# 717310: Game Programming

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# Overview

- Procedural C++
  - Visual Studio

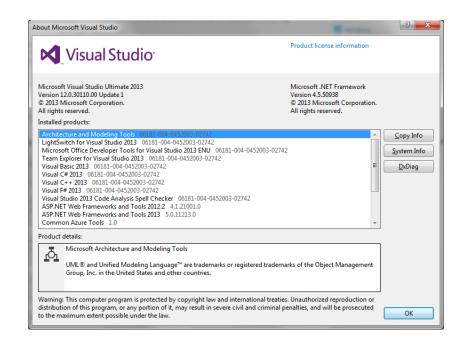
# C Programming in Microsoft Windows

- Visual Studio is an Integrated Development Environment...
  - Contains the Microsoft Windows Toolchain for developing on the Windows Operating System...
- Next we will look at:
  - Starting the IDE...
  - Creating Solutions and Projects...



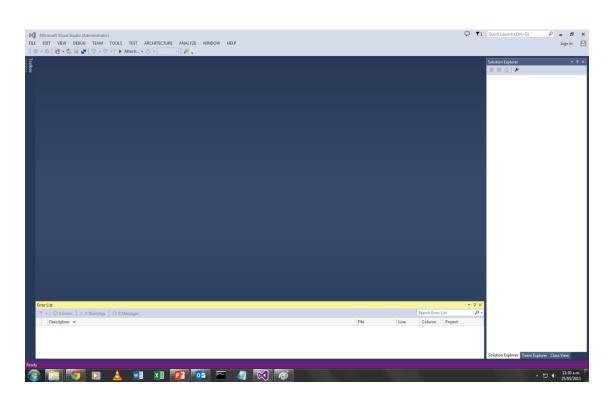
- Creating Source Code Files...
  - Editing Code.
- Compiling, Linking and Running C programs!

- Installed on CMS lab computers...
  - Visual Studio2013 Ultimate



- Microsoft Dreamspark (MDSN AA)
  - Educational license for home use.
  - Sign-in via AUT student email...

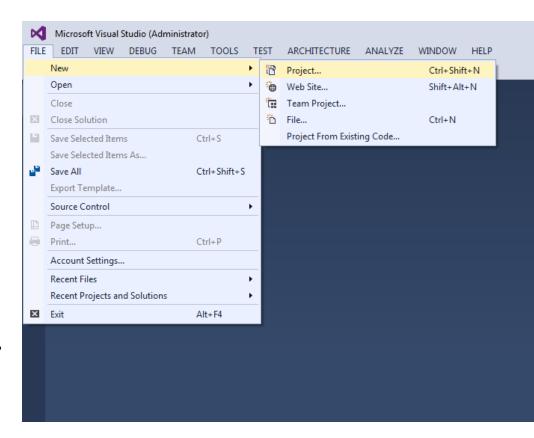
- Integrated Development Environment:
  - Editor
  - Compiler
  - Linker
  - Debugger
  - Code Management
  - Documentation



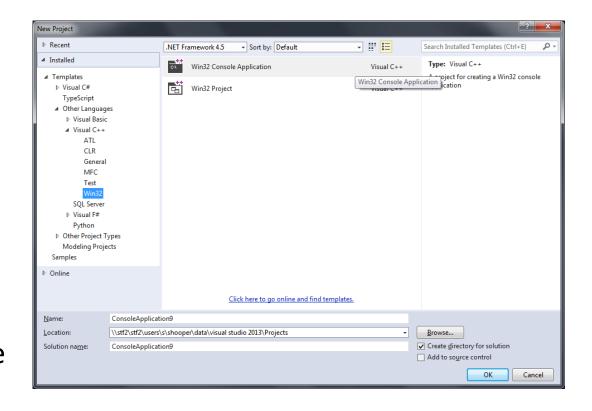
- Visual Studio Development...
  - Project Structure:
    - Solution (.sln):
      - Contains one or many Projects.
    - Project (.vcproj):
      - Contains one or many Source Code Files (.c)
      - A project generates an executable (.exe)...
        - » Or a static library (.lib)
      - One project will be currently active... when you click the run button, it builds and runs the active project...
  - All of these are things files stored on disk...

- Getting started...
  - File->New Project

- You can develop in a number of languages...
  - We will just work with a C example...



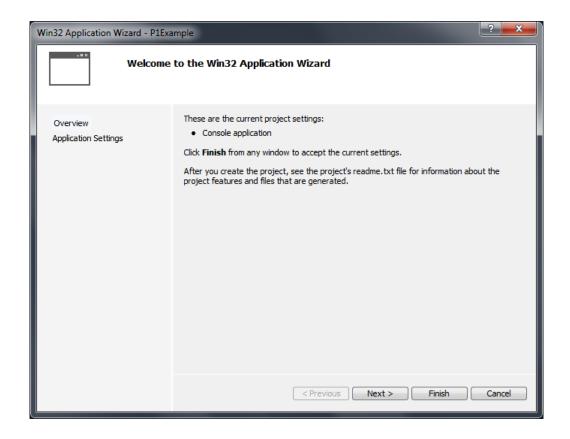
- Other Languages:
  - Visual C++
    - Win32
  - Win32 ConsoleApplication
    - Name
    - Location
    - Solution Name



Win32 Application

Wizard

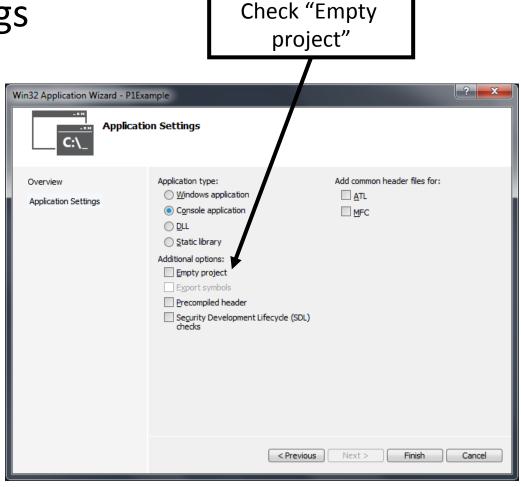
- Overview
- ApplicationSettings
  - Click next...
    - Not finish!



Application Settings

– Application type:

- Console application
- Additional options
  - Empty Project
- Then click "Finish"!

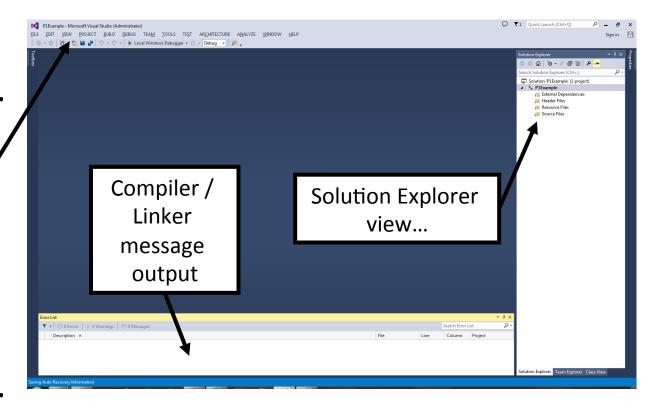


• IDE...

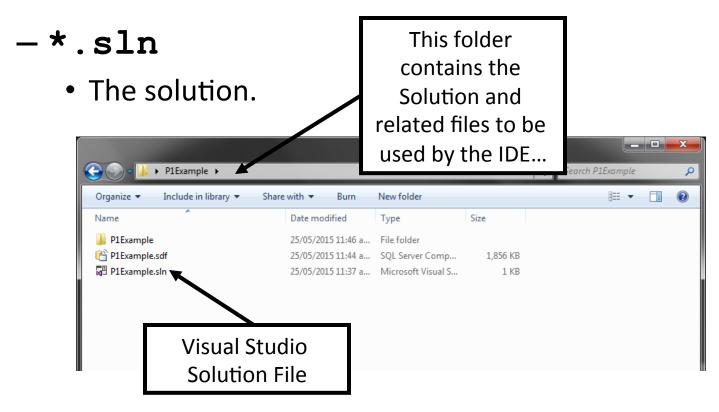
– MutlipleWindows...

Lots of menus!

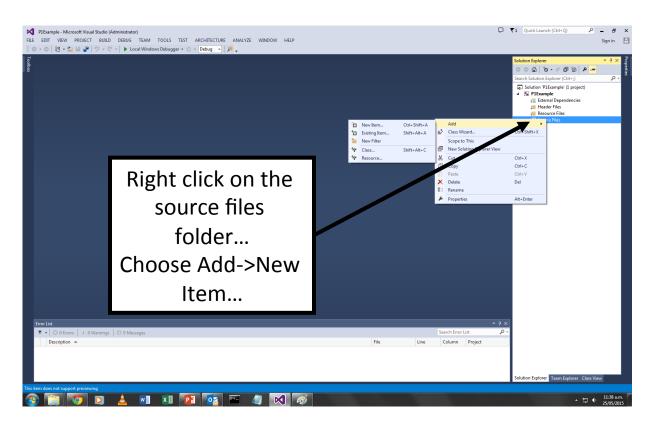
- SolutionExplorer...
- OutputWindows...



Files on disk...

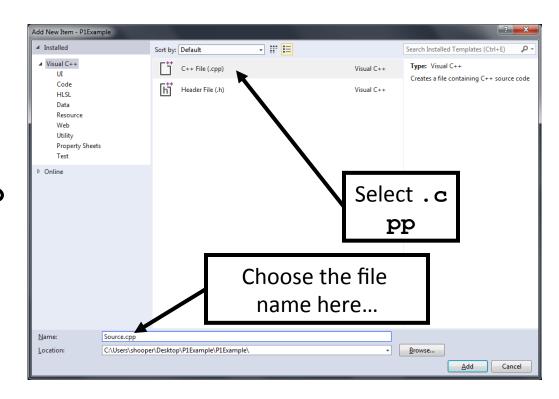


- Creating a new source file.
  - Source code files need to be added to a project...



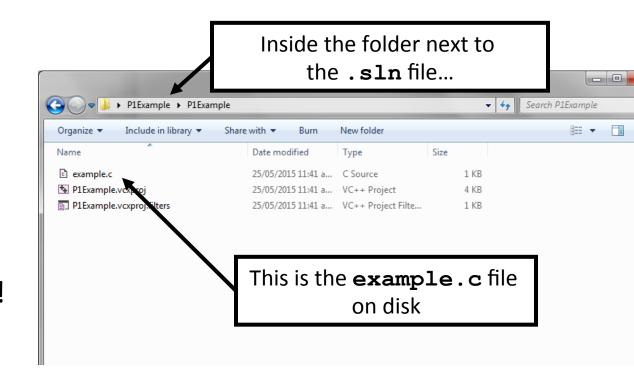
- Visual C++:
  - C++ File (.cpp)

- Name:
  - example.cpp

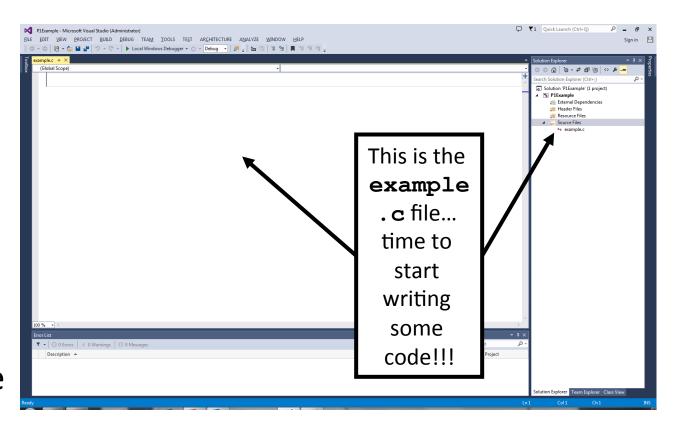


• Files on disk...

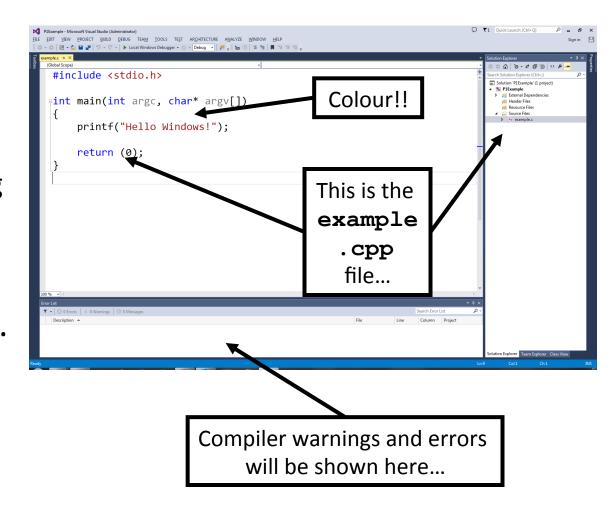
- -\*.vcproj
  - Project file
- \*.c
  - Sourc code!



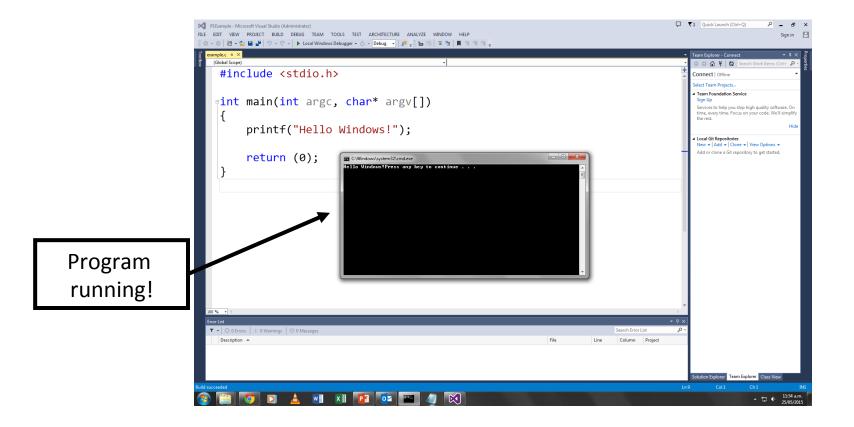
- Solution Explorer:
  - File View:
    - Header Files
    - Source Files
- Editor:
  - Type codehere...



- Notice...
  - Coloured text!
    - SyntaxHighlighting
  - Autocompletesuggestions...
  - Easynavigation...

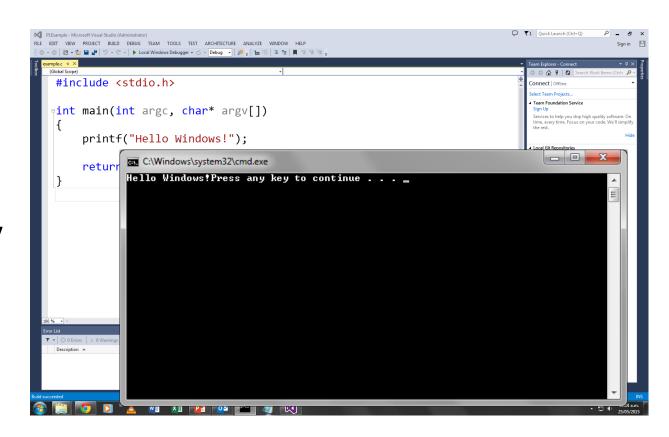


 To compile and run: CTRL-F5

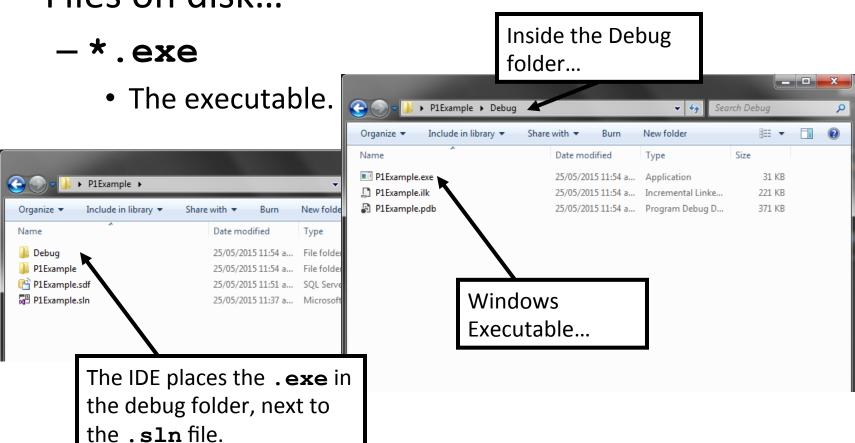


- Notice...
  - -printf!
  - Working...
- And...
  - "Press any key to continue

```
Windows does that...
```



Files on disk...



What else is the IDE good for?

- Debugging!
  - Breakpoints...
  - Stepping...
    - Into, over, out...
  - Call Stack...
  - Watch Windows...
  - Memory View...

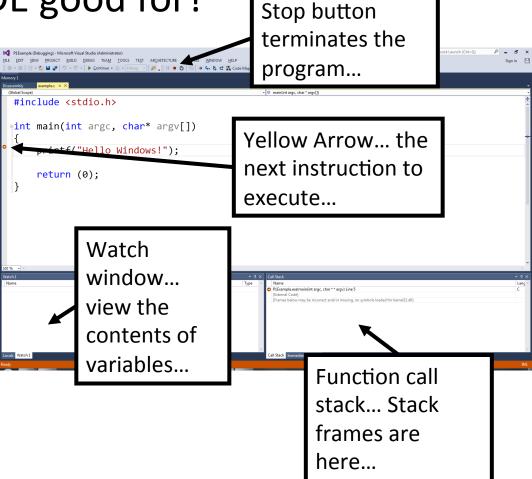
```
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```

What else is the IDE good for?

Break Point... (Red circle)

Debugging!

- Breakpoints...
- Stepping...
  - Into, over, out...
- Call Stack...
- Watch Windows...
- Memory View...



- Watch Window...
  - Drag and drop variables into this window...

- Watch them change as the program executes, while in debug mode...
  - Set a breakpoint!

What does **i** and **k** currently hold?

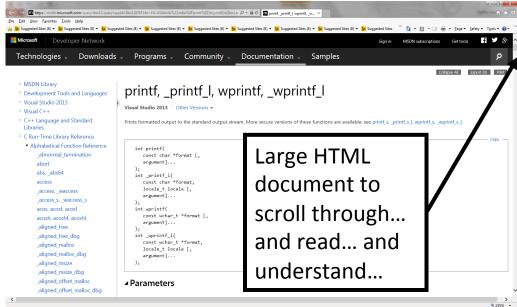
```
#include <stdio.h>
pint main(int argc, char* argv[])
    int i = 0;
    for (int k = 0; k < 5; ++k)
        i += k;
        printf("Hello Windows! %d \n", k);
    return (0);
```

- MSDN Help...
  - Highlighta functionof interest...
  - Press F1...

Highlight something to learn more about it... Press F1... similar to using man pages...

```
P1Example - Microsoft Visual Studio (Administrator)
    <u>V</u>IEW <u>P</u>ROJECT <u>B</u>UILD <u>D</u>EBUG TEA<u>M</u> <u>T</u>OOLS TE<u>S</u>T AR<u>C</u>HITECTURE <u>AN</u>ALYZE <u>W</u>INDOW <u>H</u>ELP
         💾 🛂 '♥ - ♥ - | ▶ Local Windows Debugger - ♥ - Debug - | 🎜 📲 🔚 🏗 '⅓ | 📜 🐧 🦄 🐴 🚆
                                                              #include <stdio.h>
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         return (0);
```

- MSDN Help...
  - Programmer documentation:
    - Function Overview
    - Parameters
    - Return Value
    - Remarks
    - Requirements
    - Example
    - Sample Output



# Summary

- Procedural C++
  - Visual Studio