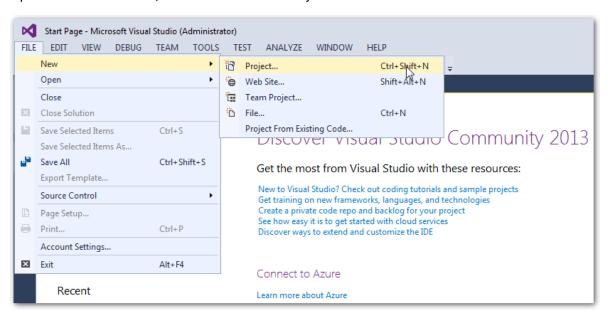
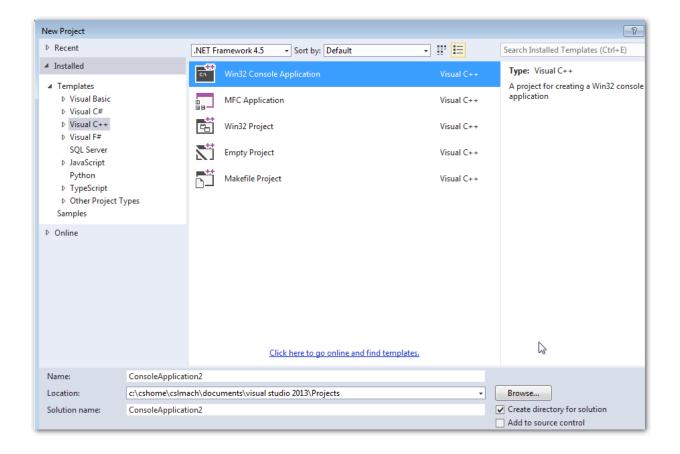
VISUAL STUDIO 2013 GETTING STARTED

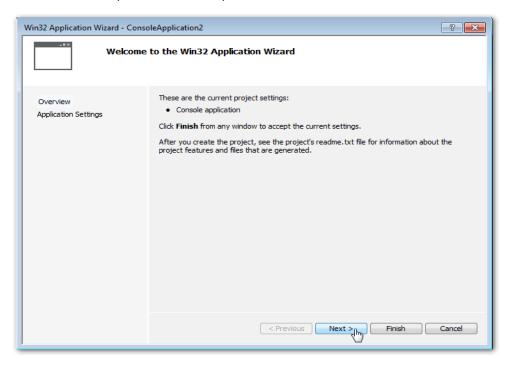
1. Open Visual Studio 2013, select File -> New -> Project



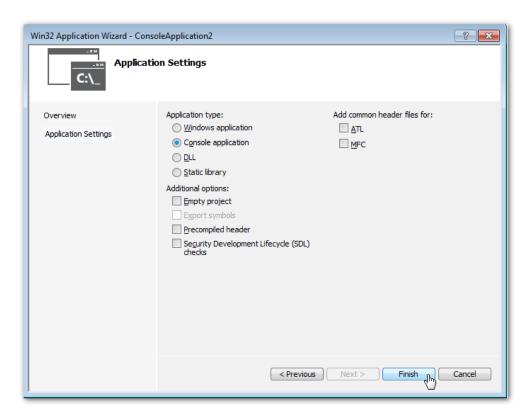
2. Select Visual C++ and double click on Win32 Console Application. Click on next.



3. Click Next to complete additional options:



4. In the Win32 application wizard, <u>Select</u> "Console application", and <u>de-select</u> "precompiled header" and "Security Development Lifecycle (SDL) checks". Click on Finish.



5. You should see the following code:

```
#include "stdafx.h"

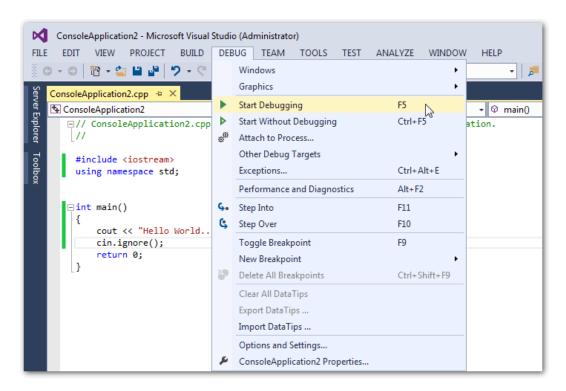
I

int _tmain(int argc, _TCHAR* argv[])
{
    return 0;
}
```

Replace this code with the following:

```
ConsoleApplication2 - Microsoft Visual Studio (Administrator)
    EDIT
            VIEW
                   PROJECT BUILD DEBUG TEAM TOOLS TEST ANALYZE
                                                                              WINDOW
                                                                                       HELP
③ → ⑤ | 👸 → 當 💾 🥍 🥠 → 🦿 → 🕨 Local Windows Debugger → 🕜 → Debug
                                                                                Win32
Server Explorer
   ConsoleApplication2.cpp + X
                                                                                        - □ ⊕ main()
   ConsoleApplication2
                                                (Global Scope)
       ⊡// ConsoleApplication2.cpp : Defines the entry point for the console application.
       //
Toolbox
        #include <iostream>
        using namespace std;
      ⊡int main()
            cout << "Hello World...";</pre>
            cin.ignore();
            return 0;
       }
```

6. To build and run the program select Debug and Start with or without debugging:



7. The console out will display and pause for keyboard input. Save your project when you are done.

