

HOW TO SETUP VISUAL STUDIO CODE FOR SALESFORCE

Step 1) Download and Install VsCode: Download the Visual Studio Code from [here](#) and install on your computer.

Step 2) Install Salesforce DX CLI: To connect the VsCode with Salesforce org we need SalesforceDX CLI. Download the Salesforce CLI from [here](#).

Salesforce Developer Experience. (Salesforce DX) (SFDX) : It is the new environment we create, like a sandbox or Scratch org for developing new functionalities.

WHAT IS Salesforce DX CLI

It is a powerful **command line interface** that simplifies development and build automation when working with your Salesforce org. Use it to:

- Aggregate all the tools you need to develop with and perform commands against your Salesforce org
- Synchronize source to and from scratch orgs
- Create and manage orgs
- Import and export data
- Create and execute tests
- Create and install packages

For more information on Salesforce DX, [click here](#).

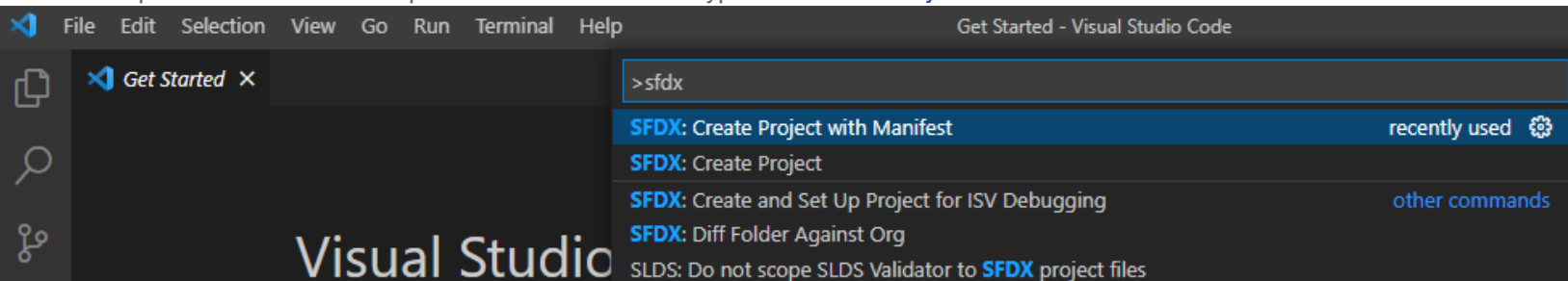
Step 3) Install Salesforce Extension Pack : Open your VsCode and Click on Extensions icon on left hand side. Then Search for “Salesforce Extension Pack” and click on install button.

With Salesforce Extension pack all below extension will install automatically.

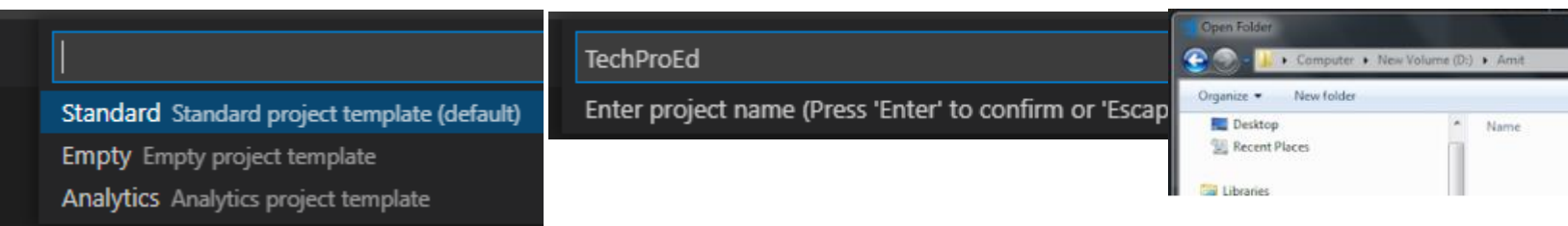
- Apex
- Salesforce CLI Integration
- Apex Interactive Debugger
- Apex Replay Debugger
- Visualforce
- Aura Components
- Lightning Web Component

Step 4) Create Project: Congratulation My friends . Till this step your software setup is completed. Now its time to create your first project in VsCode. To Create the project:

1- Open **Command Palette** or press **Ctrl + Shift + P**. Then type **SFDX: Create Project with Manifest**



2- Chose **standard** and provide your **project name** and select location where you want to save your project.

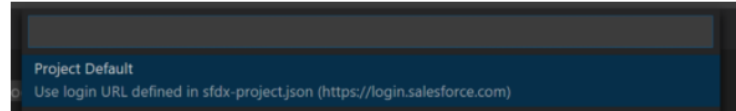
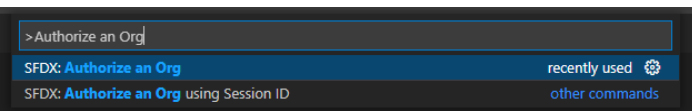


Now we have created a blank folder for our project. In VsCode we will use folders to save our project and to reach them later.

Now it is time to connect VsCode with Salesforce,

Step 5) Connect with your Salesforce Org: Our project is ready on our local machine, Its time to connect our VsCode with Salesforce. Again, open **Command Palette** or press **Ctrl + Shift + P**. This time we need to type or Select **“SFDX: Authorize an Org”**.

1- type or Select **“SFDX: Authorize an Org”**.-->-->2-Then it will ask you which **environment** we need to connect to



3- In the last step you need to provide the org **alias** name. Then it will take you to your **default browser** and ask you for org credentials. You must **allow** access if it is asked.

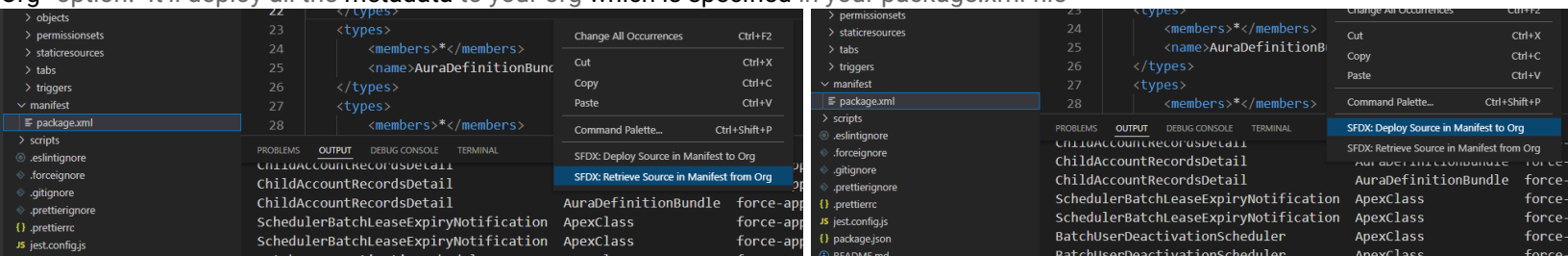
The Org Picker shows the alias provided while authorizing the org.



Alright your Salesforce org is connected with VsCode. Now its time for Development.

Step 6) Retrieve Source from Org: Open **Package.xml** file from **Manifest** folder. Right on Package.xml and select **“SFDX: Retrieve This Source from Org”** option. It'll retrieve all the **metadata** from your org which is specified in your package.xml file

Step 7) Deploy Source to Org: Open **Package.xml** file from **Manifest** folder. Right on Package.xml and select **“SFDX: Deploy This Source to Org”** option. It'll deploy all the **metadata** to your org which is specified in your package.xml file



Note: Deploy This Source to Org and Retrieve This Source from Org options are only available if we use main org as default. If we assign default Scratch Org to deploy source, we have to use **“SFDX: Push Source to Default Scratch Org”** on command palate