

# COMPILING AND RUNNING CODE

VISUAL STUDIO FOR WINDOWS

[www.visualstudio.com/vs/community/](http://www.visualstudio.com/vs/community/)

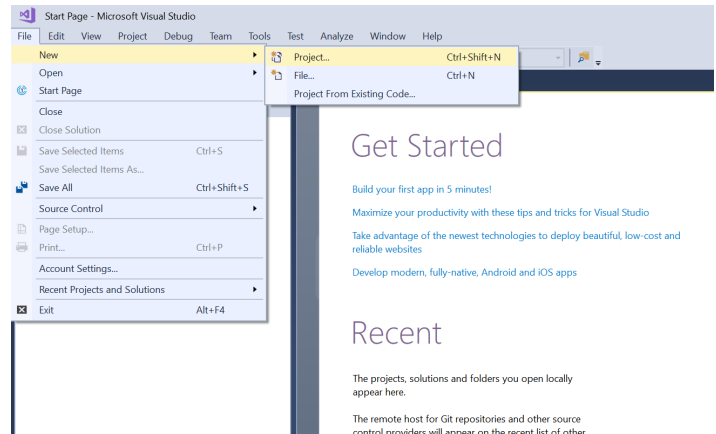
If you haven't already installed and set up visual studio, you should go back to that tutorial before following these steps!

If you already know how to properly create a new project, you can skip steps i and ii.

## i - Create a New Project

The first thing to do is create a new project. Under the file menu, select File -> New -> Project...

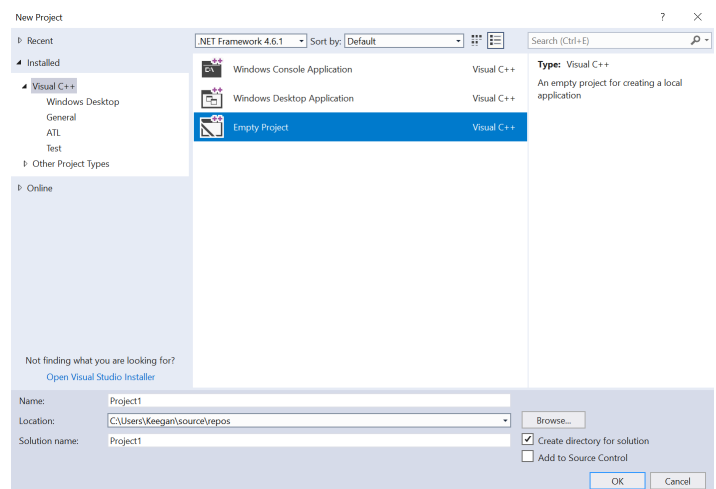
Make sure you create a new project and not a new file.



## ii - Configure project

Next, you'll need to set the options for your project. On the left, under "Visual C++", select "Empty Project"

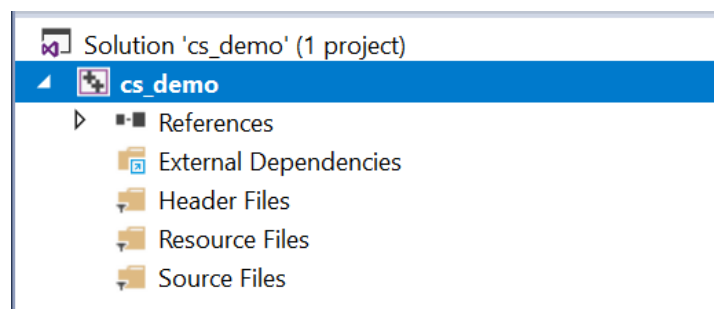
Make sure you choose 'empty project' or you may have issues with later assignments.



## 1 - Open Solution Explorer

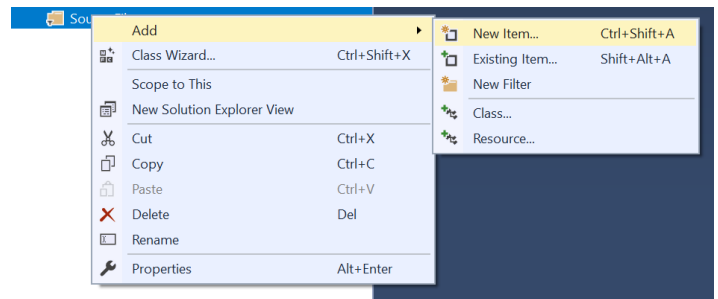
You should see the solution explorer on the left. This is how you'll navigate your project's files.

If the solution explorer isn't visible to you, go to the "View" menu and click "Solution Explorer". You can also toggle the solution explorer using the shortcut Ctrl + Alt + L.



## 2a - Create a file

Right click (or control + click) on "Source Files" in the solution explorer and select Add -> New Item...



## 2b - Create a file

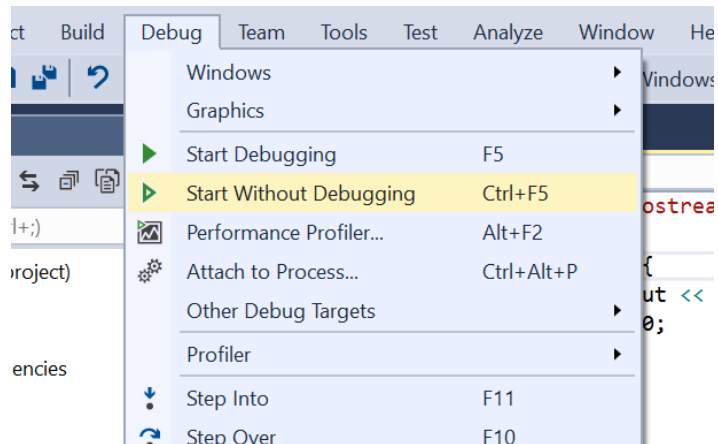
In the menu that opens, make sure to choose "C++ file (.cpp)," and not a header file.



Now that you have completed these steps, you are ready to being writing C++ code using Visual Studio. Once you are ready to compile and run your code, proceed to the next section.

## 3a - Compile and Run

To compile and run your program, go to the Debug menu and select "Start Without Debugging".



## 3b - Build Project

If a window pops up indicating the project is out of date, click "Yes" to build the project.

This means the most recent version of your program hasn't been compiled, which needs to be done before it can run.

Once you have completed these steps, your program should now compile and run properly in a console window!

