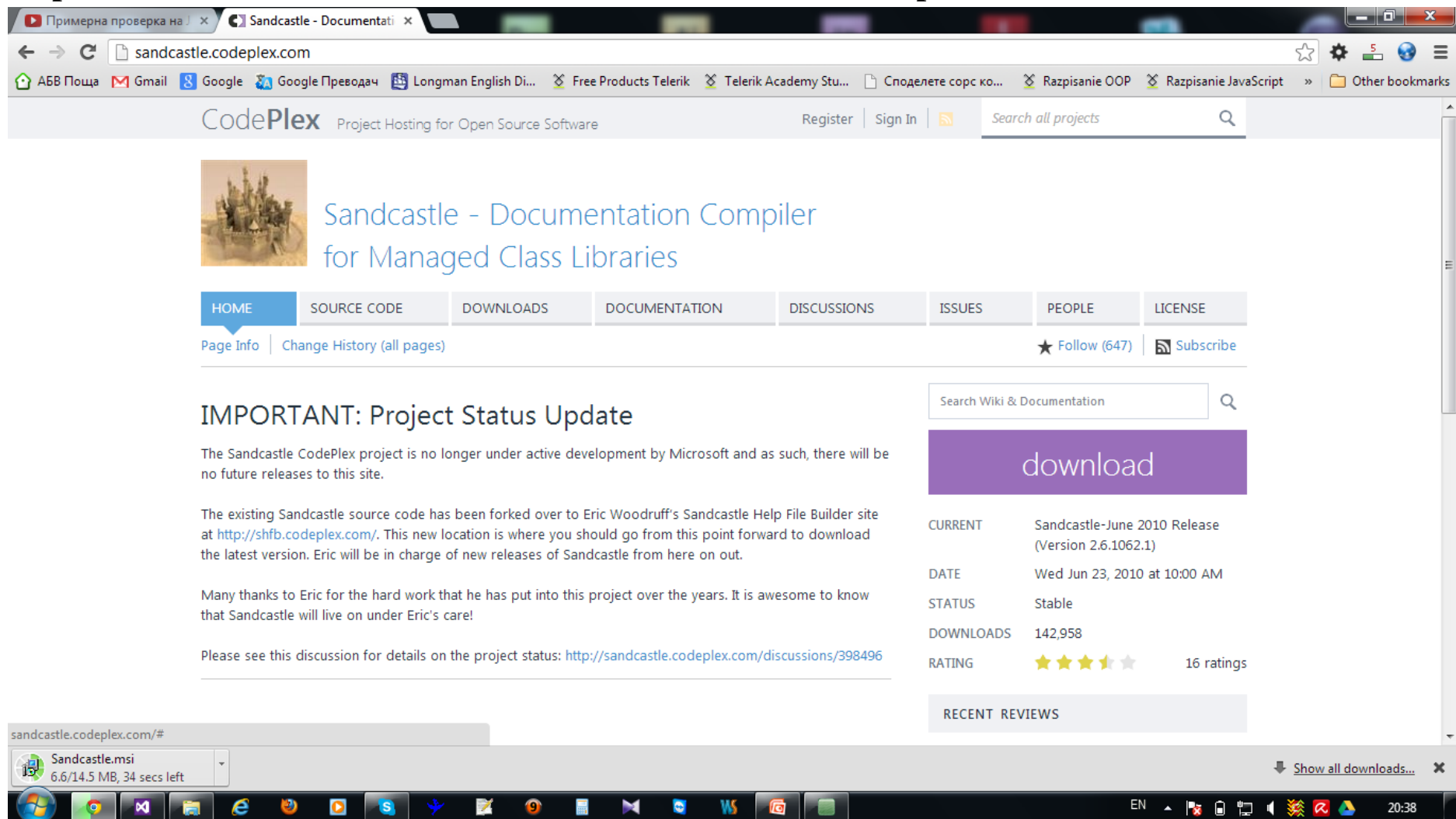


Sandcastle

Step 1 - Download and Install Sandcastle from – sandcastle.codeplex.com



The screenshot shows a web browser window displaying the Sandcastle project page on CodePlex. The browser's address bar shows the URL `sandcastle.codeplex.com`. The page features a navigation menu with tabs for HOME, SOURCE CODE, DOWNLOADS, DOCUMENTATION, DISCUSSIONS, ISSUES, PEOPLE, and LICENSE. The HOME tab is selected. Below the navigation menu, there is a section titled "IMPORTANT: Project Status Update" which states that the Sandcastle CodePlex project is no longer under active development by Microsoft and that the source code has been forked over to Eric Woodruff's Sandcastle Help File Builder site at <http://shfb.codeplex.com/>. To the right of the update, there is a search bar for "Search Wiki & Documentation" and a large purple button labeled "download". Below the download button, a table provides project details:

PROPERTY	VALUE
CURRENT	Sandcastle-June 2010 Release (Version 2.6.1062.1)
DATE	Wed Jun 23, 2010 at 10:00 AM
STATUS	Stable
DOWNLOADS	142,958
RATING	★★★★★ 16 ratings

Below the table, there is a section for "RECENT REVIEWS". At the bottom of the browser window, a download bar shows the file "Sandcastle.msi" with a size of 6.6/14.5 MB and 34 seconds left. The Windows taskbar at the bottom displays various application icons and the system clock showing 20:38.

Step 2 - Download and Install Sandcastle Help File Builder from – shfb.codeplex.com

The screenshot shows a web browser window displaying the Sandcastle Help File Builder project page on CodePlex. The browser's address bar shows the URL `shfb.codeplex.com`. The page header includes the CodePlex logo and navigation links for Register, Sign In, and a search bar. The main content area features a navigation menu with tabs for HOME, SOURCE CODE, DOWNLOADS, DOCUMENTATION, DISCUSSIONS, ISSUES, PEOPLE, and LICENSE. Below the navigation menu, there is a section titled "Welcome to the Sandcastle Help File Builder Project" with a detailed description of the project. To the right of the main content, there is a search bar and a "download" button. Below the "download" button, there is a table with project details:

CURRENT	SHFB v1.9.7.0 with Visual Studio Package
DATE	Sun Apr 7, 2013 at 10:00 AM
STATUS	Stable
DOWNLOADS	7,265
RATING	★★★★★ 1 rating

Below the table, there is a banner for SpreadsheetGear. At the bottom of the browser window, there is a Windows taskbar showing various application icons and the system clock.

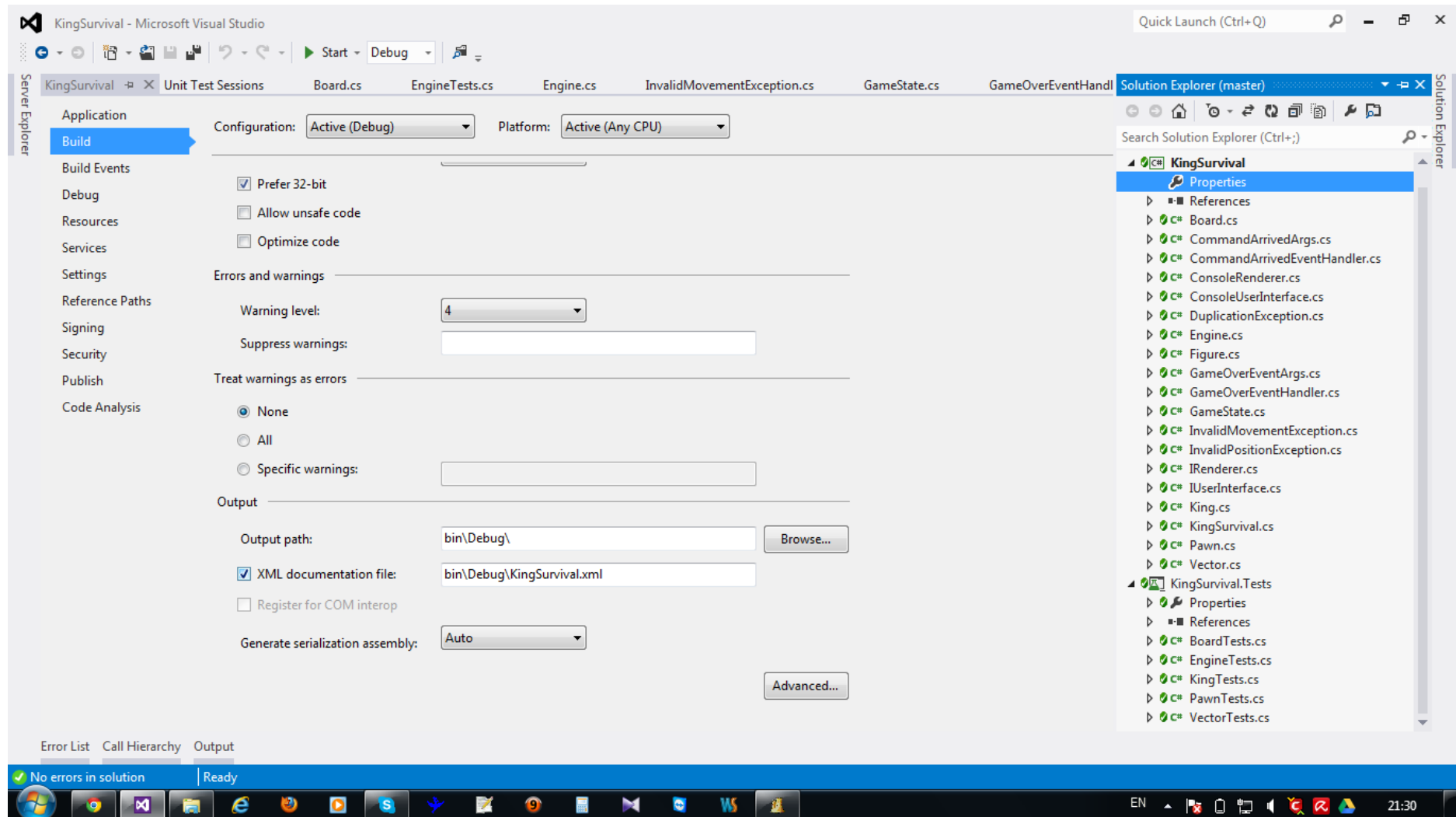
shfb.codeplex.com/downloads/get/652438

SHFBGuidedInstaller_...zip
3.0/28.4 MB, 2 mins left

Sandcastle.msi

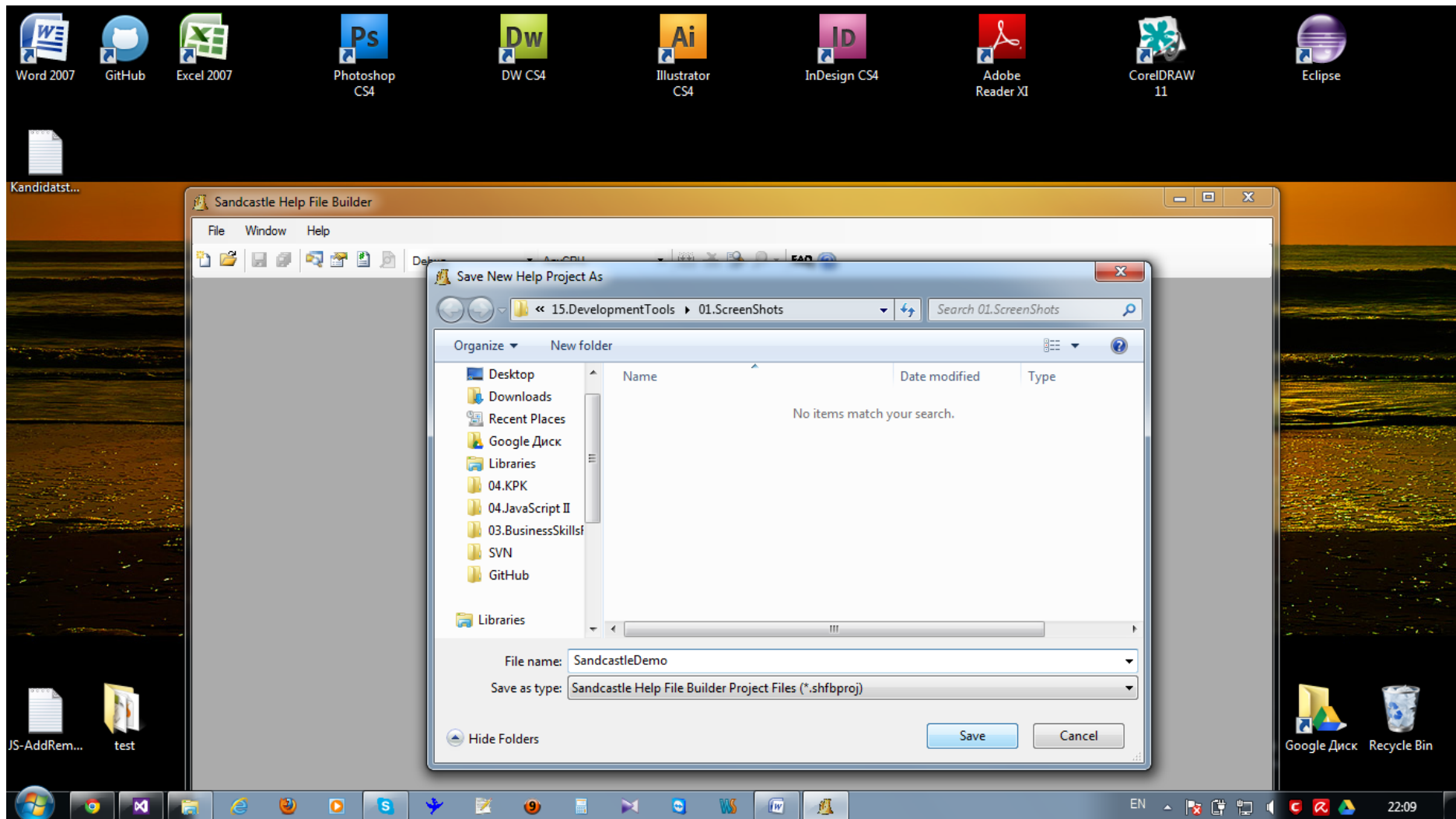
Show all downloads...

Step 3 - Open your solution. Open the “Properties” of a project within the solution. Now in the build tab check the "XML Documentation File". The xml is now generated in the \bin\Debug folder.

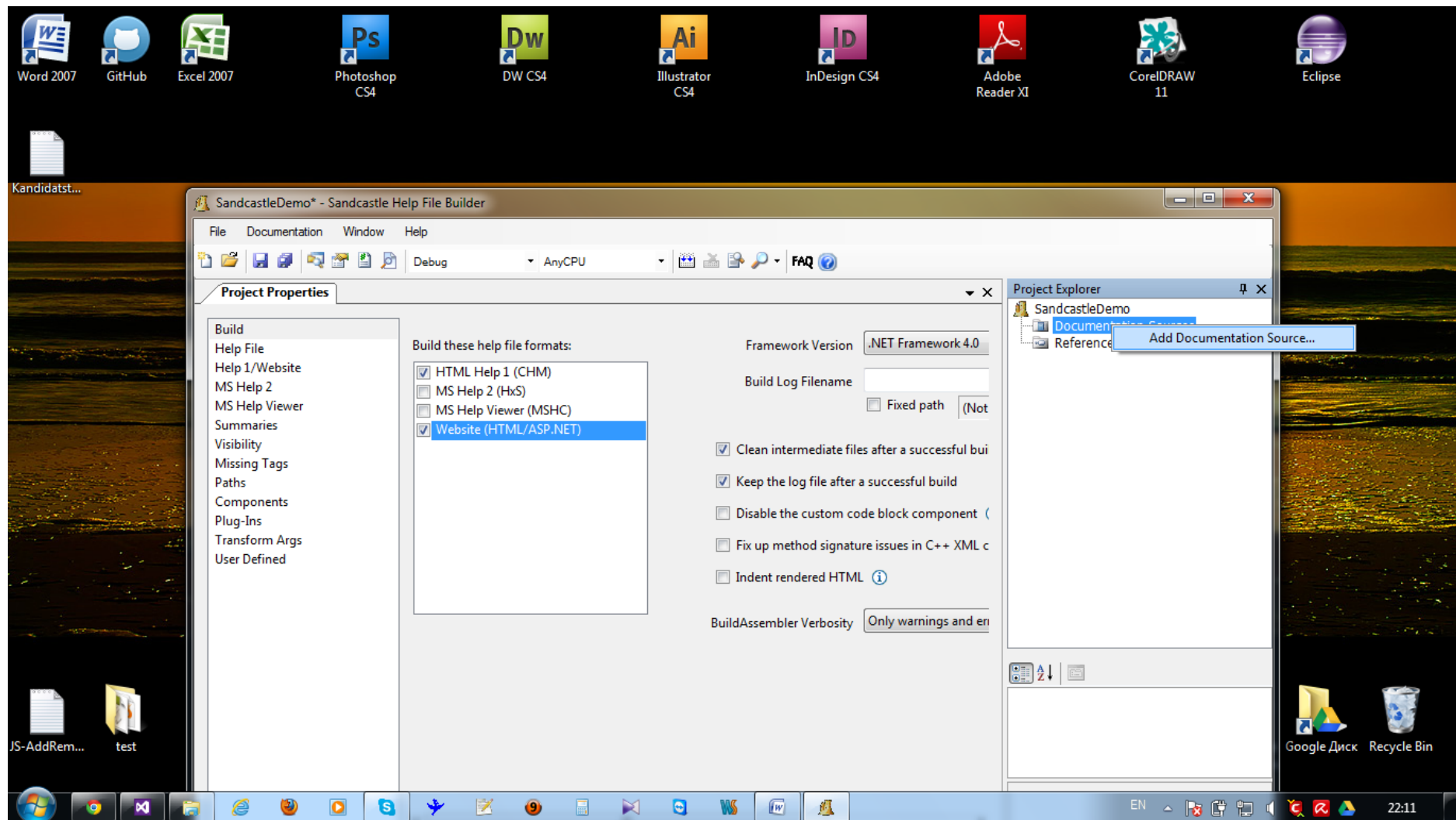


Now rebuild your solution and check if an xml file exists beside the newly created executable file.

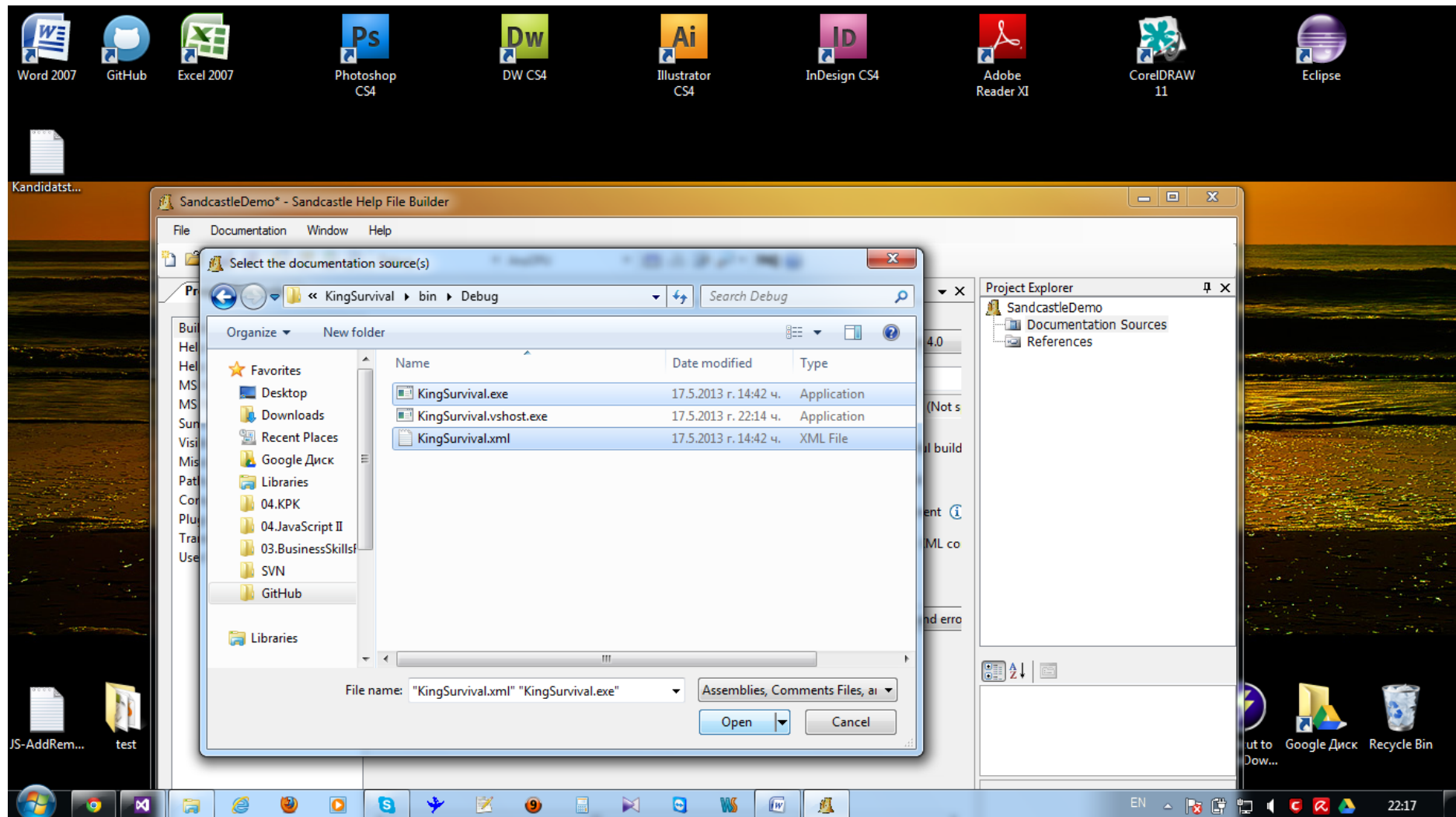
Step 4 - Open the GUI (SandCastel Help File Builder) and create a new project.



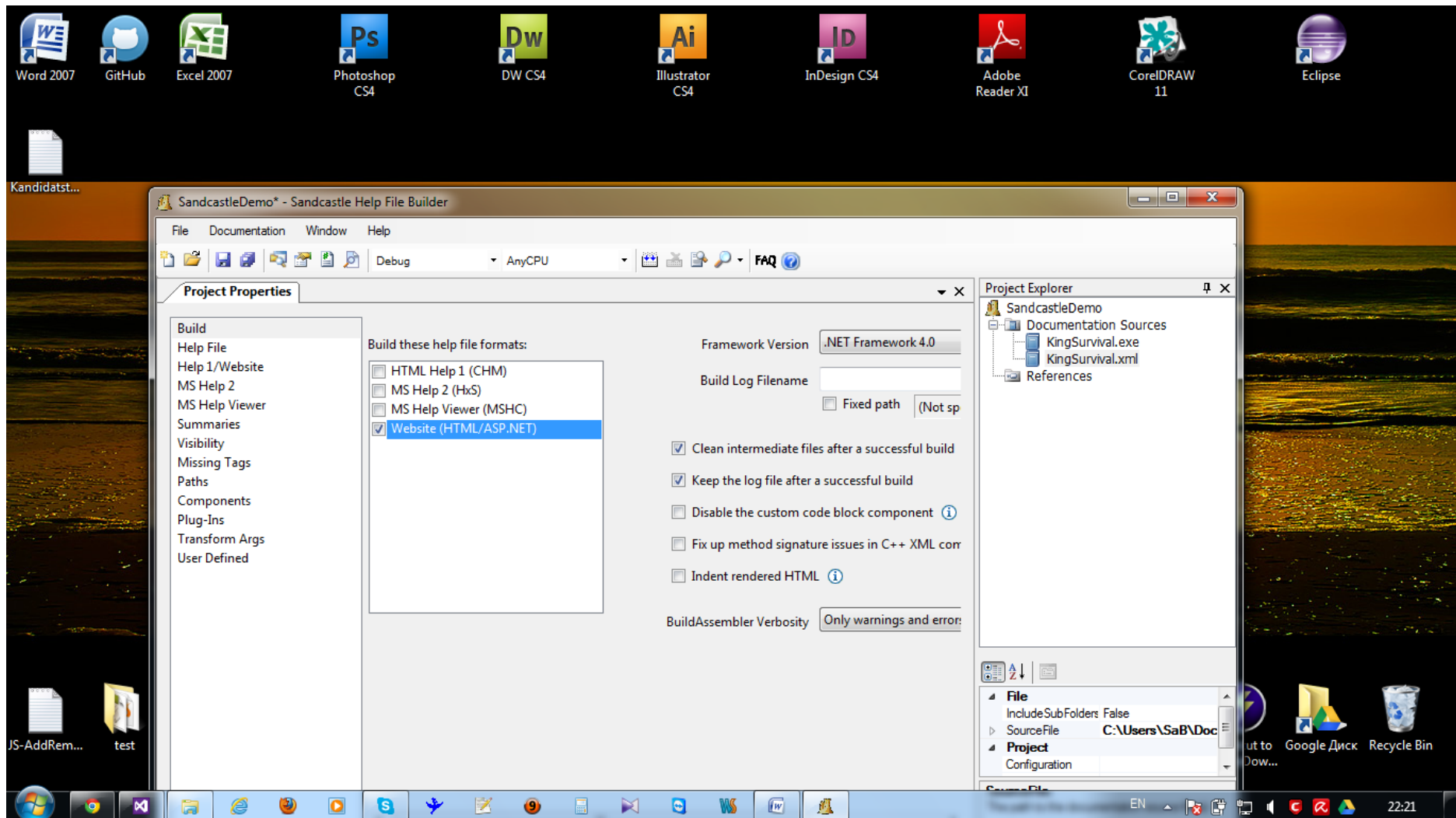
Step 5 - Right-click on Documentation Sources in the Project Explorer and choose "Add Documentation Source".



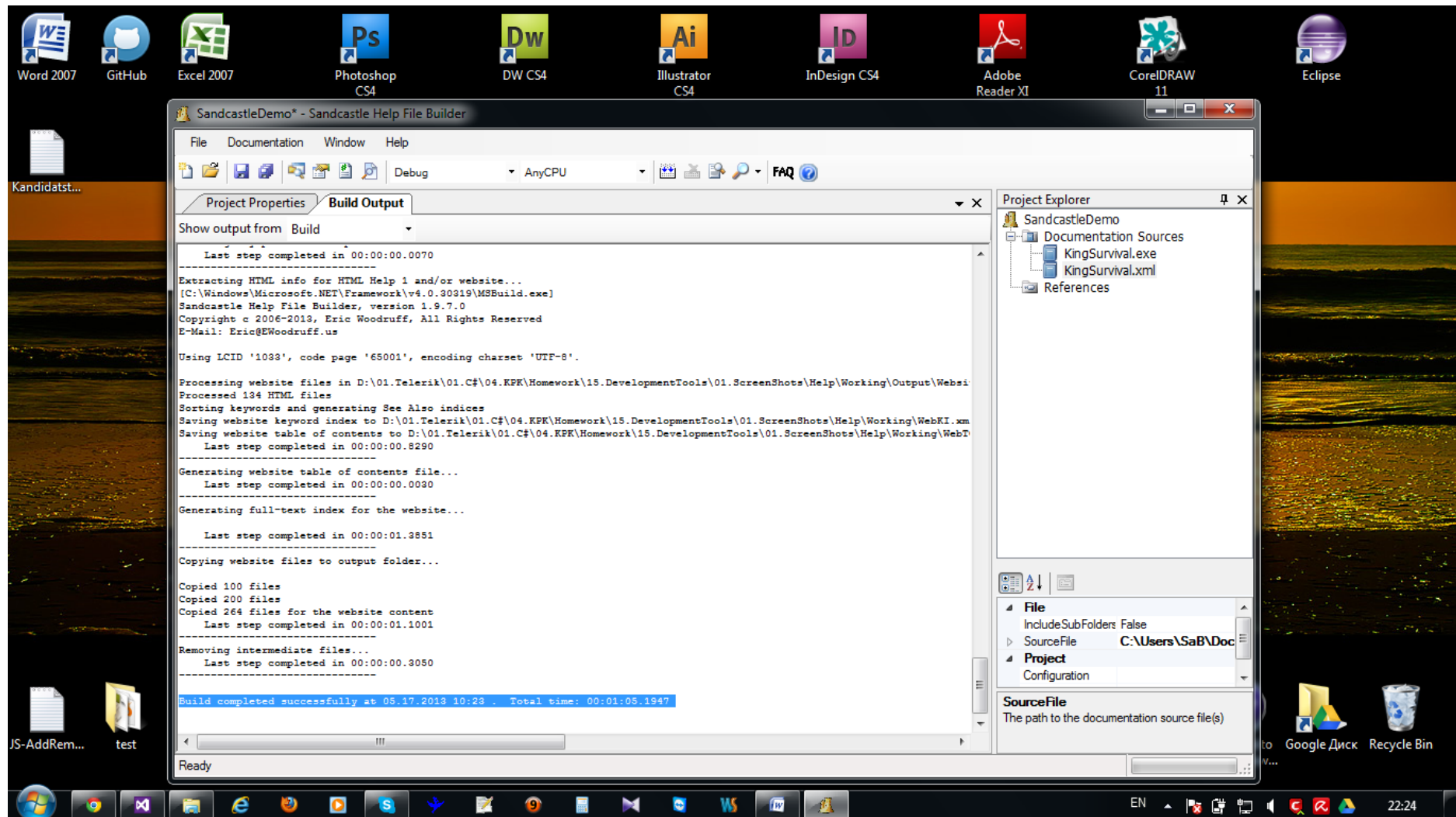
Step 6 - Add the ".exe" and ".xml" file



Step 7 - Next, you'll want to select the output format. Use the HelpFileFormat dropdown to uncheck HtmlHelp1 and add Website (HTML/ASP.NET).



Step 8 - You're now ready to run Sandcastle. Choose Documentation >> Build Project from the menu to run Sandcastle



Step 9 - Then open up the file in the folder (where you have saved your Sandcastle file – see Step 4) Help\Index.html in Internet Explorer.

You will see your newly generated HTML documentation

The screenshot shows a web browser window displaying the Sandcastle Documented Class Library for the KingSurvival Namespace. The browser's address bar shows the file path: D:\01.Telerik\01.C#\04.KPK\Homework\15.Development\A Sandcastle Documented The browser's toolbar includes buttons for Suggested Sites, Txyt Editor, АБВ Поша, Google, Преводач, Longman, София, and Get more Add-ons. The left sidebar shows the KingSurvival Namespace tree with expandable folders for Board Class, CommandArrivedArgs Class, ConsoleRenderer Class, ConsoleUserInterface Class, DuplicationException(T) Class, Engine Class, Figure Class, and GameOverEventArgs Class. The main content area displays the KingSurvival Namespace title, a link to Send Feedback, and a message: [Missing <summary> documentation for "N:KingSurvival"]]. Below this, there are two sections: Classes and Structures. The Classes section contains a table with columns Class and Description, listing classes such as Board, CommandArrivedArgs, ConsoleRenderer, ConsoleUserInterface, DuplicationException(T), Engine, Figure, GameOverEventArgs, InvalidMovementException, InvalidPositionException, King, KingSurvival, and Pawn. The Structures section contains a table with columns Structure and Description, listing structures GameState and Vector. The Windows taskbar at the bottom shows various application icons and the system clock displaying 22:39.

KingSurvival Namespace

Board Class

- Board Members
- Board Constructor
- Board Methods
- Board Properties

CommandArrivedArgs Class

- CommandArrivedArgs Members
- CommandArrivedArgs Constructor
- CommandArrivedArgs Methods
- CommandArrivedArgs Properties

CommandArrivedEventHandler Delegate

ConsoleRenderer Class

- ConsoleRenderer Members
- ConsoleRenderer Constructor
- ConsoleRenderer Fields
- ConsoleRenderer Methods

ConsoleUserInterface Class

- ConsoleUserInterface Members
- ConsoleUserInterface Constructor
- ConsoleUserInterface Methods
- ConsoleUserInterface Events

DuplicationException(T) Class

Engine Class

- Engine Members
- Engine Constructor
- Engine Fields
- Engine Methods
 - Start Method
- Engine Properties
- Engine Events

Figure Class

- Figure Members
- Figure Constructor
- Figure Methods
- Figure Properties

GameOverEventArgs Class

- GameOverEventArgs Members
- GameOverEventArgs Constructor

KingSurvival Namespace

[Send Feedback](#)

[Missing <summary> documentation for "N:KingSurvival"]

Classes

	Class	Description
	Board	Represents the board of the game. Responsible for adding and moving figures on the board.
	CommandArrivedArgs	
	ConsoleRenderer	
	ConsoleUserInterface	Responsible for retrieving commands from the user via the console.
	DuplicationException(T)	
	Engine	Represents the main logic of the game. Responsible for keeping the rules and makes decisions what should happen after every step of the game. It is a kind of facade design pattern.
	Figure	
	GameOverEventArgs	Represents a set of arguments, containing information about the finished game.
	InvalidMovementException	The exception is thrown when a movement command can't be executed because the movement is invalid and can't be done.
	InvalidPositionException	The exception is thrown when an invalid position is tried to be accessed or manipulated.
	King	
	KingSurvival	
	Pawn	Represents a pawn.

Structures

	Structure	Description
	GameState	
	Vector	