

Downloading Visual Studio

Head over to download:
<https://visualstudio.microsoft.com/downloads/>

From here select the
Community download for
Windows and Free Download
for Mac.

This will install Visual Studio
Installer, a Hub that will allow
you to download libraries for
whatever programming work
you intend to do.

Downloads



Visual Studio 2022

Windows | Version 17.2

The best comprehensive IDE for .NET and C++ developers on Windows. Fully packed with a sweet array of tools and features to elevate and enhance every stage of software development.

Community

Powerful IDE, free for students, open-source contributors, and individuals

Free download

Professional

Professional IDE best suited to small teams

Free trial

Enterprise

Scalable, end-to-end solution for teams of any size

Free trial

Preview

Get early access to latest features not yet in the main release

Learn more >

Release notes >

Release notes > Compare Editions > How to install offline >



Visual Studio 2022 for Mac

Mac | Version 17.0

A comprehensive IDE for .NET developers that's native to macOS. Includes top-notch support for web, cloud, mobile, and game development.

Read more about [activating your license](#)

Free download

Release notes >

Preview

Get early access to latest features not yet in the main release.

Learn more >

Release notes >



Visual Studio Code

Windows, macOS, Linux | Version 1.67

A standalone source code editor that runs on Windows, macOS, and Linux. The top pick for Java and web developers, with tons of extensions to support just about any programming language.

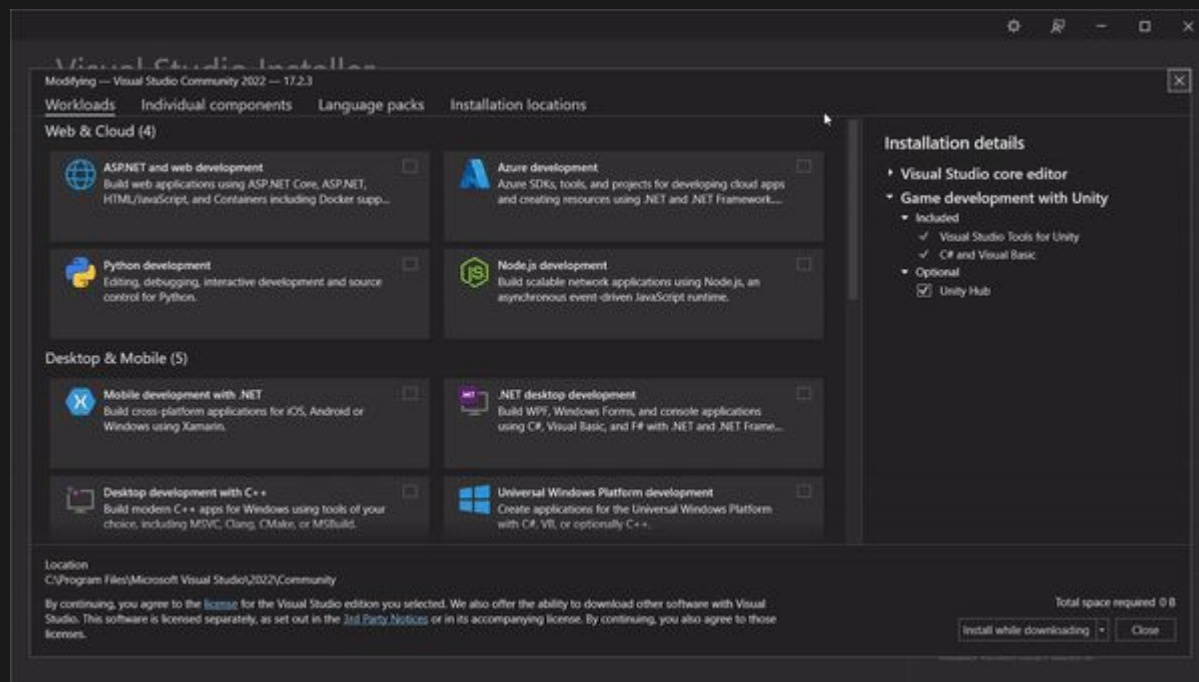
By using Visual Studio Code you agree to its [license](#) & [privacy statement](#).

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Release notes >

Visual Studio Hub - Workload Installs

During the installation it will ask you if you want to download any Workloads, scroll down and check the “Game Development with Unity” that’s the only thing you’ll need for this course.



Visual Studio



Once you finish your installation you will be met with this screen allowing you to select a Script.

For now this is where we'll stop as we will become much more familiar with it once we get into Week 2 of the class.

