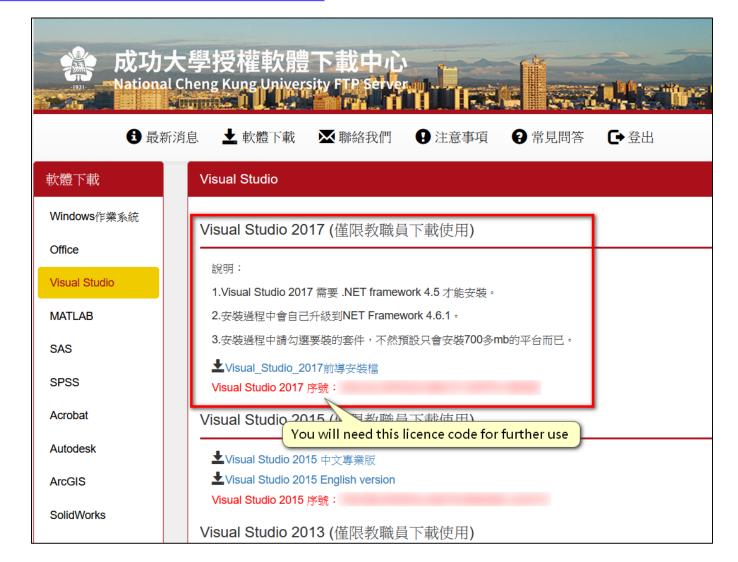
# Chapter 1

Visual Studio & Console Application Programming

#### **Download VS2017**

http://www.cc.ncku.edu.tw/download/



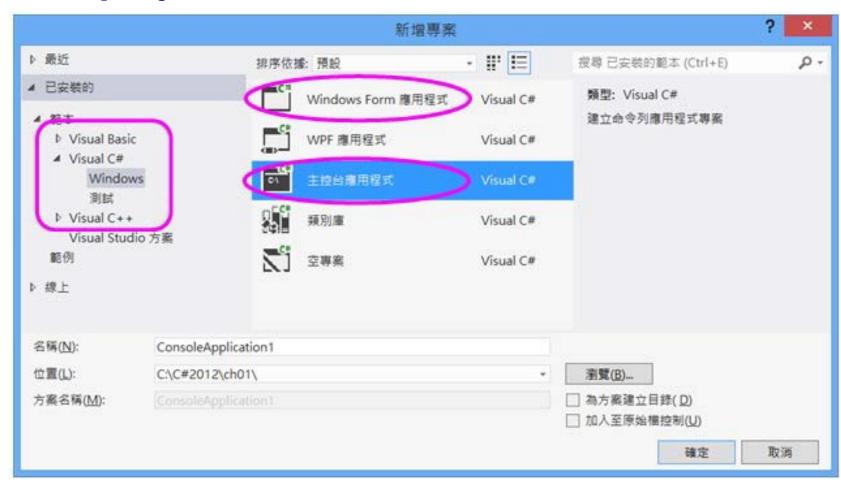
## **Console Application**

- As executed
  - ⇒ Traditional DOS text-only command line environment
  - ⇒ Only develop programs which output text information
  - ⇒ Low resources used
    - ⇒ Higher performance than Windows Form

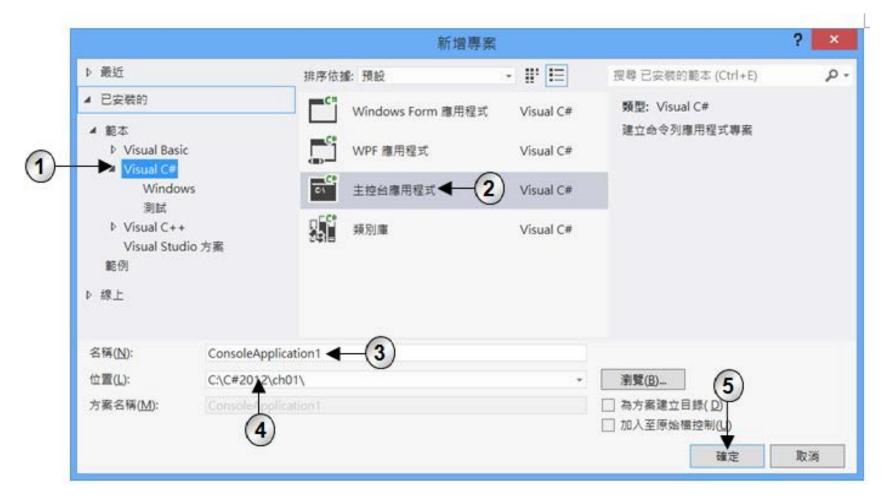
#### **Applications**

#### 1.3 Introduction to Console Application

#### 1.3.1 New project

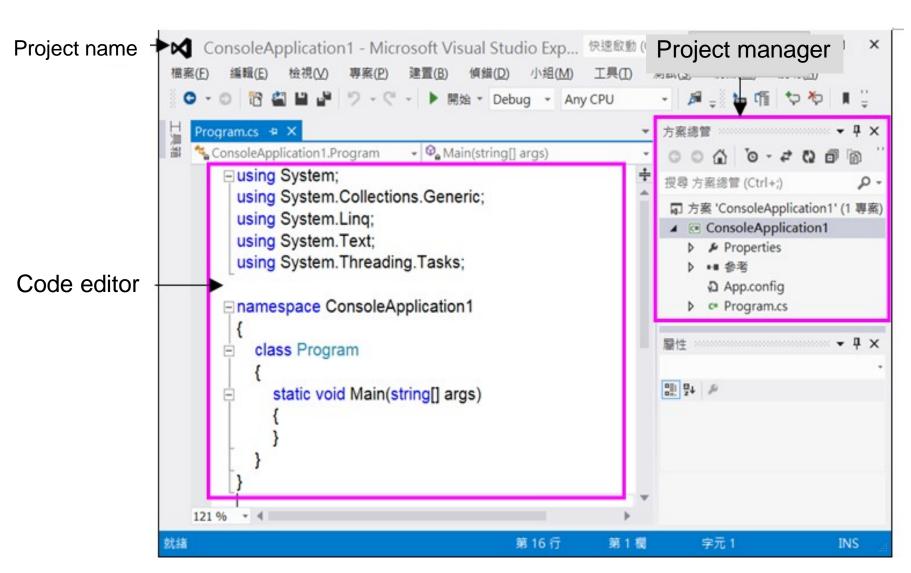


## **Create Console Application Project**

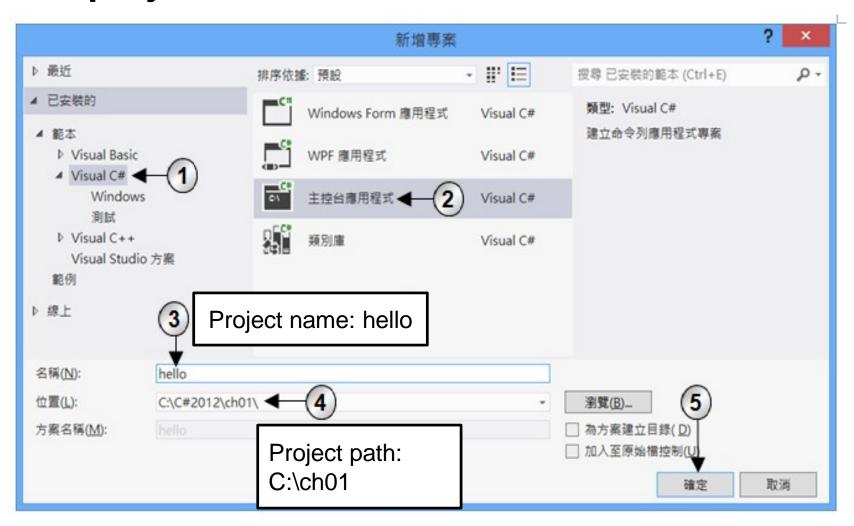


Default project path: C:\Users\<Yourname>\source\repos

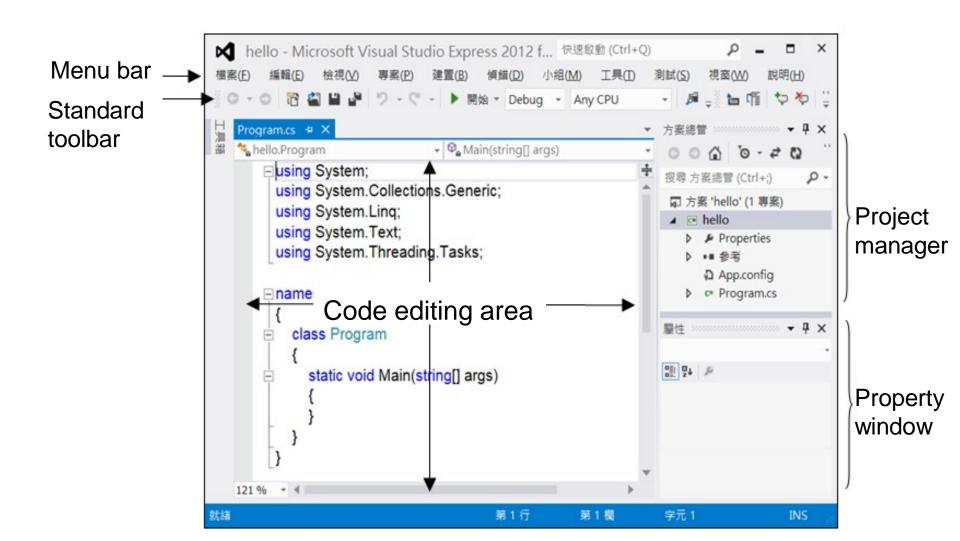
# Console development IDE



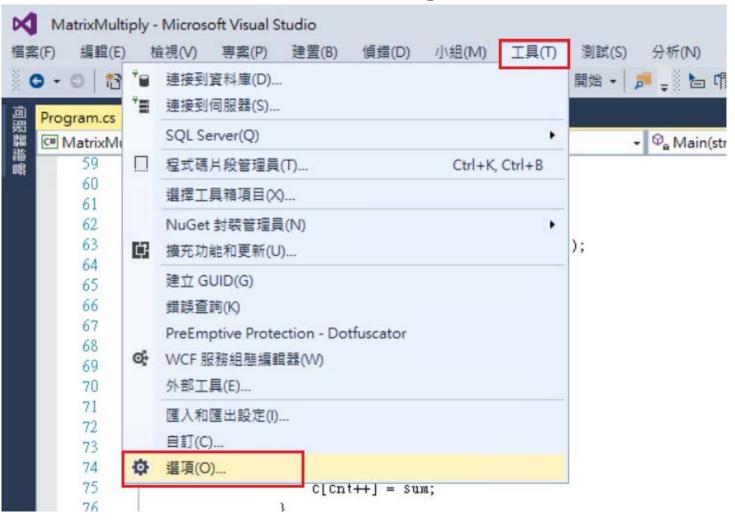
#### **New project**



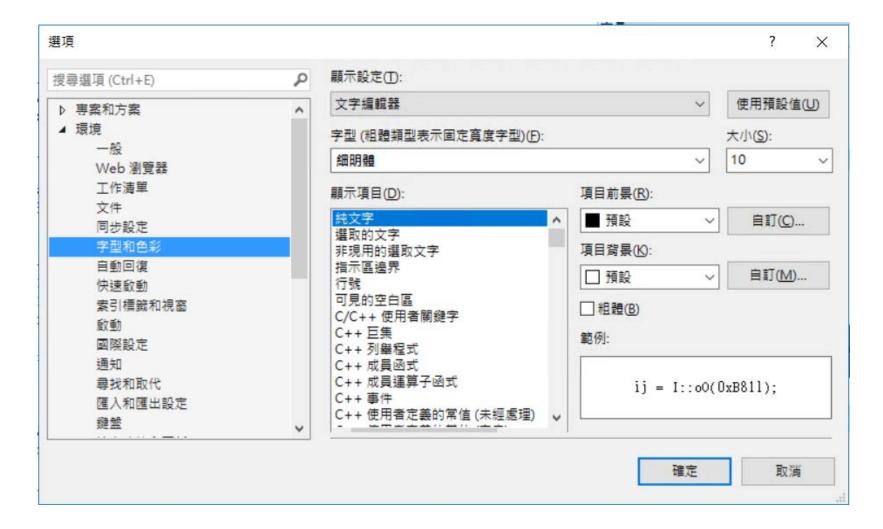
#### Code editor window



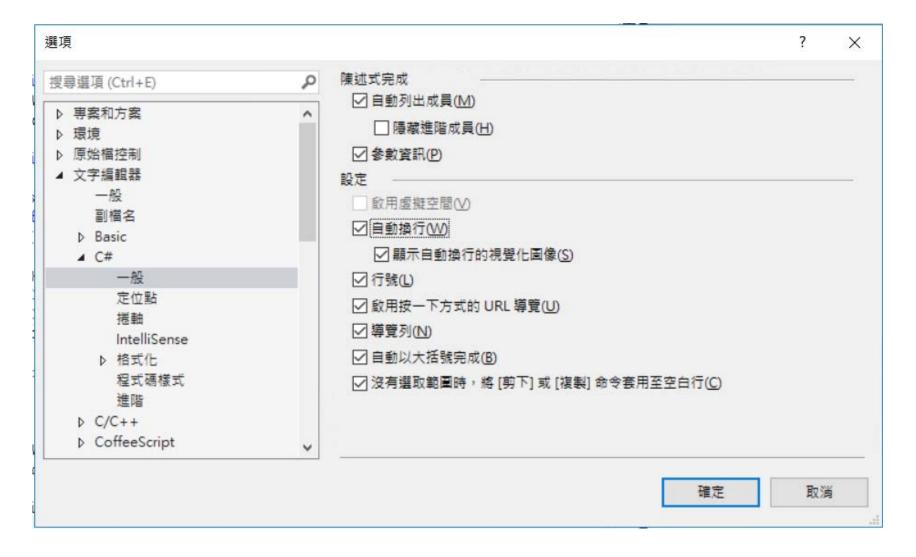
# Visual Studio A preliminary adjustment to Visual Studio development tools



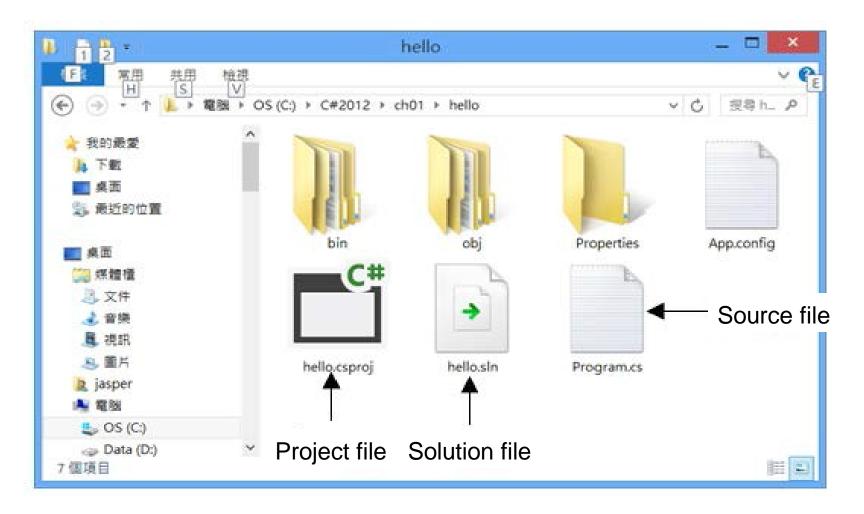
#### Font and color



#### Line number of the text editor



#### Important files



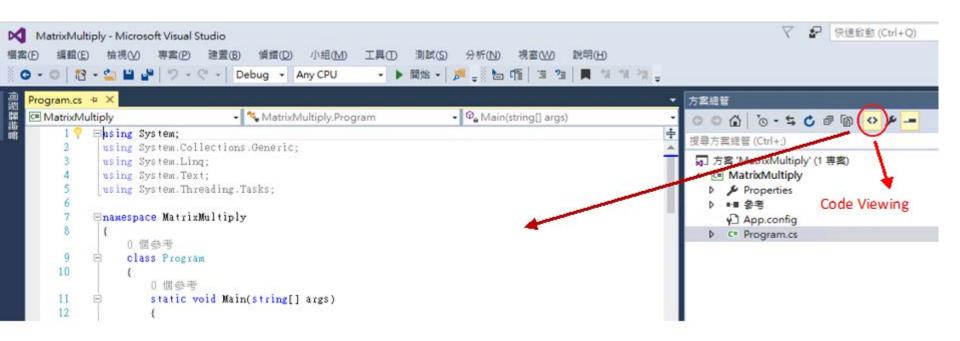
## **Writing Codes**

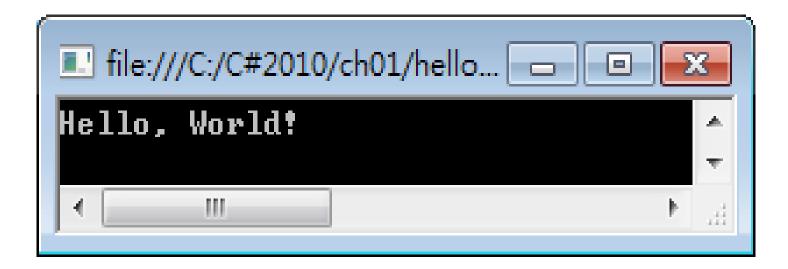
```
Program.cs* # X
hello.Program

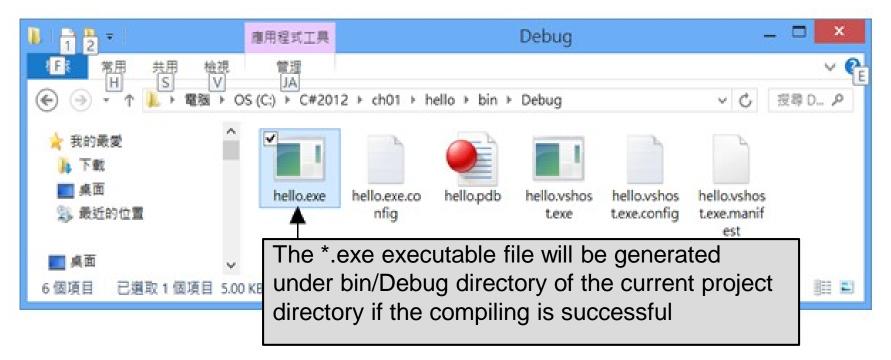
    Q Main(string[] args)

     using System;
                                            Include relative namespace
     using System.Collections.Generic;
     using System.Ling;
     using System.Text;
     using System.Threading.Tasks;
                                hello namespace,
     namespace hello
                                Also as the project name
       class Program
          static void Main(string[] args)
                                                              Insert these
            // This is a test Program
                                                              statement in
            Console.WriteLine("Hello, World!");
                                                              Main function
            Console.Read(); //等待使用者輸入一個字元
121 %
```

## **Code viewing**





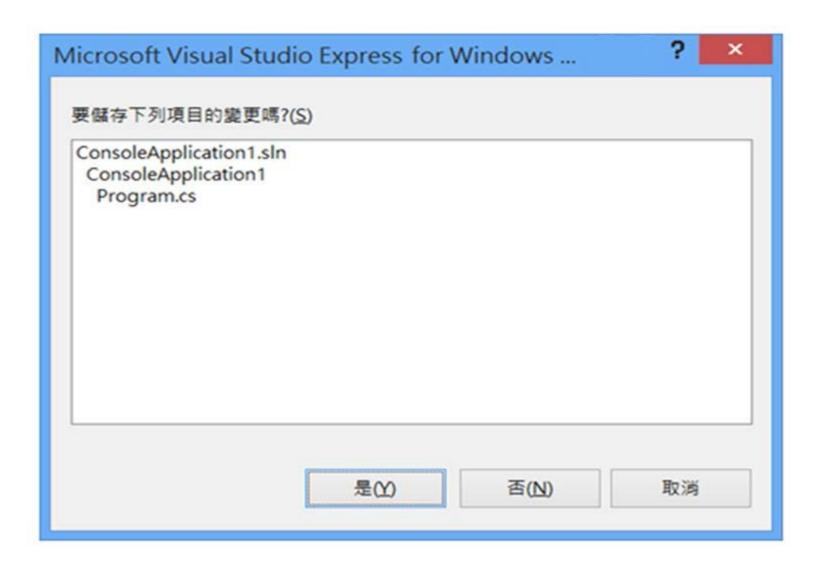


#### 1.4 First Console Application

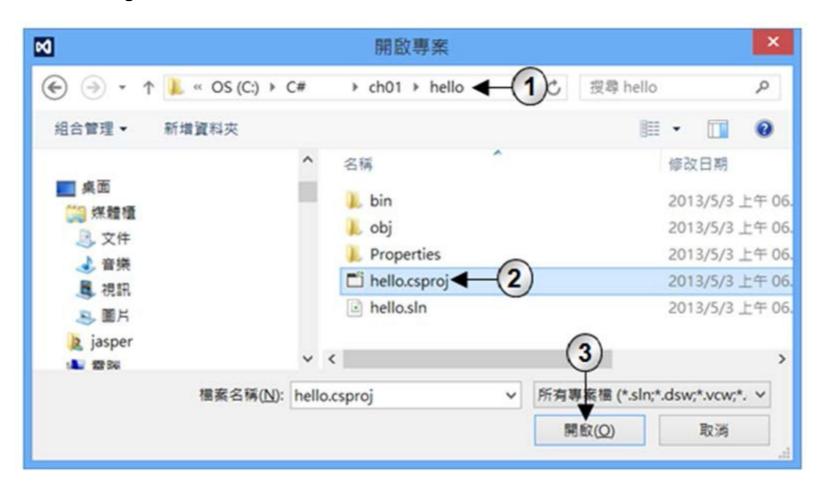
Use the steps of console application design above to write a simple program. To display "Hello, World!" on the screen

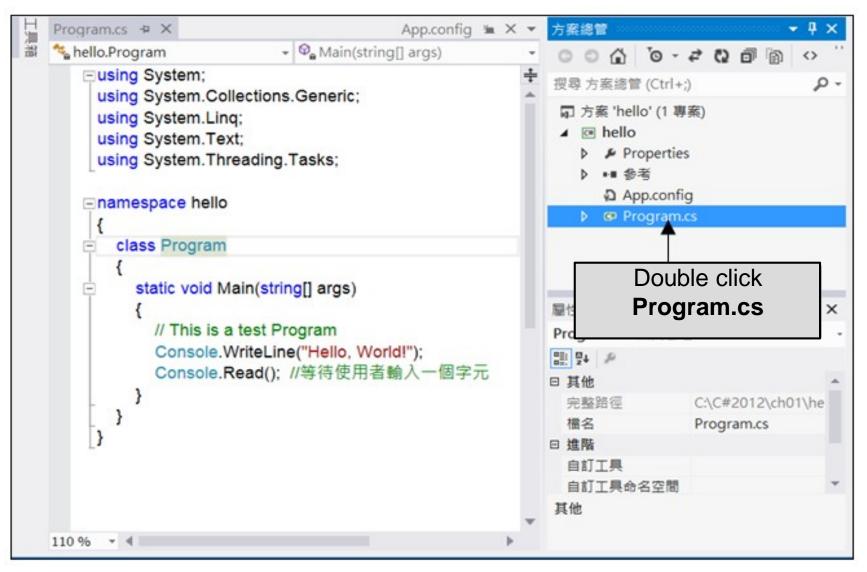


## **Close Project**



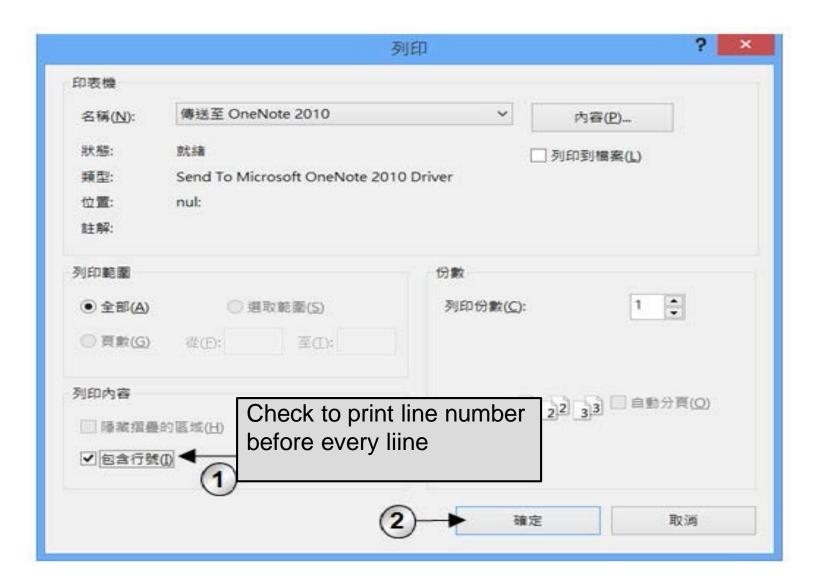
## **Open Project**





Console.WriteLine("hello,world!"); Console.Read();

#### **Print Source Code**



Progr	am.cs
^	
- Construction	ing System;
02 us	ing System.Collections.Generic;
03 us	ing System.Linq;
04 us	ing System.Text;
05	
06 na	mespace hello
07 {	
08	class Program
09	{
10	static void Main(string[] args)
11	{
12	// This is a test Program
13	Console.WriteLine("Hello, World!");
14	Console.Read();
15	}
16	}
17}	

## 1.5 Solution and Project

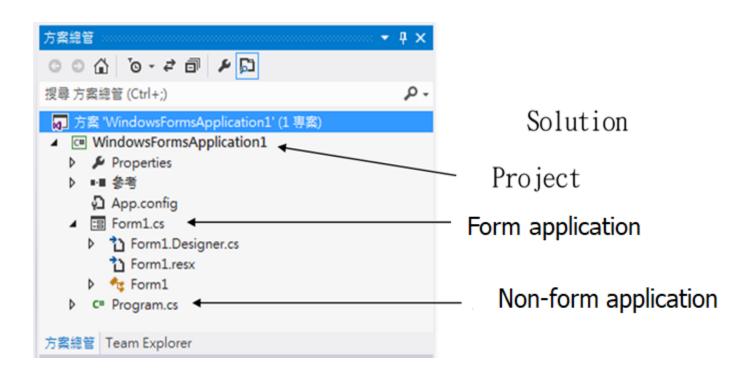
- Solution and project file is the necessaries of efficient developing management in VS
- Ex: reference, data link, directory and file
  - ⇒ The user interface to view and manage these container and related items
  - ⇒ Provide Project Manager window in IDE



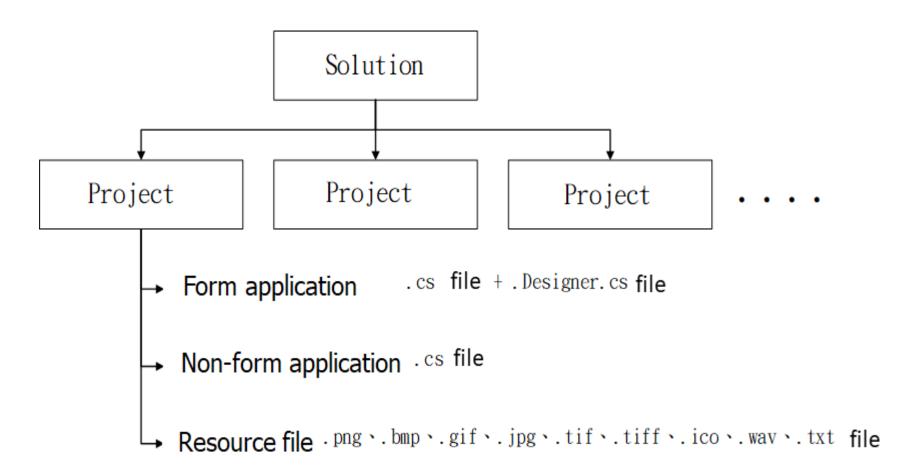
**Continue** 

- As the IDE create a new project:
  - ⇒ Project extension is \*.csproj
  - ⇒ Automatically create a solution file with the same name as the project, extension is \*.sln
- A solution can include one or more projects
  - ⇒ The system automatically takes the first created project as the initial project
    - ⇒ Putting all related files which includes system files, images, data and sounds in the same directory is recommended for duplication and management

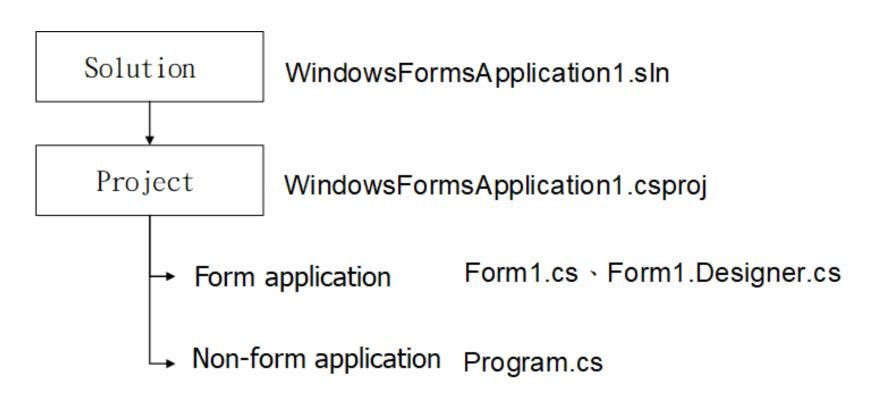
#### Solution manager



#### **One Solution**



#### **One Solution**



# Thank you