-overview?view=msvc-170) Provides an overview of the Microsoft implementation of the C++ Standard Library.

[iostream programming](https://learn.microsoft.com/en-us/cpp/standard-library/iostream-programming?view=msvc-170) Provides an overview of iostream programming.

[Header files reference](https://learn.microsoft.com/en-us/cpp/standard-library/cpp-standard-library-header-files?view=msvc-170) Provides links to reference topics about the C++ Standard Library header files, with code examples.

# Use the Microsoft C++ toolset from the command line

* Article
* 03/02/2023

## In this article

1. [Download and install the tools](https://learn.microsoft.com/en-us/cpp/build/building-on-the-command-line?view=msvc-170#download-and-install-the-tools)
2. [How to use the command-line tools](https://learn.microsoft.com/en-us/cpp/build/building-on-the-command-line?view=msvc-170#how-to-use-the-command-line-tools)
3. [Path and environment variables for command-line builds](https://learn.microsoft.com/en-us/cpp/build/building-on-the-command-line?view=msvc-170#path_and_environment)
4. [Developer command prompt shortcuts](https://learn.microsoft.com/en-us/cpp/build/building-on-the-command-line?view=msvc-170#developer_command_prompt_shortcuts)

You can build C and C++ applications on the command line by using tools that are included in Visual Studio. The Microsoft C++ (MSVC) compiler toolset is also downloadable as a standalone package. You don't need to install the Visual Studio IDE if you don't plan to use it.

Note

This article is about how to set up an environment to use the individual compilers, linkers, librarian, and other basic tools. The native project build system in Visual Studio, based on MSBuild, doesn't use the environment as described in this article. For more information on how to use MSBuild from the command line, see [MSBuild on the command line - C++](https://learn.microsoft.com/en-us/cpp/build/msbuild-visual-cpp?view=msvc-170).

## Download and install the tools

If you've installed Visual Studio and a C++ workload, you have all the command-line tools. For information on how to install C++ and Visual Studio, see [Install C++ support in Visual Studio](https://learn.microsoft.com/en-us/cpp/build/vscpp-step-0-installation?view=msvc-170). If you only want the command-line toolset, download the [Build Tools for Visual Studio](https://visualstudio.microsoft.com/downloads/#build-tools-for-visual-studio-2022). When you run the downloaded executable, it updates and runs the Visual Studio Installer. To install only the tools you need for C++ development, select the **Desktop development with C++** workload. You can select optional libraries and toolsets to include under **Installation details**. To build code by using the Visual Studio 2015, 2017, or 2019 toolsets, select the optional MSVC v140, v141, or v142 build tools. When you're satisfied with your selections, choose **Install**.

## How to use the command-line tools

When you choose one of the C++ workloads in the Visual Studio Installer, it installs the Visual Studio platform toolset. A platform toolset has all the C and C++ tools for a specific Visual Studio version. The tools include the C/C++ compilers, linkers, assemblers, and other build tools, and matching libraries and header files. You can use all of these tools at the command line. They're also used internally by the Visual Studio IDE. There are separate x86-hosted and x64-hosted compilers and tools to build code for x86, x64, ARM, and ARM64 targets. Each set of tools for a particular host and target build architecture is stored in its own directory.

To work correctly, the tools require several specific environment variables to be set. These variables are used to add the tools to the path, and to set the locations of include files, library files, and SDKs. To make it easy to set these environment variables, the installer creates customized command files, or batch files, during installation. You can run one of these command files to set a specific host and target build architecture, Windows SDK version, and platform toolset. For convenience, the installer also creates shortcuts in your Start menu. The shortcuts open developer command prompt windows by using these command files for specific combinations of host and target. These shortcuts ensure all the required environment variables are set and ready to use.

The required environment variables are specific to your installation and to the build architecture you choose. They also might be changed by product updates or upgrades. This variability is one reason why we recommend you use an installed command prompt shortcut or command file, instead of setting the environment variables yourself.

The toolsets, command files, and shortcuts installed depend on your computer processor and the options you selected during installation. The x86-hosted tools and cross tools that build x86 and x64 code are always installed. If you have 64-bit Windows, the x64-hosted tools and cross tools that build x86 and x64 code are also installed. If you choose the optional C++ Universal Windows Platform tools, then the x86 and x64 tools that build ARM and ARM64 code also get installed. Other workloads may install these and other tools.

## Path and environment variables for command-line builds

The MSVC command-line tools use the PATH, TMP, INCLUDE, LIB, and LIBPATH environment variables, and also use other environment variables specific to your installed tools, platforms, and SDKs. Even a simple Visual Studio installation may set twenty or more environment variables. This complexity is why we strongly recommend that you use a [developer command prompt shortcut](https://learn.microsoft.com/en-us/cpp/build/building-on-the-command-line?view=msvc-170#developer_command_prompt_shortcuts) or one of the [customized command files](https://learn.microsoft.com/en-us/cpp/build/building-on-the-command-line?view=msvc-170#developer_command_file_locations). We don't recommend you set these variables in the Windows environment yourself.

To see which environment variables are set by a developer command prompt shortcut, you can use the SET command. Open a plain command prompt window and capture the output of the SET command for a baseline. Open a developer command prompt window and capture the output of the SET command for comparison. Use a diff tool such as the one built into Visual Studio to highlight the environment variables set by the developer command prompt. For more information about the compiler and linker environment variables, see [CL environment variables](https://learn.microsoft.com/en-us/cpp/build/reference/cl-environment-variables?view=msvc-170).

## Developer command prompt shortcuts

The command prompt shortcuts are installed in a version-specific Visual Studio folder in your Windows Start menu. Here's a list of the base command prompt shortcuts and the build architectures they support:

* **Developer Command Prompt** - Sets the environment to use 32-bit, x86-native tools to build 32-bit, x86-native code.
* **x86 Native Tools Command Prompt** - Sets the environment to use 32-bit, x86-native tools to build 32-bit, x86-native code.
* **x64 Native Tools Command Prompt** - Sets the environment to use 64-bit, x64-native tools to build 64-bit, x64-native code.
* **x86\_x64 Cross Tools Command Prompt** - Sets the environment to use 32-bit, x86-native tools to build 64-bit, x64-native code.
* **x64\_x86 Cross Tools Command Prompt** - Sets the environment to use 64-bit, x64-native tools to build 32-bit, x86-native code.

The Start menu folder and shortcut names vary depending on the installed version of Visual Studio. If you set one, they also depend on the installation **Nickname**. For example, suppose you installed Visual Studio 2022, and you gave it a nickname of Latest. The developer command prompt shortcut is named **Developer Command Prompt for VS 2022 (Latest)**, in a folder named **Visual Studio 2022**.

Note

Several command-line tools or tool options may require Administrator permission. If you have permission issues when you use them, we recommend that you open the developer command prompt window by using the **Run as Administrator** option. Right-click to open the shortcut menu for the command prompt window, then choose **More**, **Run as administrator**.

### To open a developer command prompt window

1. On the desktop, open the Windows **Start** menu. In Windows 11, choose the **All apps** button to open the list of installed apps. In Windows 10, the list is open to the left. Scroll down the list to find and open the folder (not the app) for your version of Visual Studio, for example, **Visual Studio 2022**.
2. In the folder, choose the **Developer Command Prompt** for your version of Visual Studio. This shortcut starts a developer command prompt window that uses the default build architecture of 32-bit, x86-native tools to build 32-bit, x86-native code. If you prefer a non-default build architecture, choose one of the native or cross tools command prompts to specify the host and target architecture.

For an even faster way to open a developer command prompt, enter developer command prompt in the desktop search box. Then choose the result you want.

Note

By default, the current working directory in a developer command prompt is the root of your Visual Studio installation in the Program Files directory. This isn't an appropriate location for your code and projects. Change the current working directory to another location before you create a project. The IDE creates projects in your user directory, typically in %USERPROFILE%\source\repos.

## Developer command file locations

If you prefer to set the build environment in an existing command prompt window, you can use one of the command files created by the installer. We recommend you set the environment in a new command prompt window. We don't recommend you later switch environments in the same command window.

The command file location depends on the version of Visual Studio you installed, and on choices you made during installation. For Visual Studio 2019, the typical installation location on a 64-bit system is in *\Program Files\Microsoft Visual Studio\2022\<edition>*. The *<edition>* may be Community, Professional, Enterprise, BuildTools, or another nickname you supplied.

The primary developer command prompt command file, *VsDevCmd.bat*, is located in the *Common7\Tools* subdirectory. When no parameters are specified, it sets the environment to use the x86-native tools to build 32-bit x86 code.

More command files are available to set up specific build architectures. The command files available depend on the Visual Studio workloads and options you've installed. In Visual Studio 2017 and Visual Studio 2019, you'll find them in the VC\Auxiliary\Build subdirectory.

These command files set default parameters and call *VsDevCmd.bat* to set up the specified build architecture environment. A typical installation may include these command files:

| **Command File** | **Host and Target architectures** |
| --- | --- |
| *vcvars32.bat* | Use the 32-bit x86-native tools to build 32-bit x86 code. |
| *vcvars64.bat* | Use the 64-bit x64-native tools to build 64-bit x64 code. |
| *vcvarsx86\_amd64.bat* | Use the 32-bit x86-native cross tools to build 64-bit x64 code. |
| *vcvarsamd64\_x86.bat* | Use the 64-bit x64-native cross tools to build 32-bit x86 code. |
| *vcvarsx86\_arm.bat* | Use the 32-bit x86-native cross tools to build ARM code. |
| *vcvarsamd64\_arm.bat* | Use the 64-bit x64-native cross tools to build ARM code. |
| *vcvarsx86\_arm64.bat* | Use the 32-bit x86-native cross tools to build ARM64 code. |
| *vcvarsamd64\_arm64.bat* | Use the 64-bit x64-native cross tools to build ARM64 code. |
| *vcvarsall.bat* | Use parameters to specify the host and target architectures, Windows SDK, and platform choices. For a list of supported options, call by using a /help parameter. |

Caution

The *vcvarsall.bat* file and other Visual Studio command files can vary from computer to computer. Do not replace a missing or damaged *vcvarsall.bat* file by using a file from another computer. Rerun the Visual Studio installer to replace the missing file.

The *vcvarsall.bat* file also varies from version to version. If the current version of Visual Studio is installed on a computer that also has an earlier version of Visual Studio, do not run *vcvarsall.bat* or another Visual Studio command file from different versions in the same command prompt window.

## Use the developer tools in an existing command window

The simplest way to specify a particular build architecture in an existing command window is to use the *vcvarsall.bat* file. Use *vcvarsall.bat* to set environment variables to configure the command line for native 32-bit or 64-bit compilation. Arguments let you specify cross-compilation to x86, x64, ARM, or ARM64 processors. You can target Microsoft Store, Universal Windows Platform, or Windows Desktop platforms. You can even specify which Windows SDK to use, and select the platform toolset version.

When used with no arguments, *vcvarsall.bat* configures the environment variables to use the current x86-native compiler for 32-bit Windows Desktop targets. You can add arguments to configure the environment to use any of the native or cross compiler tools. *vcvarsall.bat* displays an error message if you specify a configuration that's not installed, or not available on your computer.

### vcvarsall syntax

**vcvarsall.bat** [*architecture*] [*platform\_type*] [*winsdk\_version*] [**-vcvars\_ver=***vcversion*] [*spectre\_mode*]

*architecture*  
This optional argument specifies the host and target architecture to use. If architecture isn't specified, the default build environment is used. These arguments are supported:

| ***architecture*** | **Compiler** | **Host computer architecture** | **Build output (target) architecture** |
| --- | --- | --- | --- |
| x86 | x86 32-bit native | x86, x64 | x86 |
| x86\_amd64 or x86\_x64 | x64 on x86 cross | x86, x64 | x64 |
| x86\_arm | ARM on x86 cross | x86, x64 | ARM |
| x86\_arm64 | ARM64 on x86 cross | x86, x64 | ARM64 |
| amd64 or x64 | x64 64-bit native | x64 | x64 |
| amd64\_x86 or x64\_x86 | x86 on x64 cross | x64 | x86 |
| amd64\_arm or x64\_arm | ARM on x64 cross | x64 | ARM |
| amd64\_arm64 or x64\_arm64 | ARM64 on x64 cross | x64 | ARM64 |

*platform\_type*  
This optional argument allows you to specify **store** or **uwp** as the platform type. By default, the environment is set to build desktop or console apps.

*winsdk\_version*  
Optionally specifies the version of the Windows SDK to use. By default, the latest installed Windows SDK is used. To specify the Windows SDK version, you can use a full Windows SDK number such as **10.0.10240.0**, or specify **8.1** to use the Windows 8.1 SDK.

*vcversion*  
Optionally specifies the Visual Studio compiler toolset to use. By default, the environment is set to use the current Visual Studio compiler toolset.

Use **-vcvars\_ver=14.2x.yyyyy** to specify a specific version of the Visual Studio 2019 compiler toolset.

Use **-vcvars\_ver=14.29** to specify the latest version of the Visual Studio 2019 compiler toolset.

Use **-vcvars\_ver=14.0** to specify the Visual Studio 2015 compiler toolset.

*spectre\_mode*  
Leave this parameter out to use libraries without Spectre mitigations. Use the value **spectre** to use libraries with Spectre mitigations.

#### To set up the build environment in an existing command prompt window

1. At the command prompt, use the CD command to change to the Visual Studio installation directory. Then, use CD again to change to the subdirectory that contains the configuration-specific command files. For Visual Studio 2019 and Visual Studio 2017, use the VC\Auxiliary\Build subdirectory. For Visual Studio 2015, use the VC subdirectory.
2. Enter the command for your preferred developer environment. For example, to build ARM code for UWP on a 64-bit platform, using the latest Windows SDK and Visual Studio compiler toolset, use this command line:

vcvarsall.bat amd64\_arm uwp

## Create your own command prompt shortcut

Open the Properties dialog for a developer command prompt shortcut to see the command target used. For example, the target for the **x64 Native Tools Command Prompt for VS 2019** shortcut is something similar to:

%comspec% /k "C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Auxiliary\Build\vcvars64.bat"

The architecture-specific batch files set the *architecture* parameter and call *vcvarsall.bat*. You can pass the same options to these batch files as you would pass to *vcvarsall.bat*, or you can just call *vcvarsall.bat* directly. To specify parameters for your own command shortcut, add them to the end of the command in double-quotes. For example, here's a shortcut to build ARM code for UWP on a 64-bit platform, using the latest Windows SDK. To use an earlier compiler toolset, specify the version number. Use something like this command target in your shortcut:

%comspec% /k "C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Auxiliary\Build\vcvarsall.bat" amd64\_arm uwp -vcvars\_ver=14.29

Adjust the path to reflect your Visual Studio installation directory. The vcvarsall.bat file has additional information about specific version numbers.

## Command-line tools

To build a C/C++ project at a command prompt, Visual Studio provides these command-line tools:

[CL](https://learn.microsoft.com/en-us/cpp/build/reference/compiling-a-c-cpp-program?view=msvc-170)  
Use the compiler (cl.exe) to compile and link source code files into apps, libraries, and DLLs.

[Link](https://learn.microsoft.com/en-us/cpp/build/reference/linking?view=msvc-170)  
Use the linker (link.exe) to link compiled object files and libraries into apps and DLLs.

When you build on the command line, the F1 command isn't available for instant help. Instead, you can use a search engine to get information about warnings, errors, and messages. You can also download and use the offline help files. To use the search in Microsoft Learn, enter your query in the search box at the top of any article.

## Command-line project management tools

By default, the Visual Studio IDE uses native project build systems based on MSBuild. You can invoke MSBuild directly to build projects without using the IDE. You can also use the devenv command to use Visual Studio to build projects and solutions. Visual Studio also supports build systems based on CMake or NMake.

[MSBuild](https://learn.microsoft.com/en-us/cpp/build/msbuild-visual-cpp?view=msvc-170)  
Use MSBuild (msbuild.exe) and a project file (.vcxproj) to configure a build and invoke the toolset without loading the Visual Studio IDE. It's equivalent to running the **Build** project or **Build Solution** command in the Visual Studio IDE. MSBuild has advantages over the IDE when you build at the command line. You don't have to install the full IDE on all your build servers and build pipelines. You avoid the extra overhead of the IDE. MSBuild runs in containerized build environments, and supports a [binary logger](https://msbuildlog.com/).

[DEVENV](https://learn.microsoft.com/en-us/visualstudio/ide/reference/devenv-command-line-switches)  
Use DEVENV (devenv.exe) combined with a command-line switch such as **/Build** or **/Clean** to execute certain build commands without displaying the Visual Studio IDE.

[CMake](https://learn.microsoft.com/en-us/cpp/build/cmake-projects-in-visual-studio?view=msvc-170)  
CMake (cmake.exe) is a cross-platform, open-source tool for defining build processes that run on multiple platforms. CMake can configure and control native build tools for its supported platforms, such as MSBuild and Make. For more information about CMake, see the [CMake documentation](https://cmake.org/cmake/help/latest/index.html).

[NMAKE](https://learn.microsoft.com/en-us/cpp/build/reference/nmake-reference?view=msvc-170)  
Use NMAKE (nmake.exe) to build C++ projects by using a traditional makefile.

Note

Starting in Visual Studio 2019 version 16.5, MSBuild and DEVENV don't use the command-line environment to control the toolset and libraries used.

## In this section

These articles show how to build apps on the command line, and describe how to customize the command-line build environment. Some show how to use 64-bit toolsets, and target x86, x64, ARM, and ARM64 platforms. They also describe use of the command-line build tools MSBuild and NMAKE.

[Walkthrough: Compiling a native C++ program on the command line](https://learn.microsoft.com/en-us/cpp/build/walkthrough-compiling-a-native-cpp-program-on-the-command-line?view=msvc-170)  
Gives an example that shows how to create and compile a C++ program on the command line.

[Walkthrough: Compile a C program on the command line](https://learn.microsoft.com/en-us/cpp/build/walkthrough-compile-a-c-program-on-the-command-line?view=msvc-170)  
Describes how to compile a program written in the C programming language.

[Walkthrough: Compiling a C++/CLI program on the command line](https://learn.microsoft.com/en-us/cpp/build/walkthrough-compiling-a-cpp-cli-program-on-the-command-line?view=msvc-170)  
Describes how to create and compile a C++/CLI program that uses the .NET Framework.

[Walkthrough: Compiling a C++/CX program on the command line](https://learn.microsoft.com/en-us/cpp/build/walkthrough-compiling-a-cpp-cx-program-on-the-command-line?view=msvc-170)  
Describes how to create and compile a C++/CX program that uses the Windows Runtime.

[NMAKE reference](https://learn.microsoft.com/en-us/cpp/build/reference/nmake-reference?view=msvc-170)  
Provides links to articles that describe the Microsoft Program Maintenance Utility (NMAKE.EXE).

[MSBuild on the command line - C++](https://learn.microsoft.com/en-us/cpp/build/msbuild-visual-cpp?view=msvc-170)  
Provides links to articles that discuss how to use msbuild.exe from the command line.

## Related sections

[/MD, /MT, /LD (Use run-time library)](https://learn.microsoft.com/en-us/cpp/build/reference/md-mt-ld-use-run-time-library?view=msvc-170)  
Describes how to use these compiler options to use a Debug or Release run-time library.

[C/C++ compiler options](https://learn.microsoft.com/en-us/cpp/build/reference/compiler-options?view=msvc-170)  
Provides links to articles that discuss the C and C++ compiler options and CL.exe.

[MSVC linker options](https://learn.microsoft.com/en-us/cpp/build/reference/linker-options?view=msvc-170)  
Provides links to articles that discuss the linker options and LINK.exe.

[Additional MSVC build tools](https://learn.microsoft.com/en-us/cpp/build/reference/c-cpp-build-tools?view=msvc-170)  
Provides links to the C/C++ build tools that are included in Visual Studio.

## See also

## Azure Virtual Desktop Readiness Resources | Microsoft Partner

**Opportunity and Use Cases**

Azure Well-Architected Azure Virtual Desktop Workload Assessment

AVD Stories

**Training Resources**

Azure Virtual Desktop Academy

AVD Academy Resources

Azure Virtual Desktop Landing Zone Accelerator (LZA)

**Roadmap and Best Practices**

AVD Community Blogs

AVD/Citrix/VMware/Azure Stack HCI Bill of Materials

AVD Level 300 Customer/Partner Deck

### ur overall results

EXCELLENT

You are all set! Your results look strong and meet the necessary criteria for success.

CRITICAL 0-1 Critical: 0 to 1

MODERATE 1-2 Moderate: 1 to 2

EXCELLENT 2-3 Excellent: 2 to 3

Your result: 3/3 3 out of 3

### Categories that influenced your results

[Azure Virtual Desktop Readiness Resources | Microsoft Partner](https://learn.microsoft.com/en-us/assessments/dcb7cbfd-1ae2-4a3b-b113-896f25f005a7/sessions/d4ecad6f-2198-4e0a-a5a3-3444d782bbb7?mode=guidance&id=dcb7cbfd-1ae2-4a3b-b113-896f25f005a7&session=d4ecad6f-2198-4e0a-a5a3-3444d782bbb7&tab=tab-guidance#recommends-dd4729ff-3b22-4f21-a060-e30e5d4de7bf)

EXCELLENT

You can find out how to improve on individual categories by reviewing the [recommendations](https://learn.microsoft.com/en-us/assessments/dcb7cbfd-1ae2-4a3b-b113-896f25f005a7/sessions/d4ecad6f-2198-4e0a-a5a3-3444d782bbb7?mode=guidance&id=dcb7cbfd-1ae2-4a3b-b113-896f25f005a7&session=d4ecad6f-2198-4e0a-a5a3-3444d782bbb7&tab=tab-guidance#guidance-scoring-improvement) below in the report.

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| Azure Virtual Desktop | Microsoft Partner - Mar 4, 2025 - 11:55:56 AM |  |  |  |  |  |  |  |  |  |
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| Your overall results | Excellent | '3/3' |  |  |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Excellent | '3/3' |  |  |  |  |  |  |  |
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| Category | Link-Text | Link | Priority | ReportingCategory | ReportingSubcategory | Weight | Context | CompleteY/N | Note |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Azure Well-Architected Azure Virtual Desktop Workload Assessment | https://learn.microsoft.com/en-us/assessments/1ef67c4e-b8d1-4193-b850-d192089ae33d/sessions/6356b690-ba16-4dec-80a3-1e99a2021723?mode=pre-assessment&id=1ef67c4e-b8d1-4193-b850-d192089ae33d&session=6356b690-ba16-4dec-80a3-1e99a2021723 | High |  |  | 0 |  | N |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | AVD Stories | https://azure.microsoft.com/en-us/products/virtual-desktop/#Customerstories | High |  |  | 0 |  | N |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Azure Virtual Desktop Academy | https://microsoft.github.io/PartnerResources/skilling/microsoft-infrastructure-academy/avd | High |  |  | 0 |  | N |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | AVD Academy Resources | https://microsoft.github.io/PartnerResources/skilling/microsoft-infrastructure-academy/resources/azure-virtual-desktop | High |  |  | 0 |  | N |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Azure Virtual Desktop Landing Zone Accelerator (LZA) | https://github.com/Azure/avdaccelerator | High |  |  | 0 |  | N |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | AVD Community Blogs | https://techcommunity.microsoft.com/t5/azure-virtual-desktop-blog/bg-p/AzureVirtualDesktopBlog | High |  |  | 0 |  | N |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | AVD/Citrix/VMware/Azure Stack HCI Bill of Materials | https://onedrive.live.com/?authkey=%21ACWW%2Deoxp2zM6FQ&id=D242F3D2FC2D88CC%21484&cid=D242F3D2FC2D88CC | High |  |  | 0 |  | N |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | AVD Level 300 Customer/Partner Deck | https://1drv.ms/p/s!AsyILfzS80LSiAa\_HEmJ\_F5WuZRl?e=Osgzmf | High |  |  | 0 |  | N |  |
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| Category | Question | Answers | Selected Answer | Note |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Opportunity and Use Cases | Azure Well-Architected Azure Virtual Desktop Workload Assessment | Azure Well-Architected Azure Virtual Desktop Workload Assessment |  |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Opportunity and Use Cases | AVD Stories | AVD Stories |  |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Training Resources | Azure Virtual Desktop Academy | Azure Virtual Desktop Academy |  |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Training Resources | AVD Academy Resources | AVD Academy Resources |  |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Training Resources | Azure Virtual Desktop Landing Zone Accelerator (LZA) | Azure Virtual Desktop Landing Zone Accelerator (LZA) |  |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Roadmap and Best Practices | AVD Community Blogs | AVD Community Blogs |  |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Roadmap and Best Practices | AVD/Citrix/VMware/Azure Stack HCI Bill of Materials | AVD/Citrix/VMware/Azure Stack HCI Bill of Materials |  |  |  |  |  |  |
| Azure Virtual Desktop Readiness Resources | Microsoft Partner | Roadmap and Best Practices | AVD Level 300 Customer/Partner Deck | AVD Level 300 Customer/Partner Deck |  |  |  |  |  |  |
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