01) Under C:\,
   a) Create a new folder/directory, say 'MyVisualStudio2017Projects'.

   b) Inside 'MyVisualStudio2017Projects', create a new subfolder/subdirectory,
     say '01-Win32'

   c) Inside '01-Win32' create a new subfolder/subdirectory, say '01-Window'

02) Start "Visual Studio 2017" IDE

03) Select File > New > Project

04) From "New Project" dialog box,
   a) In left pane, select : Installed > Installed > Visual C++ > General
     In right pane, select : Empty Project

   b) In bottom area, in 'Name' text box, type desired project name, say
     "Window"

   c) In 'Location' text box, press 'Browse' button which will display 'Project Location'
     dialog box.

     In it, go to the path we created in step 1 and press 'Select Folder' button.

     Your 'Location' text box should show :
     "C:\MyVisualStudio2017Projects\01-Win32\01-Window\"

   d) Keep "Create directory for solution" and "Add Source Control' check boxes unchecked.

   e) Finally press "OK" button.

   In Explorer, now you will see that the path created in step 1, has another subdirectory of our project's name "Window".

You will also see that few files are auto-generated by Visual Studio like 'Window.sln', 'Window.vcxproj'.

You will also see that the title bar of IDE is showing our project's name.

05) The IDE now shows 'Solution Explorer' with our project's name "Window" at the top.
   a) Right click on this "Window" and from context menu, select : Add > New Item
      [Same ca be done from IDE's top menubar's option : Project > Add New Item]

   b) In 'Add New Item' dialog box, from left pane, select :
      Installed > Visual C++

   c) From middle pane, select : "C++ File (.cpp)"

   d) In bottom area, in 'Name' text box, from existing 'Source.cpp'
      remove 'Source' part and type desired file name, say "MyWindow"
      by keeping file extension '.cpp' as it is.

      Your 'Name' text box should show : MyWindow.cpp

   e) Confirm that 'Location' text box, is showing project's path.
      i.e. "C:\MyVisualStudio2017Projects\01-Win32\01-Window\Window\"
      [If not, use 'Browse' button to get above project's path]

   f) Press 'Add' button.

   g) In Explorer, see that your MyWindow.cpp is created.

   h) In our IDE, Look for 2 things :
      i) 'Solution Explorer' should show MyWindow.cpp under
         'Source Files' hive.

      ii) Middle pane should show an empty editor window with

name MyWindow.cpp on top of it.

06) Type the given code as it is.

07) In IDE, from the top menubar, choose : Build > Rebuild <project name>
   If everything is correct, the Output window at the bottom of IDE should display :

   ========== Rebuild All: 1 succeeded, 0 failed, 0 skipped ==========

   Another thing to notice that, Explorer will now show another sub-directory

   under our project's path named 'debug' and inside it there will be our executable 'Window.exe' with some auto-generated files.

08) Execute our program by one of the following 4 ways :

   a) In IDE, from top menubar, choose : Debug > Start Without Debugging

   OR

   From Explorer go to our project's 'debug' directory and execute the 'Window.exe' from Explorer itself.

   OR

   From command prompt 'cd' to above executable's directory and then type our executable's name (with or without extension) and press enter.

   OR

   From 'Start Button > Run' Menu browse to above executable's directory choose our executable's name and press 'OK' button.

09) A Window with Black background will be visible.

10) Close our window by one of the following 3 ways :

By choosing 'close button' (i.e. cross icon) at right-top.

OR

By Clicking on system icon (left-top) and choose 'close' option.

OR

By pressing Alt+F4 key combination.

11) In IDE, from 'File' menu, choose 'Close Solution' to close the project.
    NOTE : We can re-open our project from 'File > Open Project/Solution'
menu

OR

From 'File > Open Recent Projects and Solutions' menu.

12) In IDE, from 'File' menu. choose 'Exit' to exit Visual Studio.