

## Install visual studio 2019 community edition

<https://visualstudio.microsoft.com/vs/older-downloads/#visual-studio-2019-and-other-products>

Once you come to this page, select “ASP.NET and web development” (Double check that the optional tab matches, don’t know exactly which are needed, but these do work)  
Individual components might be different for Mac since Windows 10 sdk is presumably not needed.

The screenshot shows the Visual Studio 2019 installation workload selection interface. It features four tabs at the top: 'Workloads', 'Individual components', 'Language packs', and 'Installation locations'. The 'Workloads' tab is active, displaying a grid of workload categories and their respective components.

**Workloads**

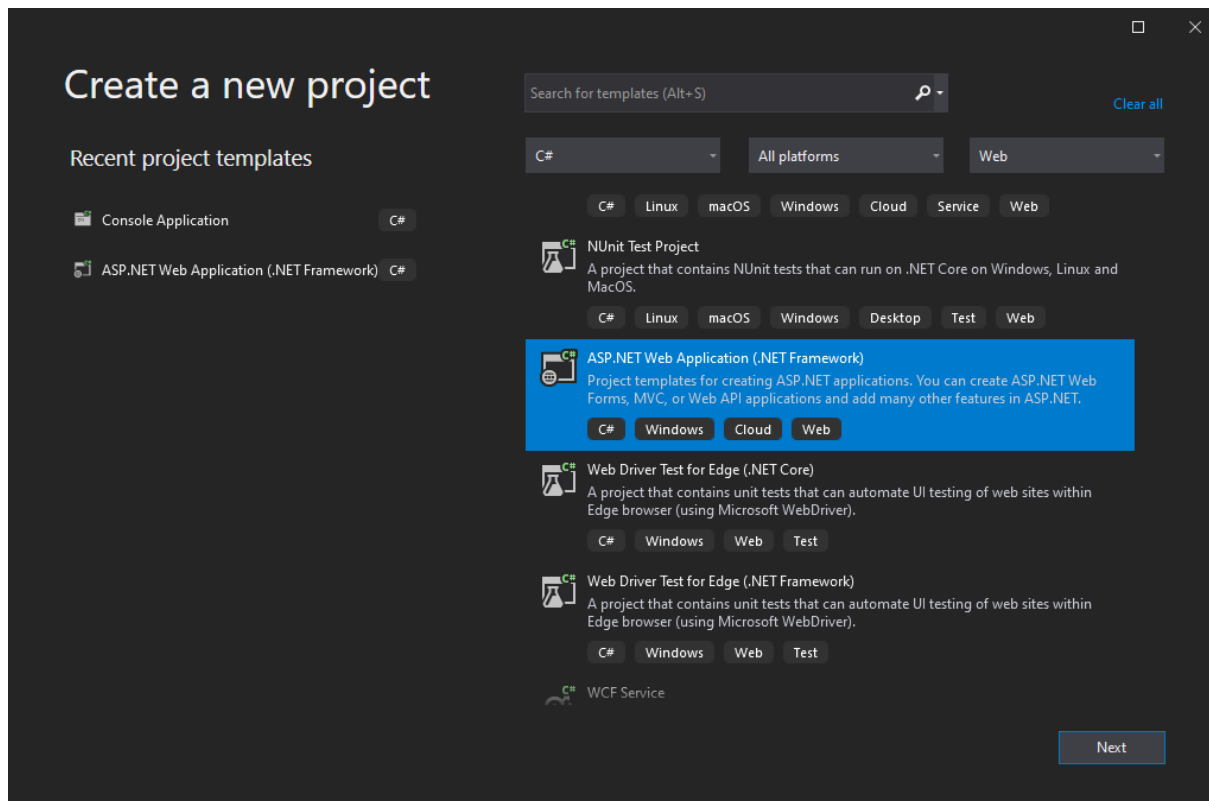
- Web & Cloud (4)**
  - ASP.NET and web development** (checked): Build web applications using ASP.NET Core, ASP.NET, HTML/JavaScript, and Containers including Docker supp...
  - Python development**: Editing, debugging, interactive development and source control for Python.
  - Azure development**: Azure SDKs, tools, and projects for developing cloud apps and creating resources using .NET and .NET Framework...
  - Node.js development**: Build scalable network applications using Node.js, an asynchronous event-driven JavaScript runtime.
- Desktop & Mobile (5)**
  - .NET desktop development**: Build WPF, Windows Forms, and console applications using C#, Visual Basic, and F# with .NET and .NET Frame...
  - Desktop development with C++**: Build modern C++ apps for Windows using tools of your choice, including MSVC, Clang, CMake, or MSBuild.
  - Universal Windows Platform development**: Create applications for the Universal Windows Platform with C#, VB, or optionally C++.
  - Mobile development with .NET**: Build cross-platform applications for iOS, Android or Windows using Xamarin.
  - Mobile development with C++**: Build cross-platform applications for iOS, Android or Windows using C++.
- Gaming (2)**
  - Game development with Unity**: Create 2D and 3D games with Unity, a powerful cross-platform development environment.
  - Game development with C++**: Use the full power of C++ to build professional games powered by DirectX, Unreal, or Cocos2d.

**Installation details**

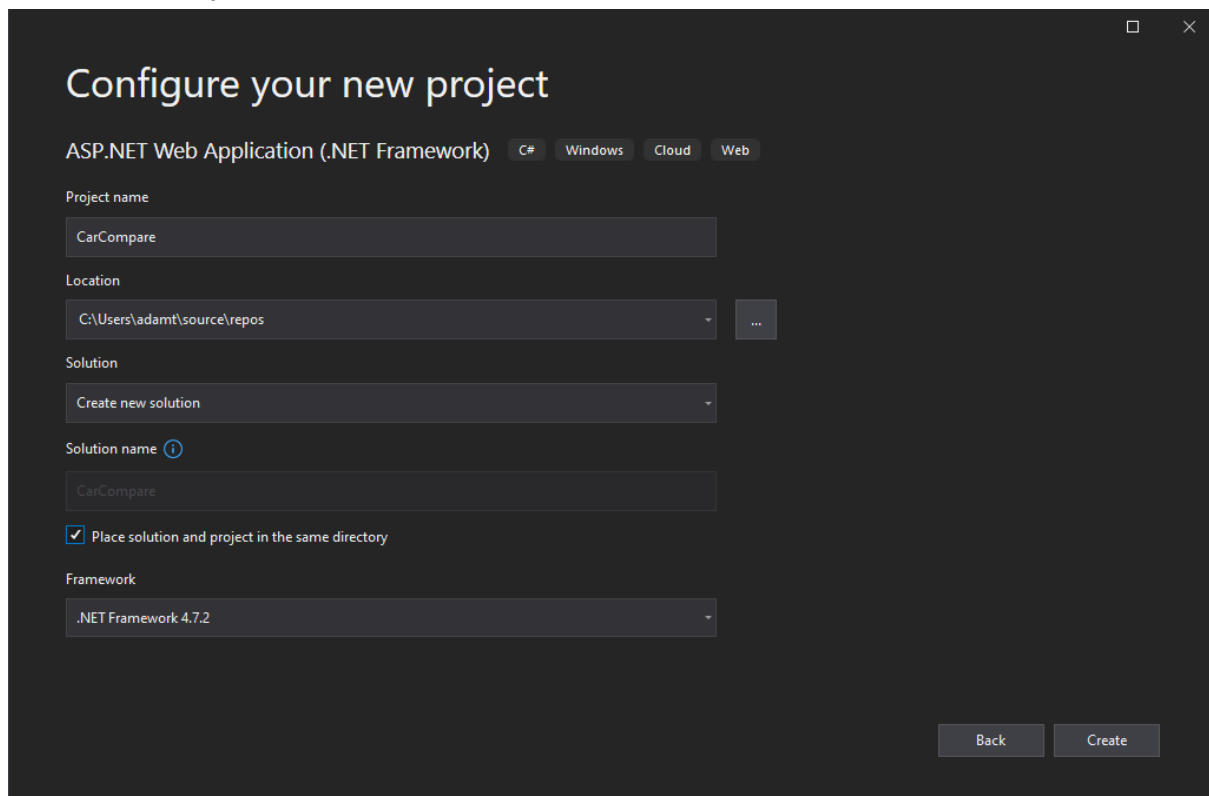
- Visual Studio core editor**
- ASP.NET and web development**
  - Included**
    - .NET development tools
    - .NET Framework 4.7.2 development tools
    - ASP.NET and web development tools
    - ASP.NET and web development tools
  - Optional**
    - .NET Framework 4 - 4.6 development tools
    - Cloud tools for web development
    - .NET profiling tools
    - Entity Framework 6 tools
    - Advanced ASP.NET features
    - Developer Analytics tools
    - Web Deploy
    - Live Share
    - .NET Debugging with WSL
    - IntelliCode
    - Windows Communication Foundation
    - .NET Framework 4.6.1 development tools
    - .NET Framework 4.6.2 development tools
    - .NET Framework 4.7 development tools
    - .NET Framework 4.7.1 development tools
    - .NET Framework 4.8 development tools
    - Additional project templates (previous ver...
    - .NET Core 2.1 Runtime (out of support)
- Individual components**
  - MSVC v142 - VS 2019 C++ x64/x86 build tool...
  - Windows 10 SDK (10.0.16299.0)

Follow the instructions until you are prompted to start a new project.

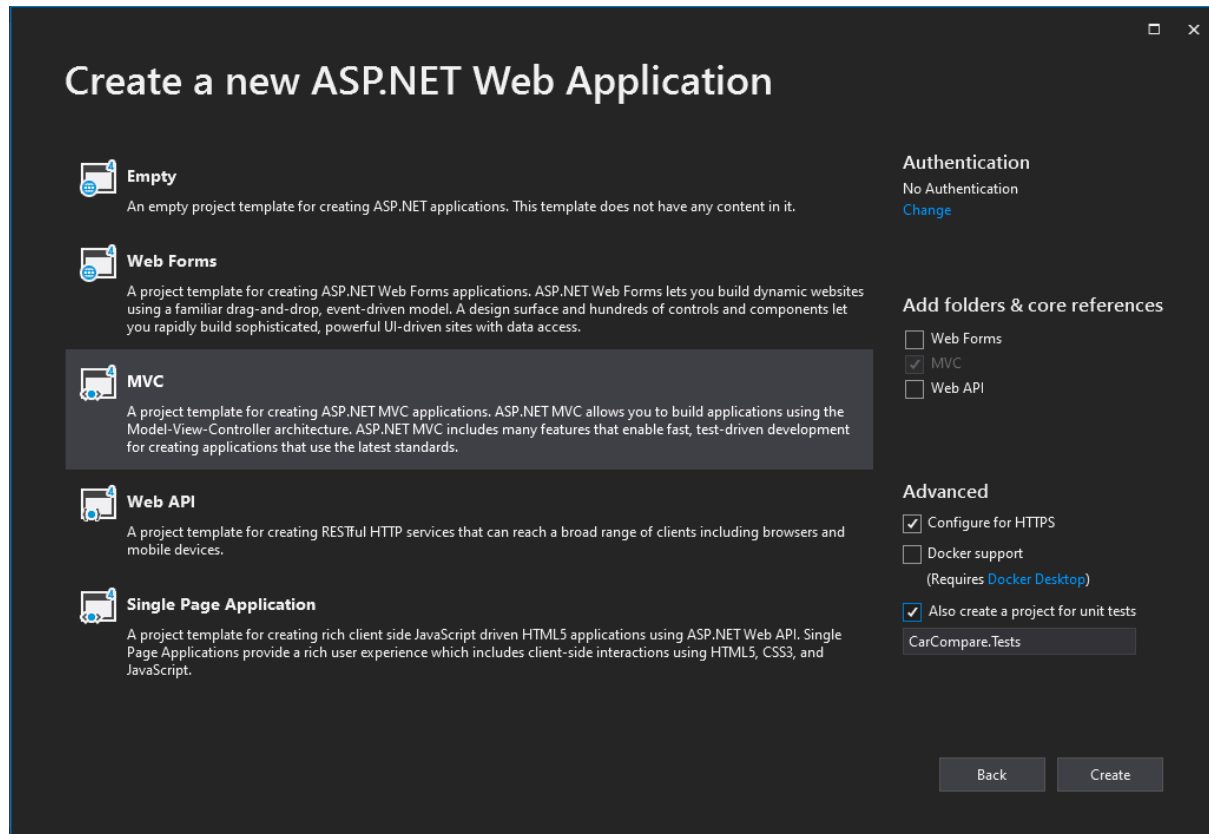
Create new project choosing “ASP.NET Web Application (.NET Framework)” Template (NOT CORE)



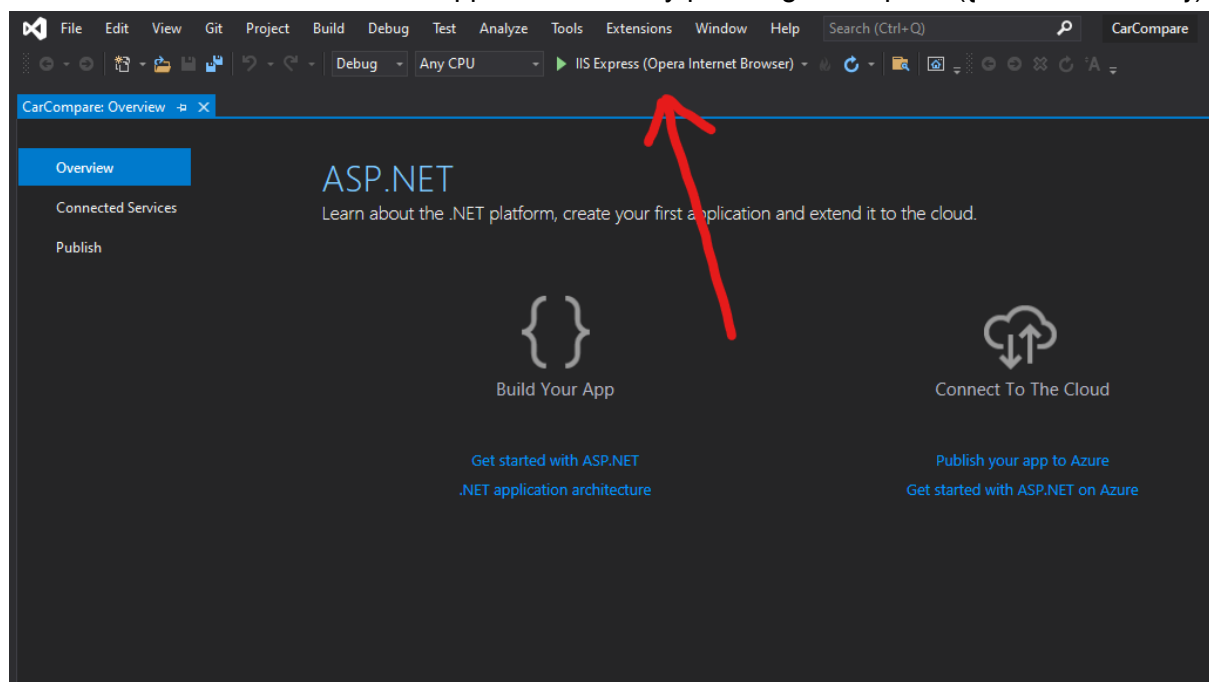
Name the project and select a desired Location, I recommend using the same directory for solution and project



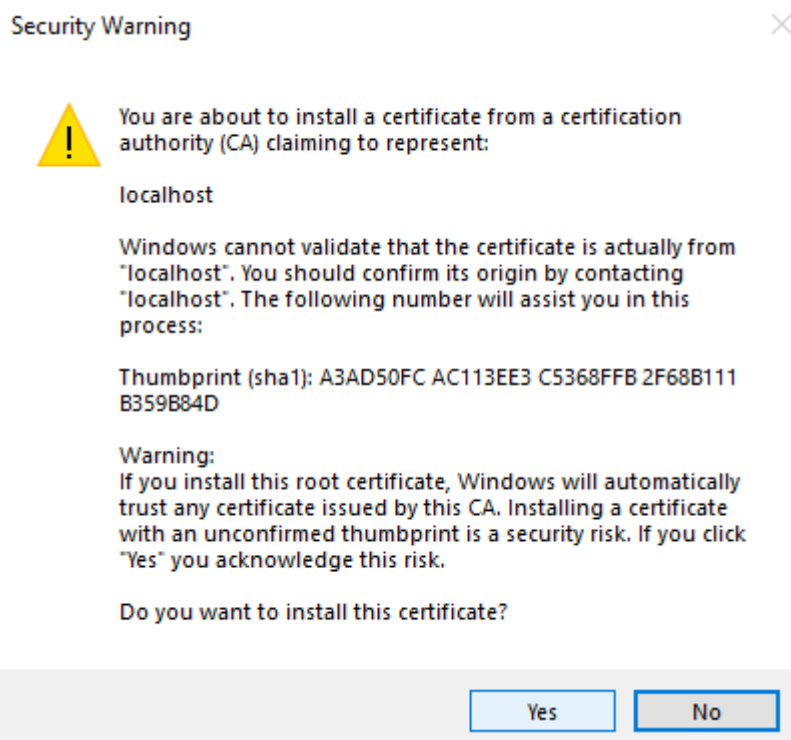
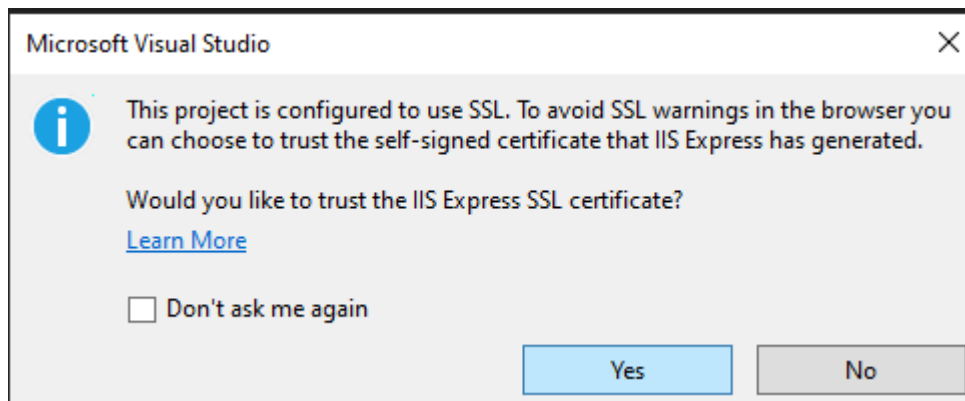
Select MVC and Configure for HTTPS (Should we create unit tests?)



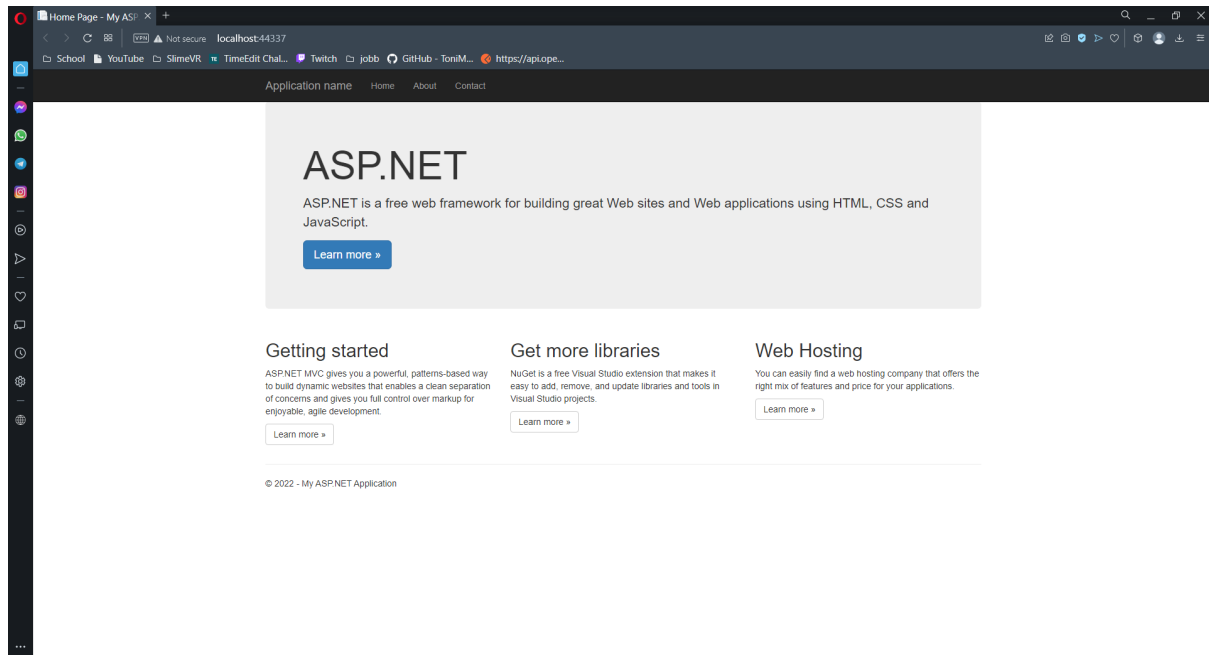
You should be able to launch the application now by pressing IIS Express({Default Browser})



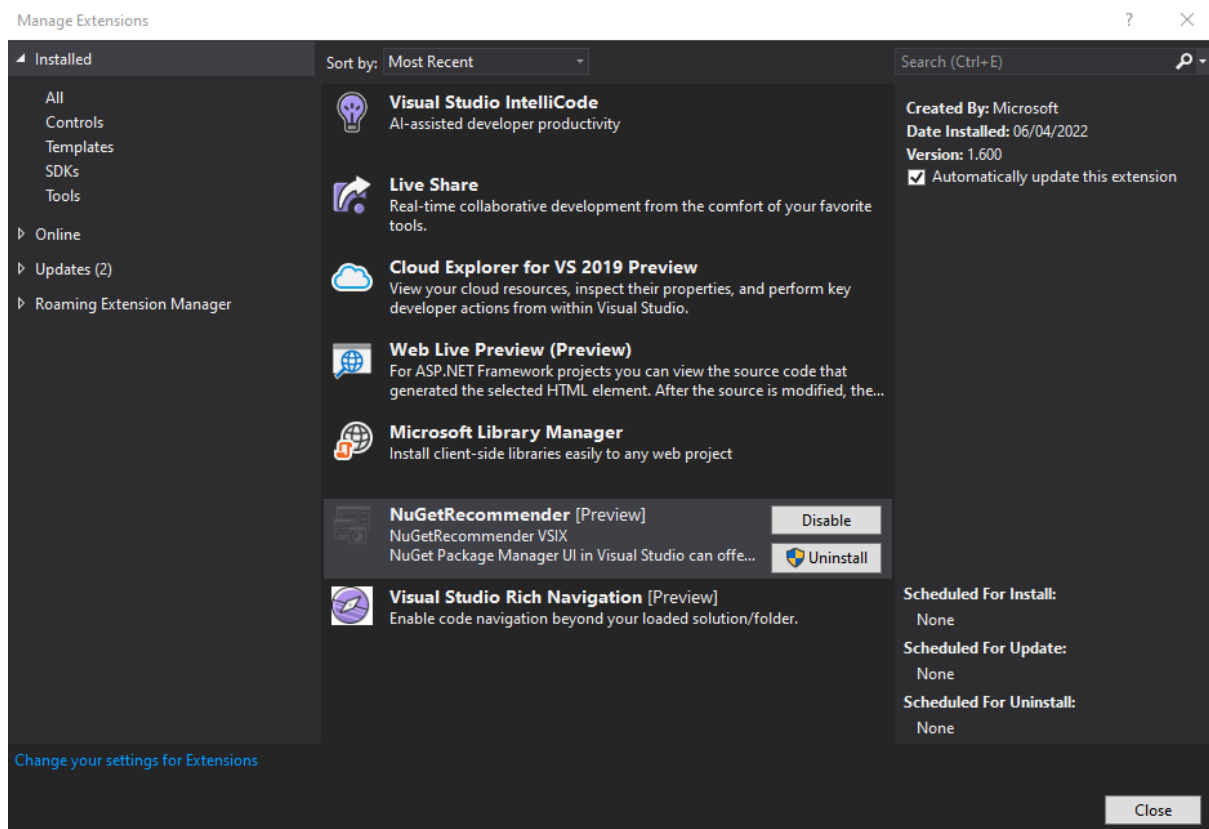
You may be prompted with a warning about the SSL certificate, I am unsure as to what this truly means, but I assume it's so your browser does not complain it's a unsecure connection. I choose yes to both.



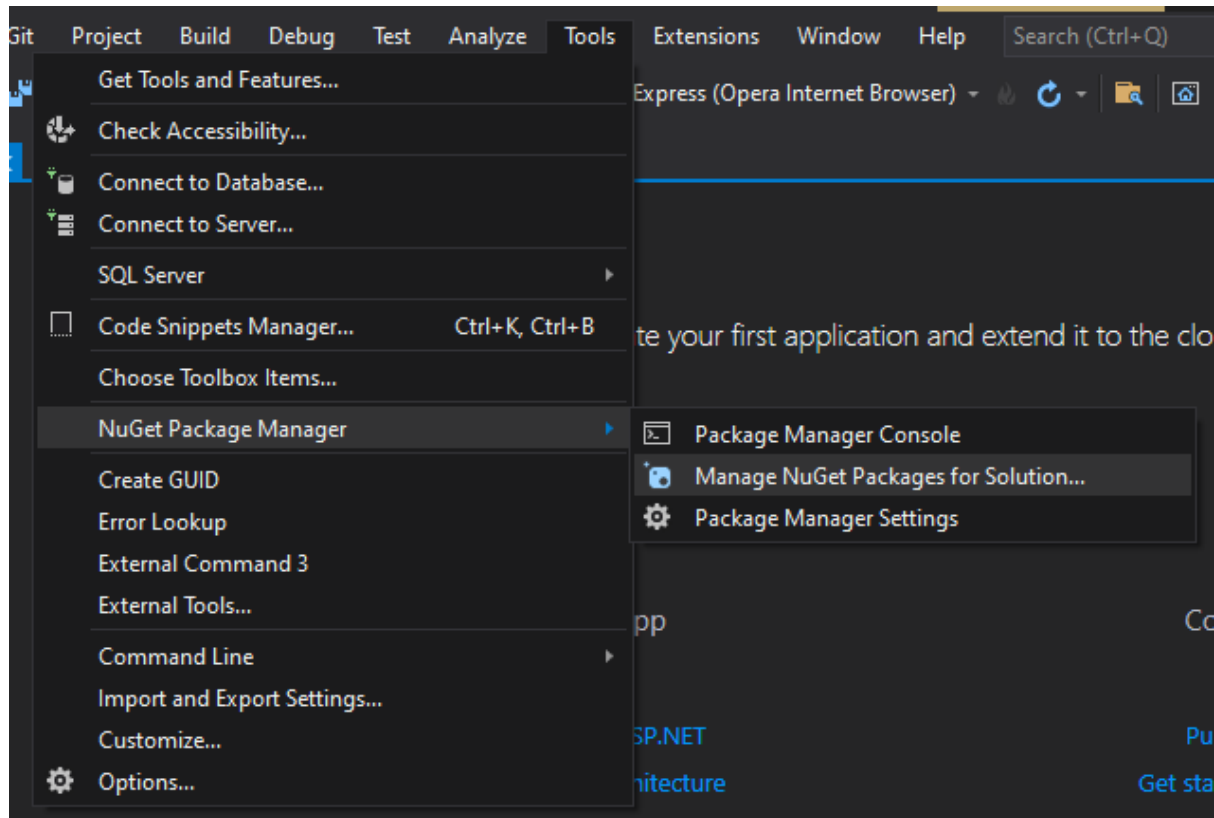
A website like this should have been launched:



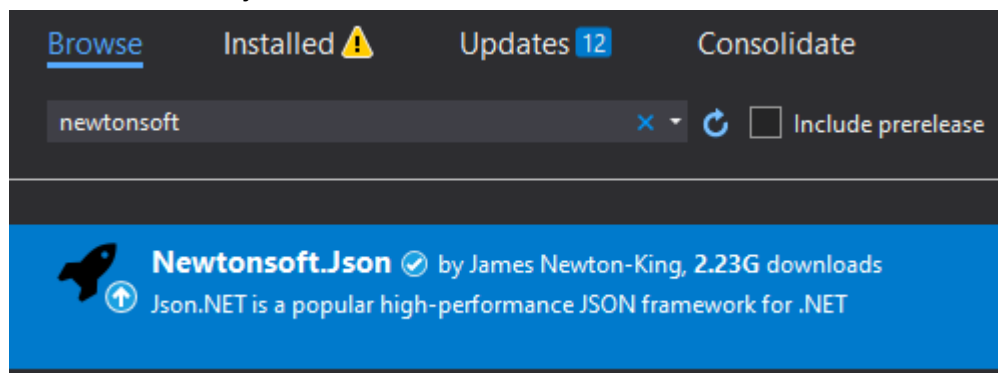
As for extensions, I am slightly unsure as they are the same for a new project. But open Manage extensions by the Extensions tab at the top, and install NuGetRecommender, the others should be already installed



Open the NuGet Package manager for the solution:



Install Newtonsoft.Json



And you are (should be, if I had not missed anything) done!

**NOTE: Execution of solution: Press the green arrow and choose to not modify web.config in the following popup (run without debugging)**

**After cloning the repo and opening it in visual studio, you have to access the sln file which is contained in the CarCompare folder and is called CarCompare.sln in order to see and execute the code.**

Contact me (Adam Tafvelin) at [gustafad@student.gu.se](mailto:gustafad@student.gu.se) if something is not working correctly or to the Ahch-to group in canvas.