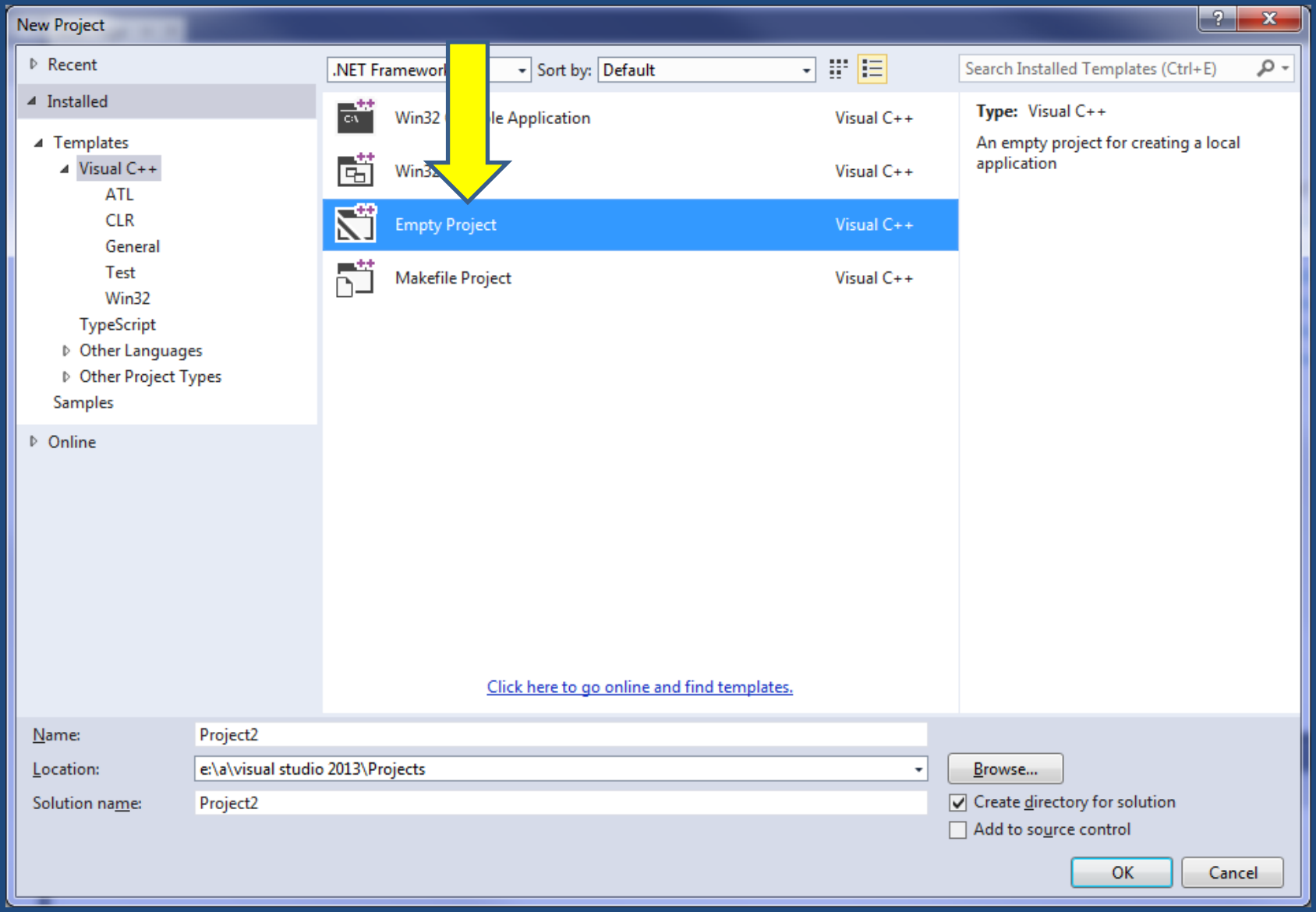
C Programming

Setting up a Visual Studio 2013 Project

You were initially told to set up an Empty Project

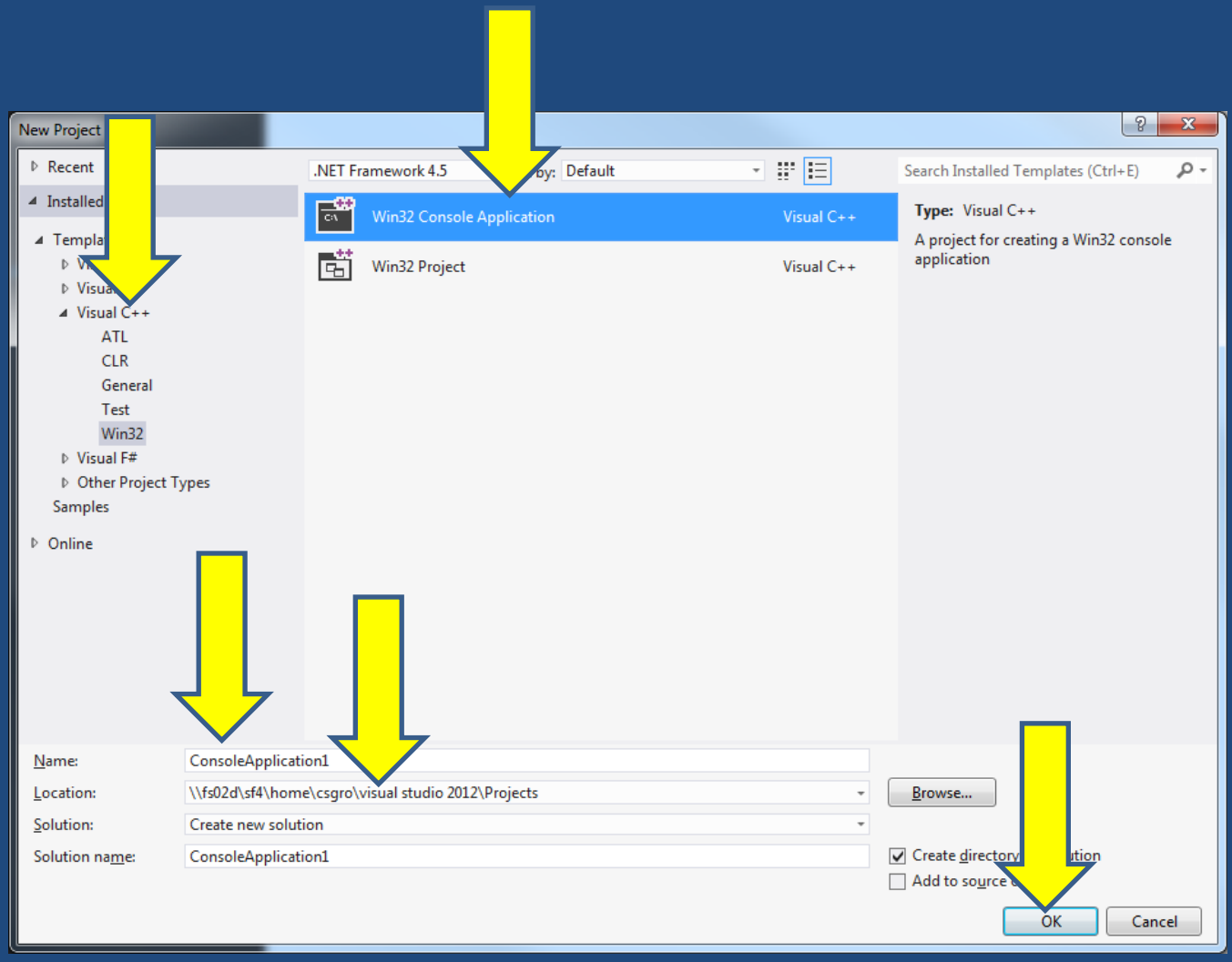

New Project
Recent
Installed
Templates
Visual C++
ATL
CLR
General
Test
Win32
TypeScript
Other Languages
Other Project Types
Samples
Online
.NET Framework
Sort by:
Default
Search Installed Templates (Ctrl+E)
Win32 le Application
Visual C++
Win32
Visual C++
Empty Project
Visual C++
Makefile Project
Visual C++
Type: Visual C++
An empty project for creating a local application
Click here to go online and find templates.
Name:
Project2
Location:
e:\a\visual studio 2013\Projects
Browse...
Solution name:
Project2
Create directory for solution
Add to source control
OK
Cancel

That had a nasty side-effect of your output disappearing for the exercises (and assignment #1)

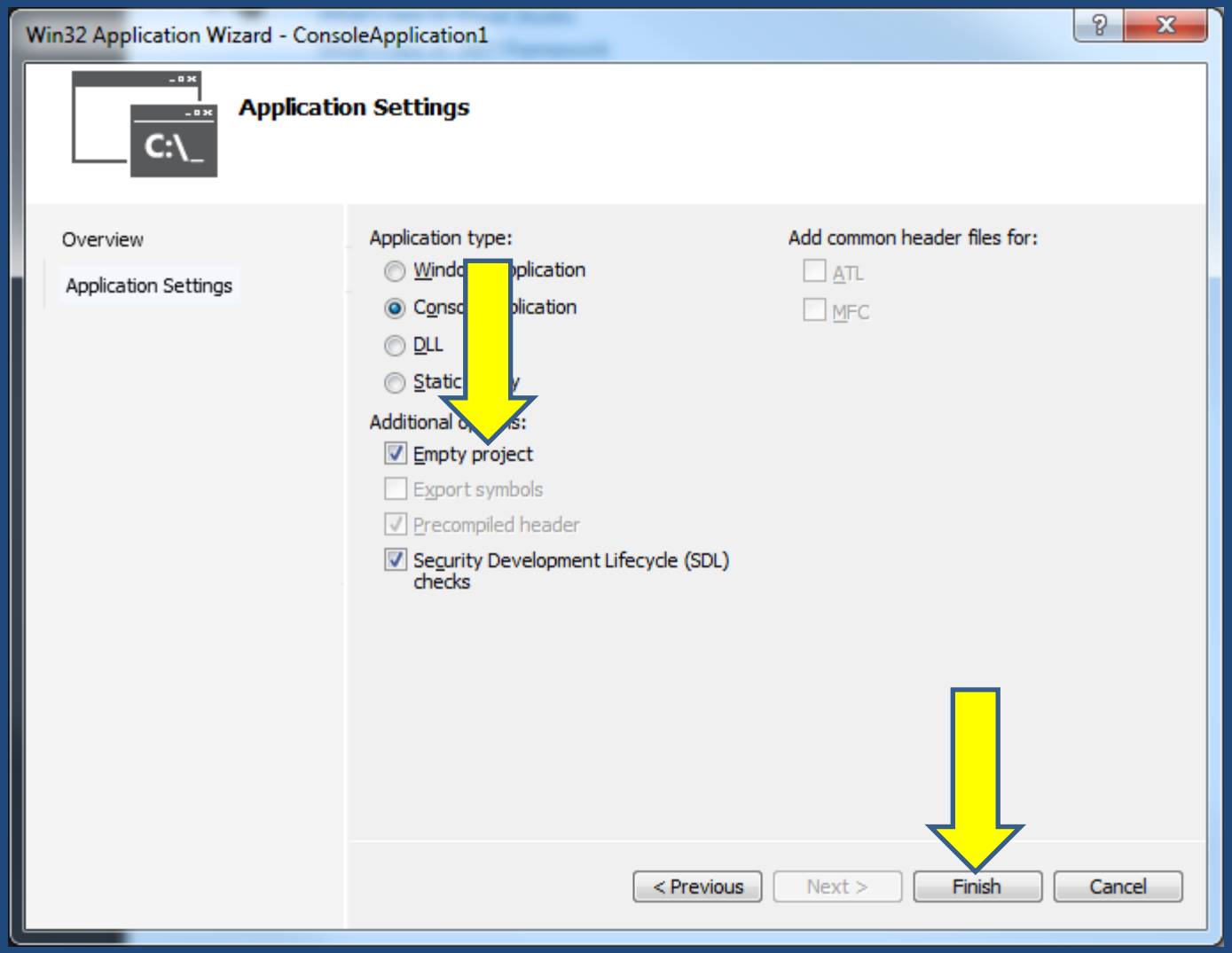
There's two
acceptable
workarounds for this

Workaround #1

Instead of starting with an Empty Project,
start with a Win32 Console Application


New Project
Recent
Installed
Templa
Visual C++
ATL
CLR
General
Test
Win32
Visual F#
Other Project Types
Samples
Online
.NET Framework 4.5
by: Default
Search Installed Templates (Ctrl+E)
Win32 Console Application
Visual C++
Win32 Project
Visual C++
Type: Visual C++
A project for creating a Win32 console application
Name:
ConsoleApplication1
Location:
\\fs02d\sf4\home\csgro\visual studio 2012\Projects
Browse...
Solution:
Create new solution
Solution name:
ConsoleApplication1
Create directory
Add to source
OK
Cancel

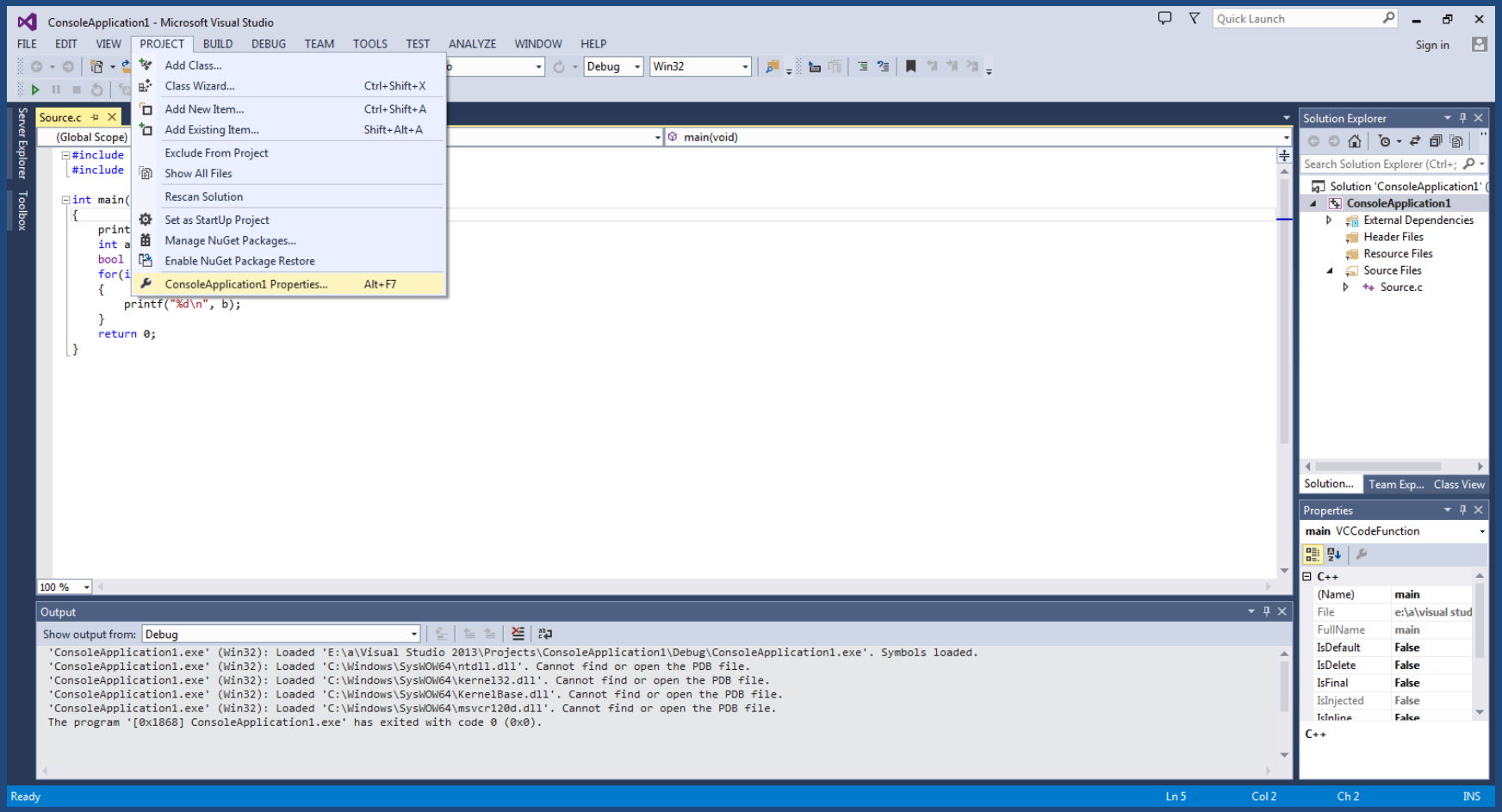
On the
Application Settings page,
check the
Empty Project
checkbox


Win32 Application Wizard - ConsoleApplication1
Application Settings
Overview
Application Settings
Application type:
Windows application
Console application
DLL
Static library
Additional options:
Empty project
Export symbols
Precompiled header
Security Development Lifecycle (SDL) checks
Add common header files for:
ATL
MFC
< Previous
Next >
Finish
Cancel

Workaround #2

Keep creating an
Empty Project
but ...

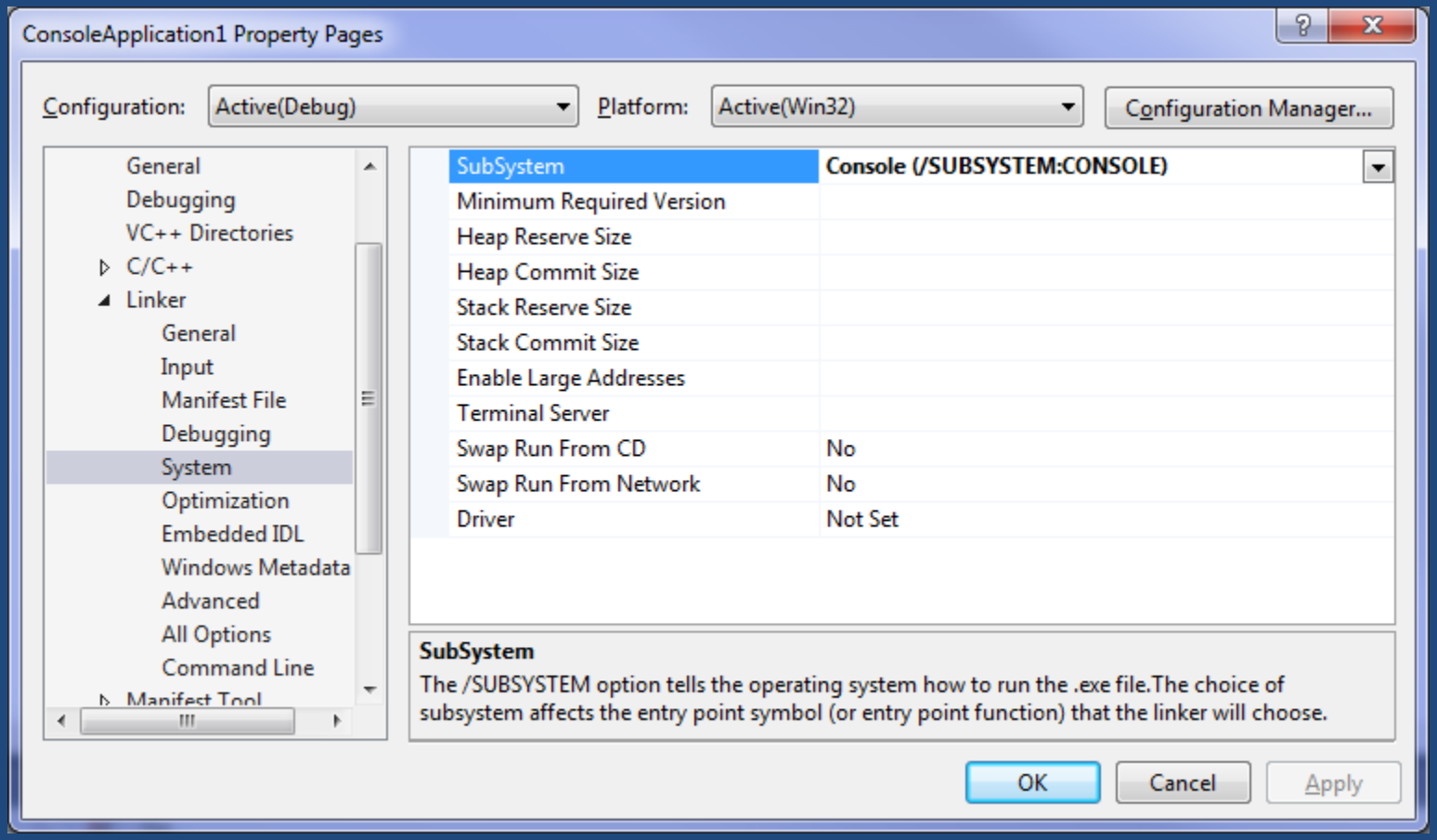
Change a specific Project Property


ConsoleApplication1 - Microsoft Visual Studio
Quick Launch
Sign in
FILE EDIT VIEW PROJECT BUILD DEBUG TEAM TOOLS TEST ANALYZE WINDOW HELP
Debug
Win32
Add Class...
Class Wizard... Ctrl+Shift+X
Add New Item... Ctrl+Shift+A
Add Existing Item... Shift+Alt+A
Exclude From Project
Show All Files
Rescan Solution
Set as StartUp Project
Manage NuGet Packages...
Enable NuGet Package Restore
ConsoleApplication1 Properties... Alt+F7
Source.c
(Global Scope)
main(void)
#include
#include
int main(
{
print
int a
bool
for(i
{
printf("%d\n", b);
}
return 0;
}
Solution Explorer
Search Solution Explorer (Ctrl+;
Solution 'ConsoleApplication1'
ConsoleApplication1
External Dependencies
Header Files
Resource Files
Source Files
Source.c
Solution... Team Exp... Class View
Properties
main VCCodeFunction
C++
(Name) main
File e:\a\visual stud
FullName main
IsDefault False
IsDelete False
IsFinal False
IsInjected False
C++
100 %
Output
Show output from: Debug
'ConsoleApplication1.exe' (Win32): Loaded 'E:\a\Visual Studio 2013\Projects\ConsoleApplication1\Debug\ConsoleApplication1.exe'. Symbols loaded.
'ConsoleApplication1.exe' (Win32): Loaded 'C:\Windows\SysWOW64\ntdll.dll'. Cannot find or open the PDB file.
'ConsoleApplication1.exe' (Win32): Loaded 'C:\Windows\SysWOW64\kernel32.dll'. Cannot find or open the PDB file.
'ConsoleApplication1.exe' (Win32): Loaded 'C:\Windows\SysWOW64\KernelBase.dll'. Cannot find or open the PDB file.
'ConsoleApplication1.exe' (Win32): Loaded 'C:\Windows\SysWOW64\msvcr120d.dll'. Cannot find or open the PDB file.
The program '[0x1868] ConsoleApplication1.exe' has exited with code 0 (0x0).
Server Explorer
Toolbox
Ready
Ln 5
Col 2
Ch 2
INS

You have to dig down to the Linker properties,

then System,

then Subsystem


ConsoleApplication1 Property Pages
Configuration: Active(Debug)
Platform: Active(Win32)
Configuration Manager...
General
Debugging
VC++ Directories
C/C++
Linker
General
Input
Manifest File
Debugging
System
Optimization
Embedded IDL
Windows Metadata
Advanced
All Options
Command Line
Manifest Tool
SubSystem
Console (/SUBSYSTEM:CONSOLE)
Minimum Required Version
Heap Reserve Size
Heap Commit Size
Stack Reserve Size
Stack Commit Size
Enable Large Addresses
Terminal Server
Swap Run From CD
No
Swap Run From Network
No
Driver
Not Set
SubSystem
The /SUBSYSTEM option tells the operating system how to run the .exe file.The choice of subsystem affects the entry point symbol (or entry point function) that the linker will choose.
OK
Cancel
Apply

Summary

1. Choose one of the methods to set up a project.