



Steps:

1. Create a VS solution.
2. While creating the VS solution, create your main project.
3. Add the source code (in C language) to the source code folder of the project including the code from the website. (add a main function to the code from)
4. Add the header file to the header folder. (include contents form the course website)
5. Execute the project to successfully build the .obj file.
6. Create the unit test project (Native Unit Test Project)
7. Add testing source code.
8. Add the header file with content.
9. Connect the Unit test project to the Main project to find the header file:
 - a) navigate to UnitTestProject -> Properties -> C/C++ -> General -> Additional Include Directories
 - b) Include the path to the header file of the Main Project
10. Connect the Unit Test Project to the Main Project to find the obj file:

- a) Navigate to UnitTestProject -> Properties -> Linker -> General -> Additional Library Directories
- b) Include the path to the .obj file of the main project.
- c) Navigate to UnitTestProject -> Properties -> Linker -> Input -> Additional Dependencies
- d) Add the name of the .obj file (include the extension).

11. Build the Solution

12 Navigate to Test -> Test Explorer to Run tests and see the results. (It takes approx. 10 seconds for the tests to load)

Note 1: Find all source codes needed from the content website. It can be found in the outline for Week 3 -> Unit Test for Visual Studio

Note 2: There may be some changes/differences in names. Consider that when including names and paths.