2 Visual Studio

2.1 Introduction

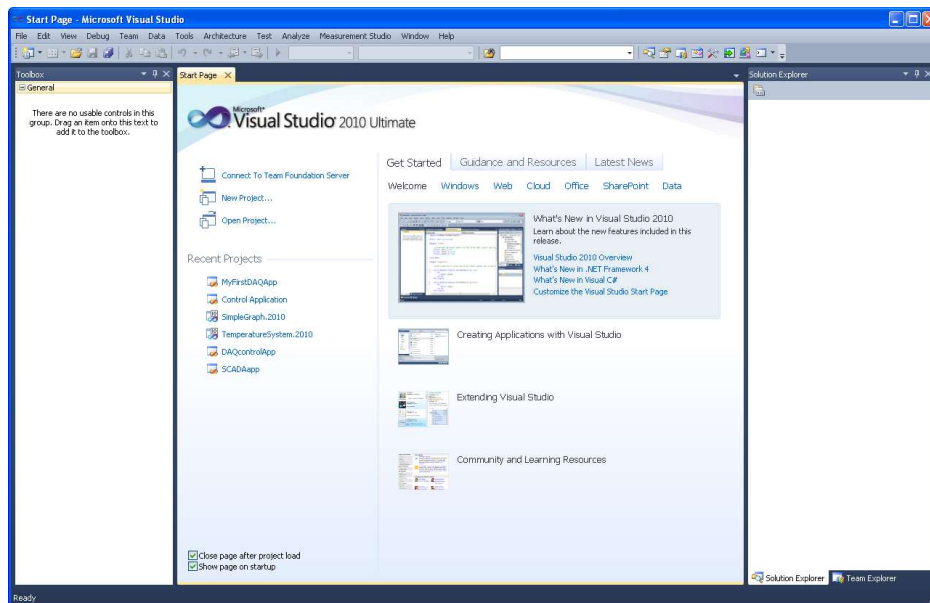Home page of Visual Studio: http://www.microsoft.com/visualstudio

There exist different versions of Visual Studio, such as Visual Studio Express (free), Visual Studio Professional, Visual Studio Premium and Visual Studio Ultimate.

2.2 Getting Started

2.2.1 Integrated Development Environment (IDE)

The Visual Studio product family shares a single integrated development environment (IDE) that is composed of several elements: the Menu bar, Standard toolbar, various tool windows docked or auto-hidden on the left, bottom, and right sides, as well as the editor space. The tool windows, menus, and toolbars available depend on the type of project or file you are working in.
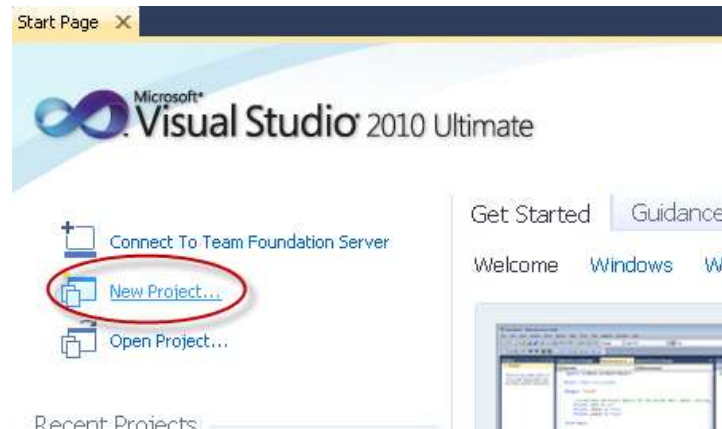
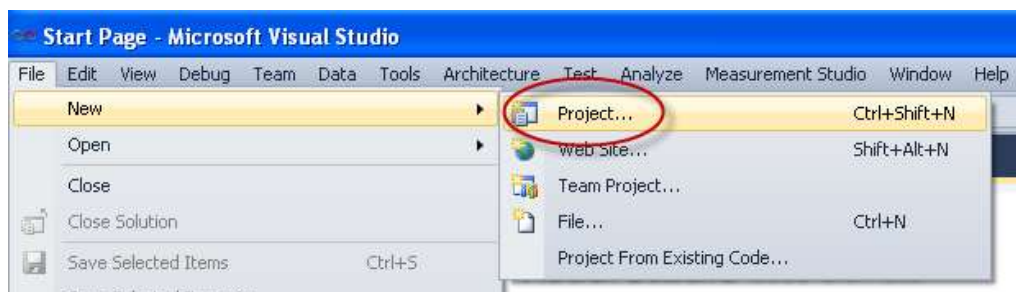Below we see the Visual Studio IDE (Integrated Development Environment):

2.2.2 New Project

The first thing you do when you want to create a new application is to create a new project.
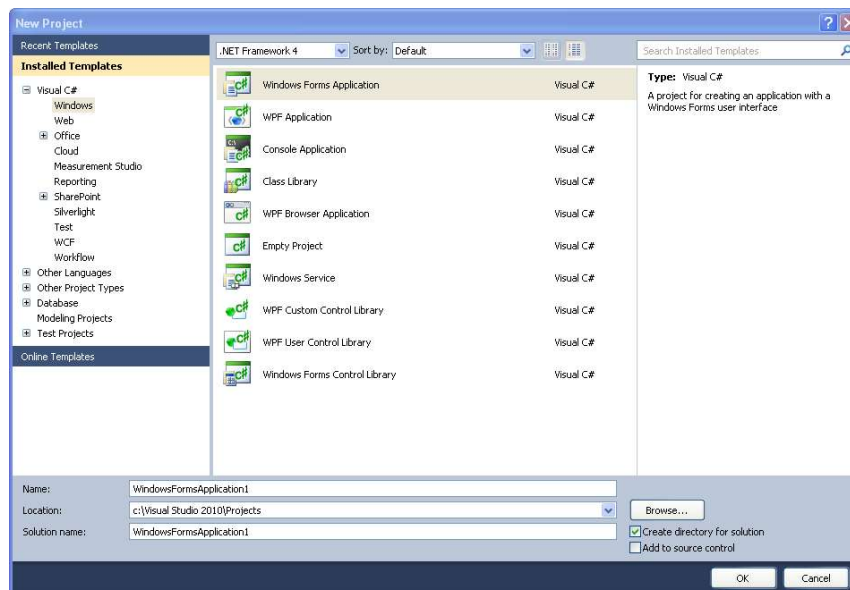
This can be done from the Start Page:

Or from the File menu:
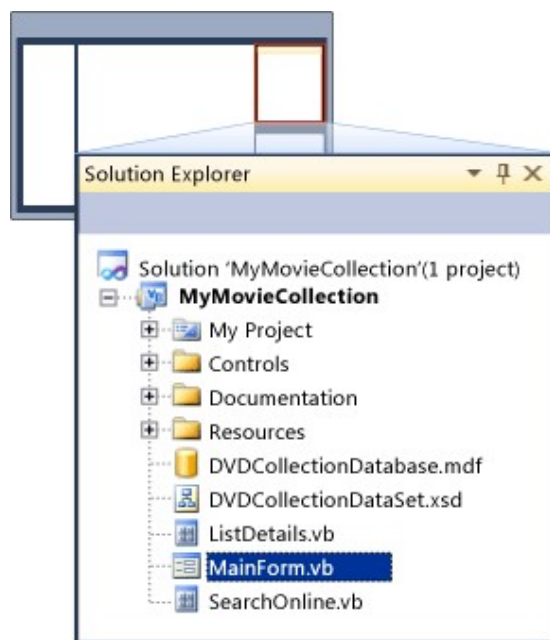

Then the "New Project" window appears:

In this window you will select an appropriate template based on what kind of application you want to create, and a name and location for your project and solution.

The most common applications are:

- Windows Form Application
- Console Application
- WPF Application
- ASP.NET Web Application
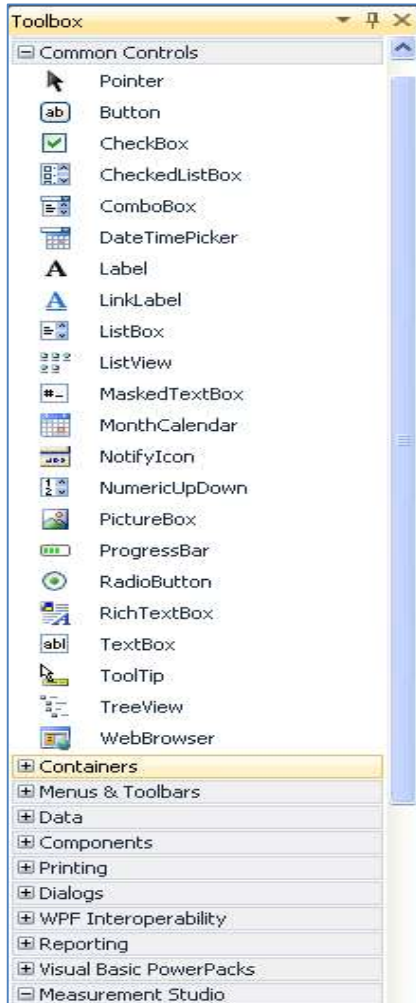- Silverlight Application

2.2.3   Solution Explorer

Solutions and projects contain items that represent the references, data connections, folders, and files that you need to create your application. A solution container can contain multiple projects and a project container typically contains multiple items.
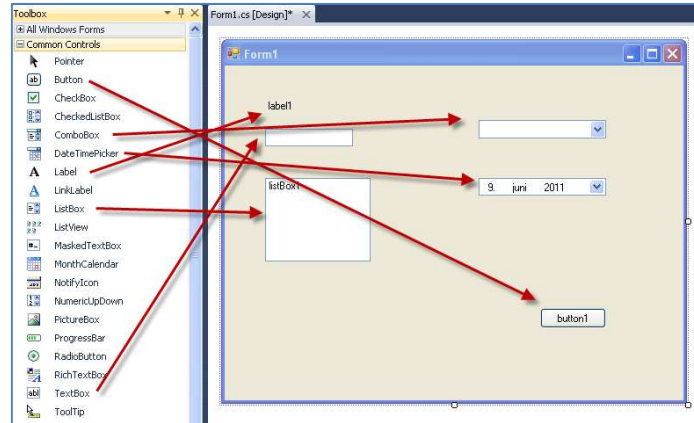

2.2.4   Toolbox

The Toolbox contains all the necessary controls, etc. you need to create your user interface. See Figure below.

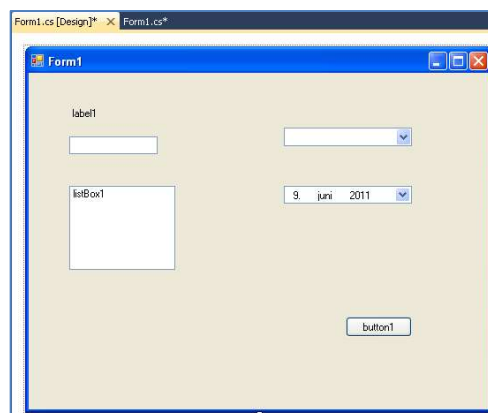The Toolbox contains all the controls, etc. we can use in our user interface.

In order to use them in our user interface, we just drag and drop them to the "Form", as shown below:
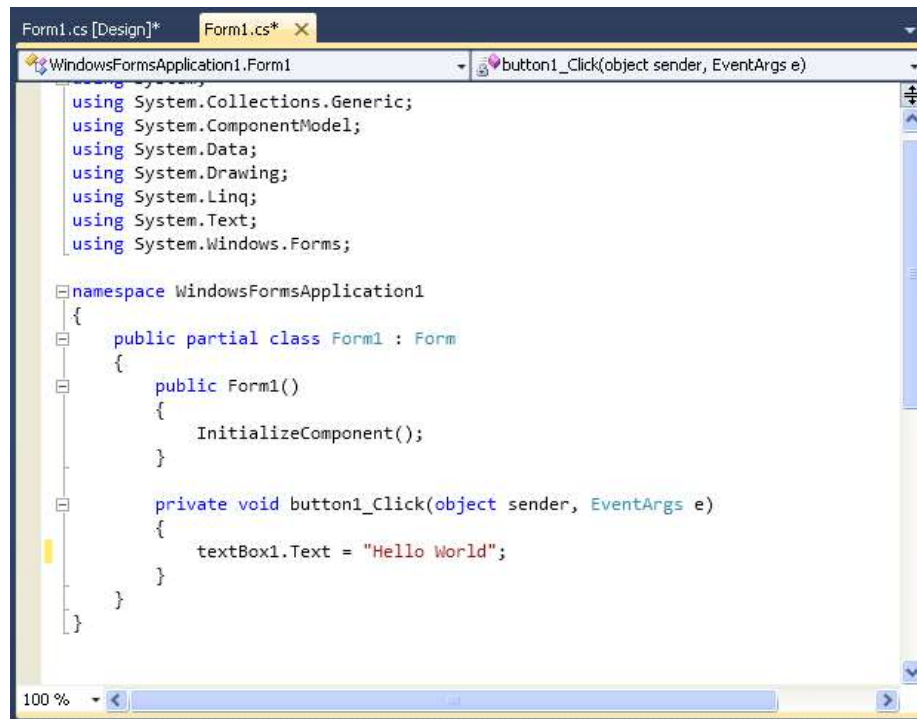

2.2.5   Editors and Designers

Visual Studio has different editors and design tools.
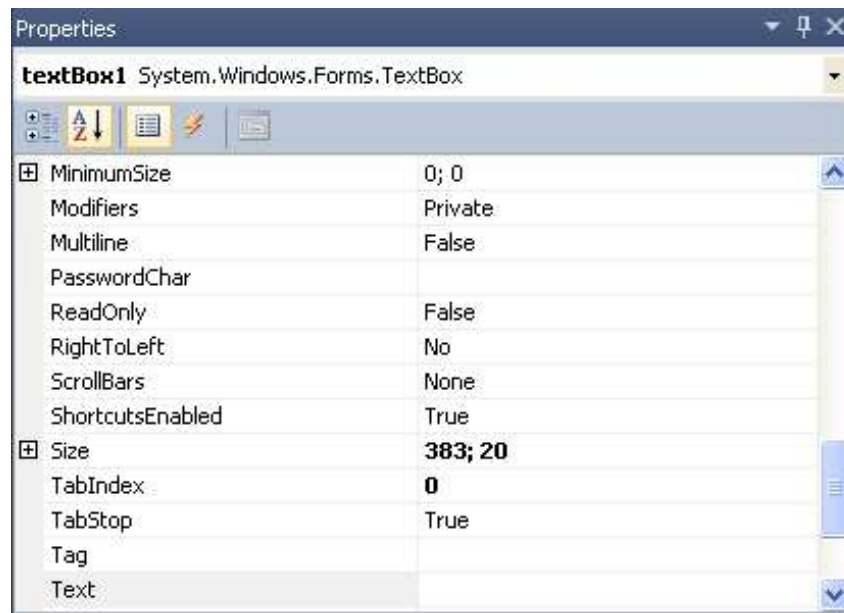
Graphical User Interface Designer:

Code Editor:

2.2.6   Properties window

Each control we have on our user interface has lots of Properties we can set.
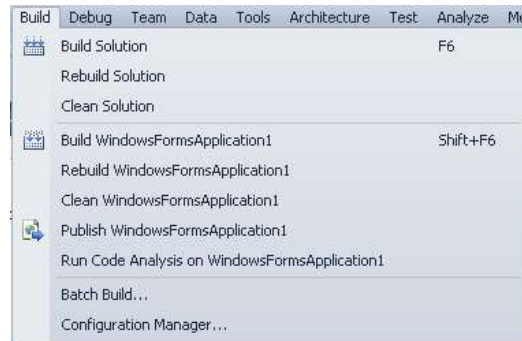
This is done in the Properties window:

2.2.7   Build and Debug Tools

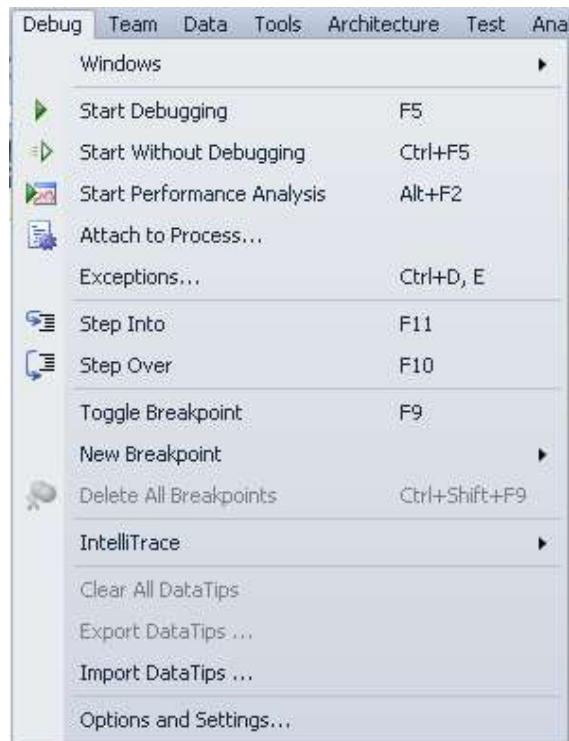In Visual Studio we have lots of Build and Debugging Tools.

Build menu:

Below we see the **Build** menu:

The most used tool is "**Build Solution**" (Shortcut Key: F6).

Debug menu:

Below we see the **Debug** menu:

The most used tool is "**Start Debugging**" (Shortcut Key: F5).