**HOW TO RUN PROJECT**

As cpp file can not be attached to udemy lectures, so

follow the following steps.

**DEVC++**

0. Download files Project\_Student\_DataBase Mangamenrt\_and\_Result\_calculation\_System.cpp, student.dat & DuplicateCheckingFile.txt from the resources under the third lecture of DevC++ Installation under Section 1 (Introduction to Project…)

1. Copy File Project\_Student\_DataBase Mangamenrt\_and\_Result\_calculation\_System.cpp, student.dat & DuplicateCheckingFile.txt and paste them all in the Folder

Dev-cpp/bin

2. Now in Dev C++, Open the File Project\_Student\_DataBaseMangamenrt\_and\_Result\_calculation\_System.cpp from the Dev-cpp/bin folder

3. Click on Execute->Compile & Run

For Visual Studio 2019,

In Visual Studio ,

1. Click on Create Project -> click on Console App->next->In project name enter the name "StudentDatabase"
2. Click on create button
3. now delete all initial code shown in visual studio editor
4. Now copy code from file Project\_Student\_DataBase Mangamenrt\_and\_Result\_calculation\_System.cpp and paste it in visual studio.
5. Now save the project with the name "StudentDatabase" by clicking save button under file menu
6. Now go to the folder in which project is placed.. On my Computer, it was placed in

C:\Users\Home\source\repos\StudentDatabase

1. Inside StudentDatabase folder, paste both files student.dat & DuplicateCheckingFile.txt to execute program for the first time.
2. now press ctrl+f5 to run program
3. the code will execute without any problem

ADD YOUR OWN RECORDS IN DATABASE

If you want to use your own records,

1. you can simply double click file student.dat & select all data and delete it.. then **save** file.
2. Also double click file DuplicateCheckingFile.txt & select all data and delete it.. then **save** file.
3. Now you can simply run the Project and add new records by going to Student database management and result calculation system menu and selecting the first option of Create Student Record. Now you can add records of your own choice.