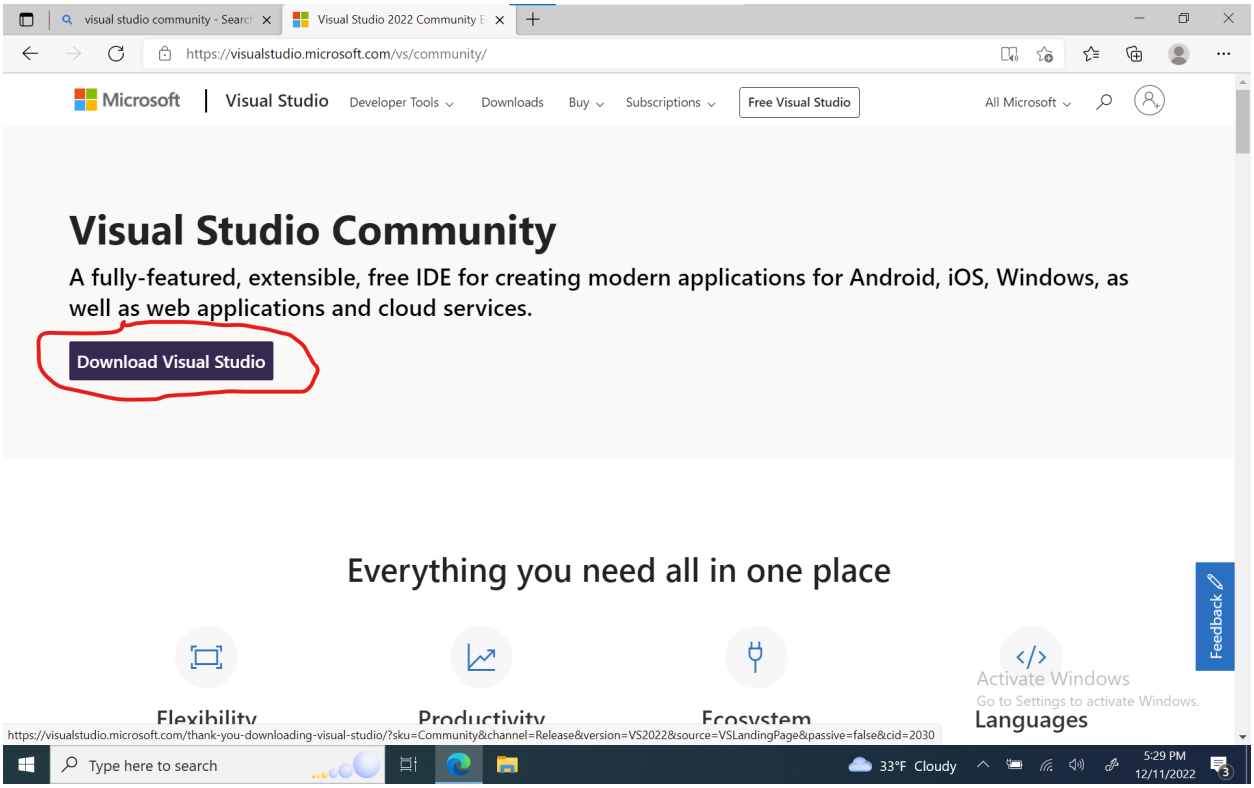
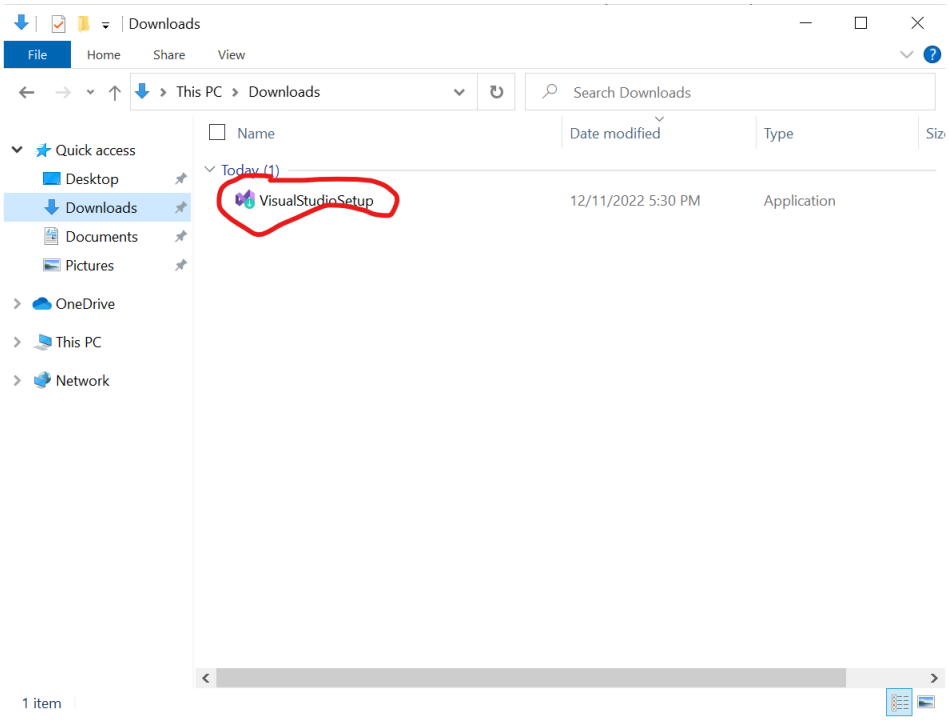
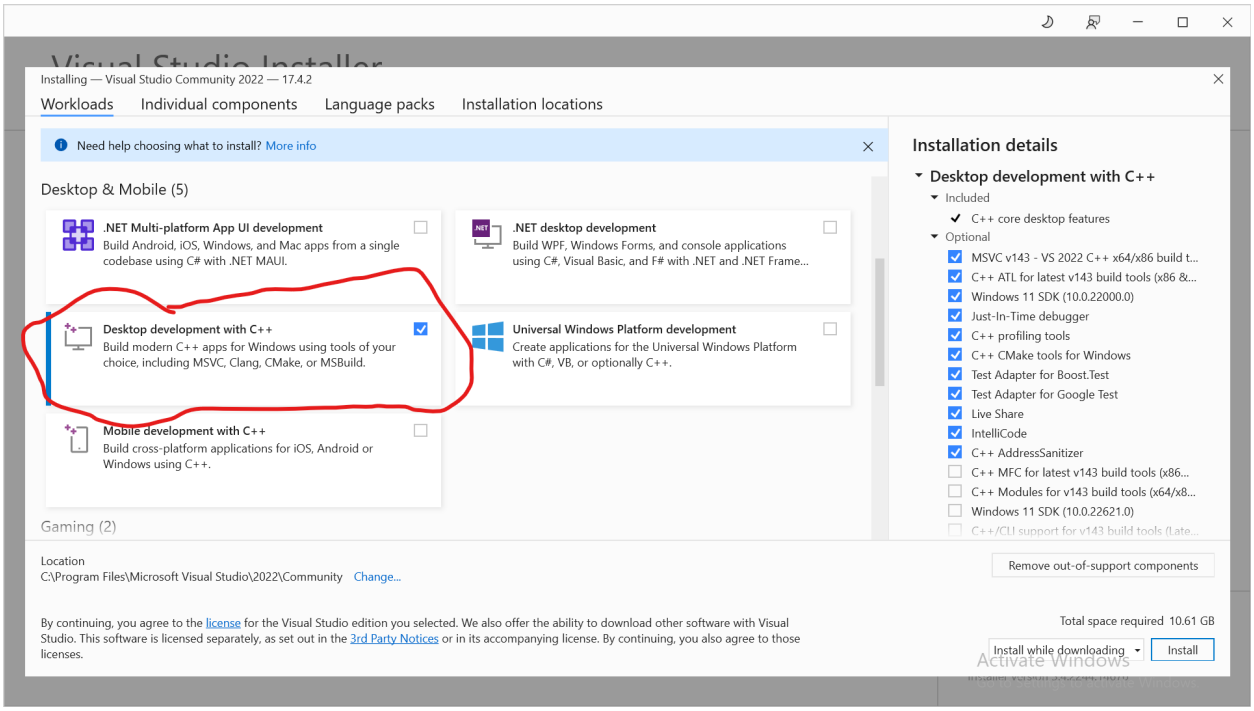
1. Search for Visual Studio Community Edition and Download it.



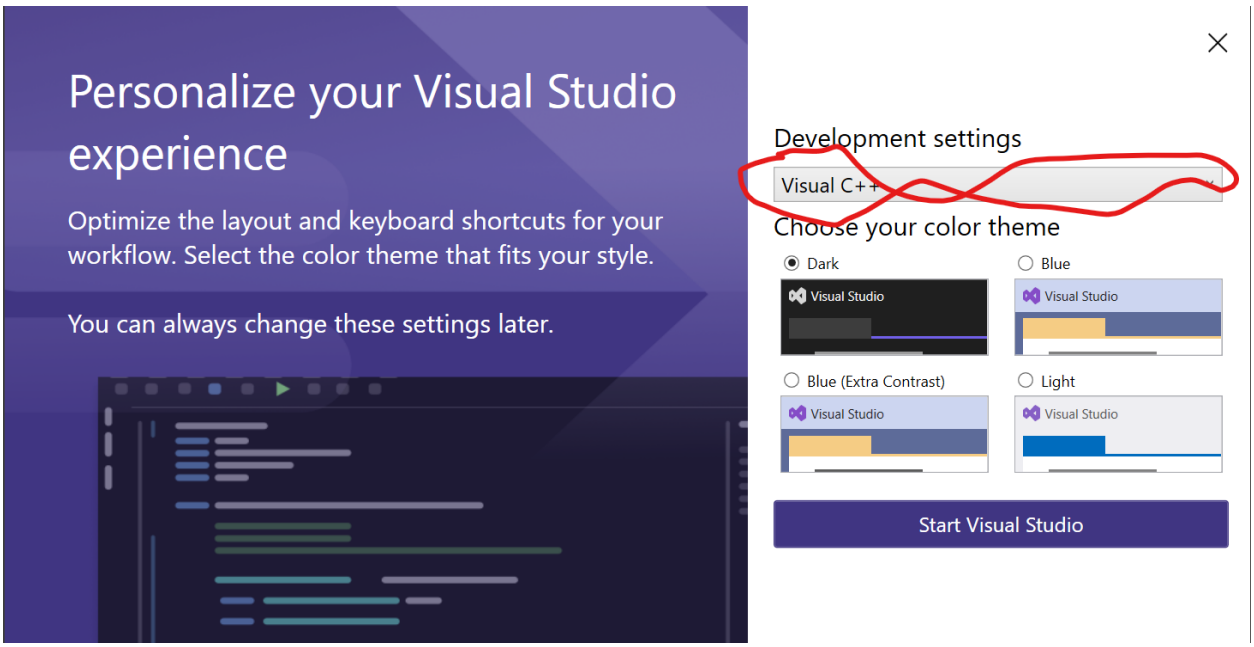
2. Run the downloaded installer



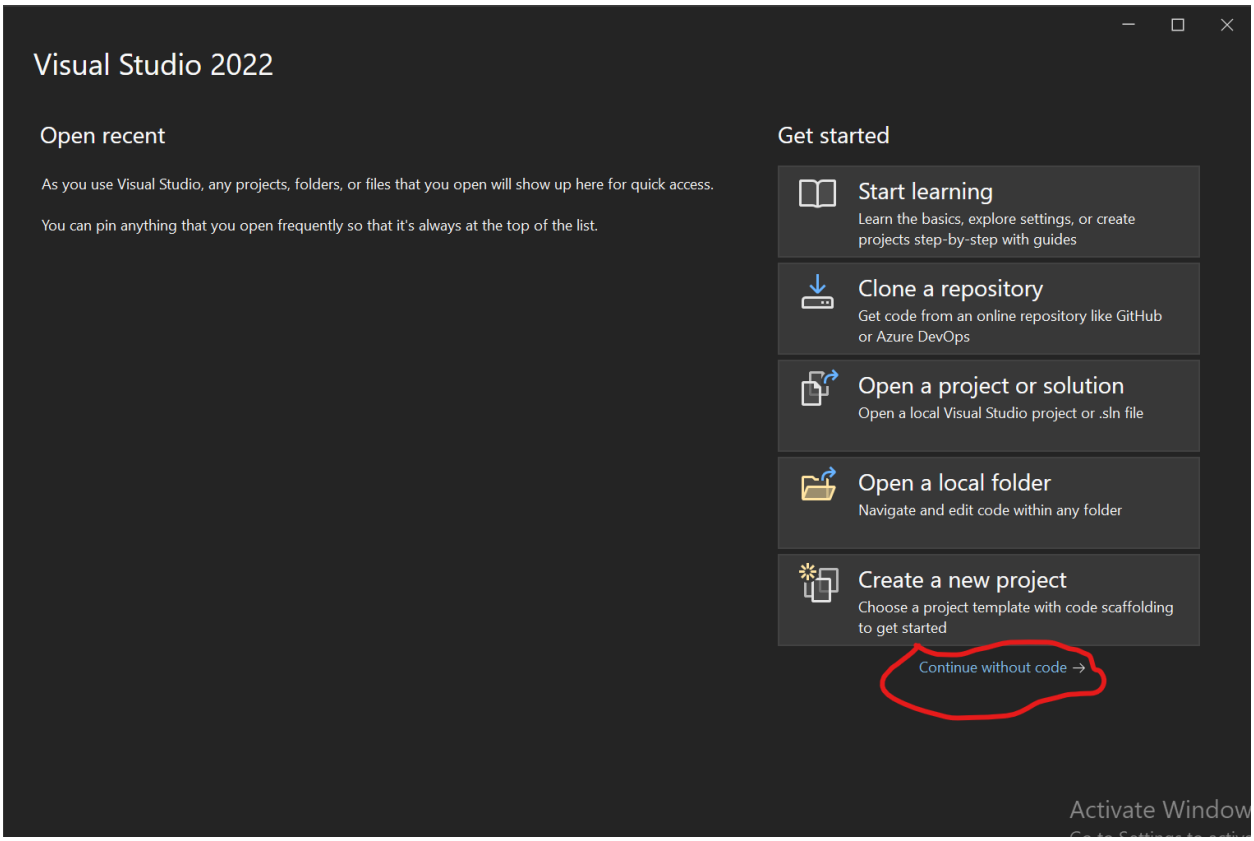
3. Once the initial setup is complete you should be able to select tools to install get the c++ tools

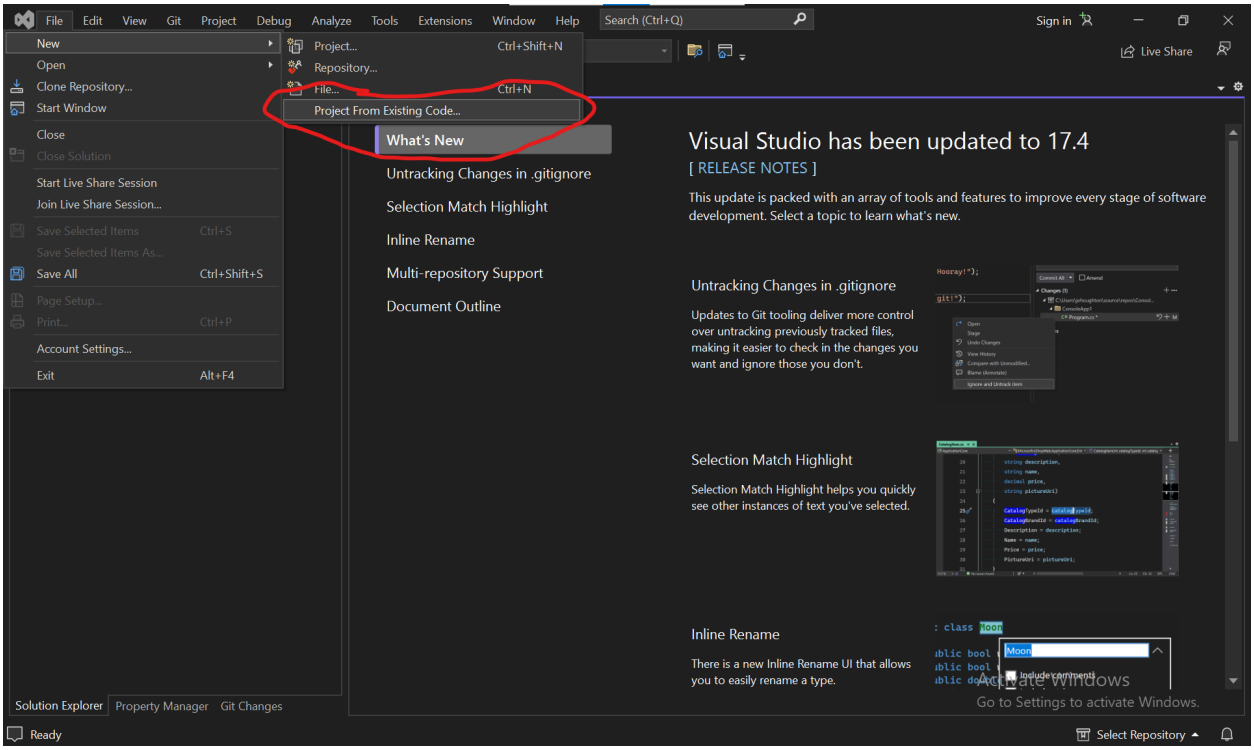


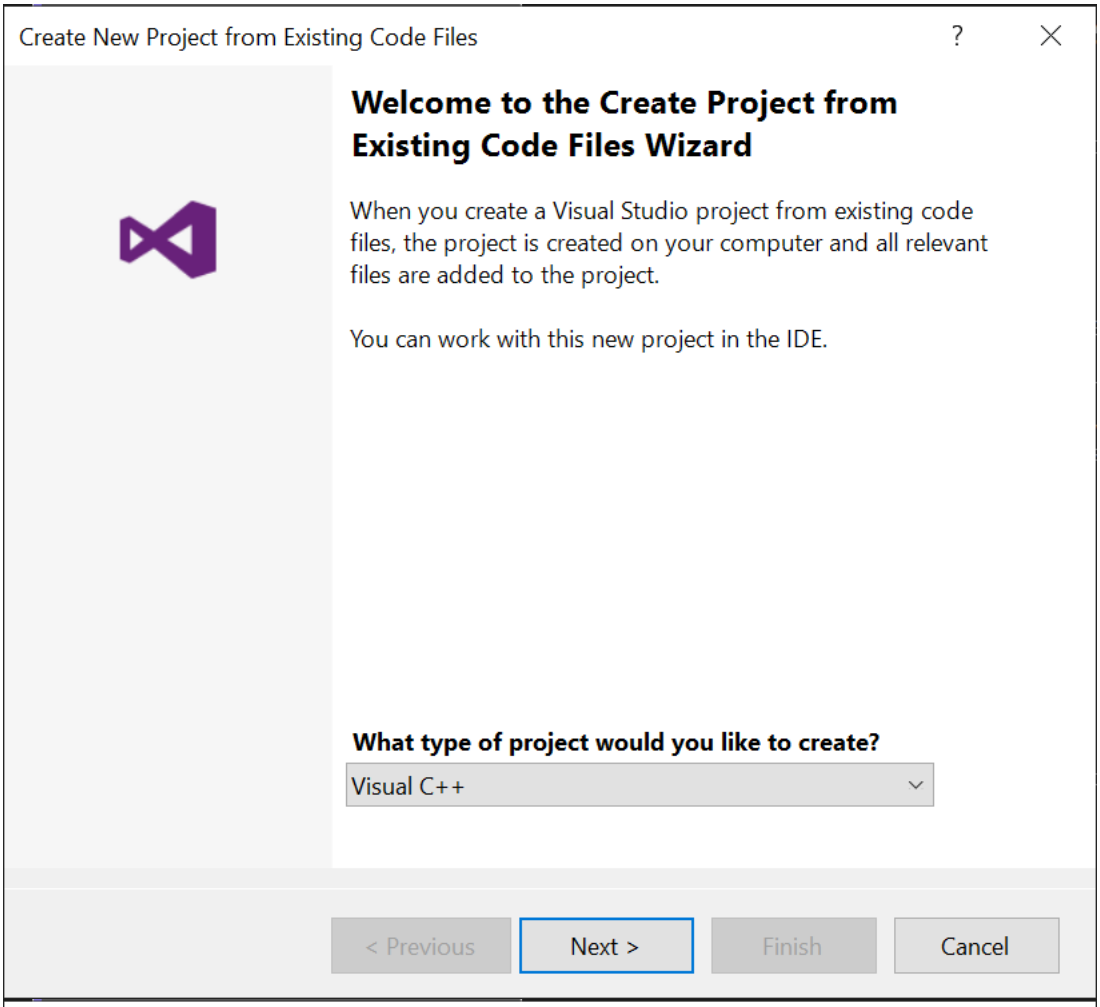
4. Once finished run visual studio and do initial setup

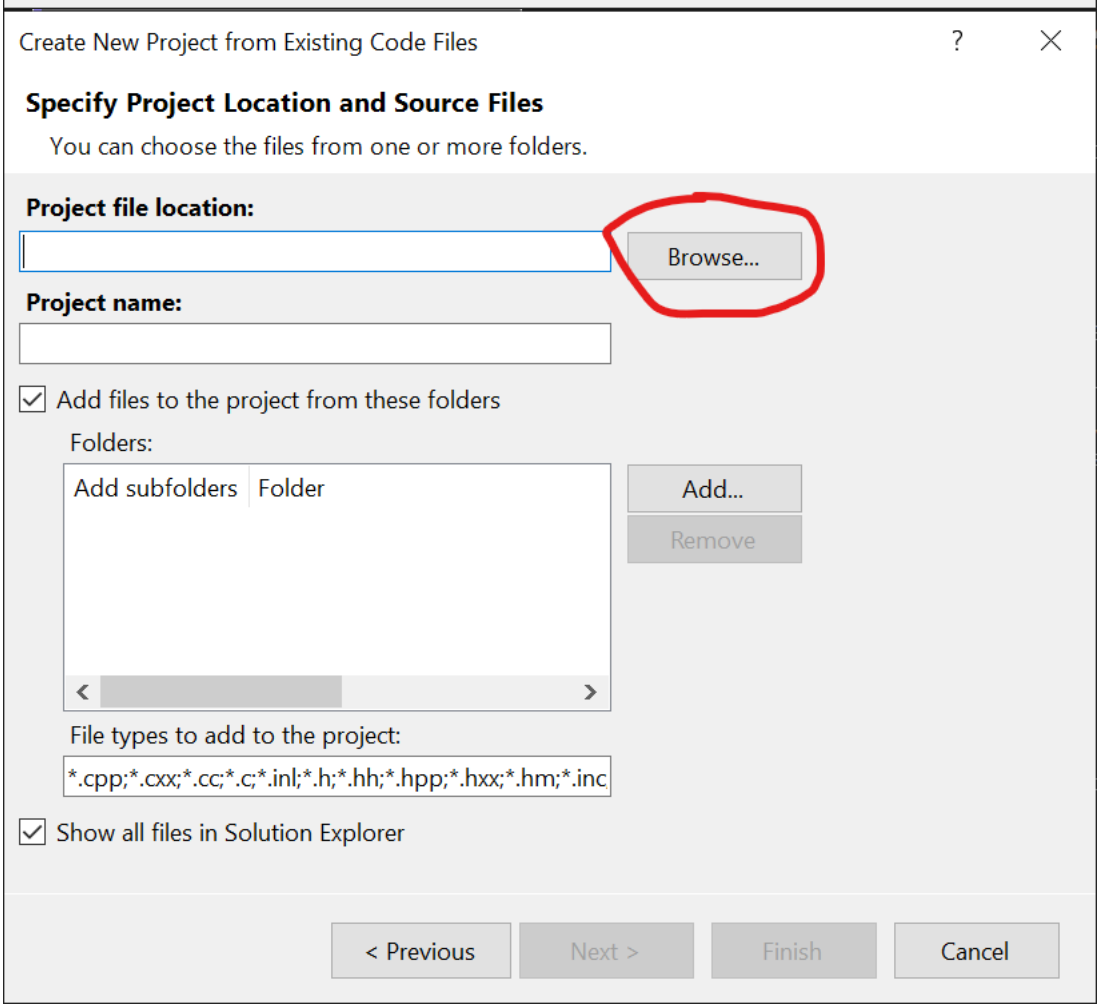


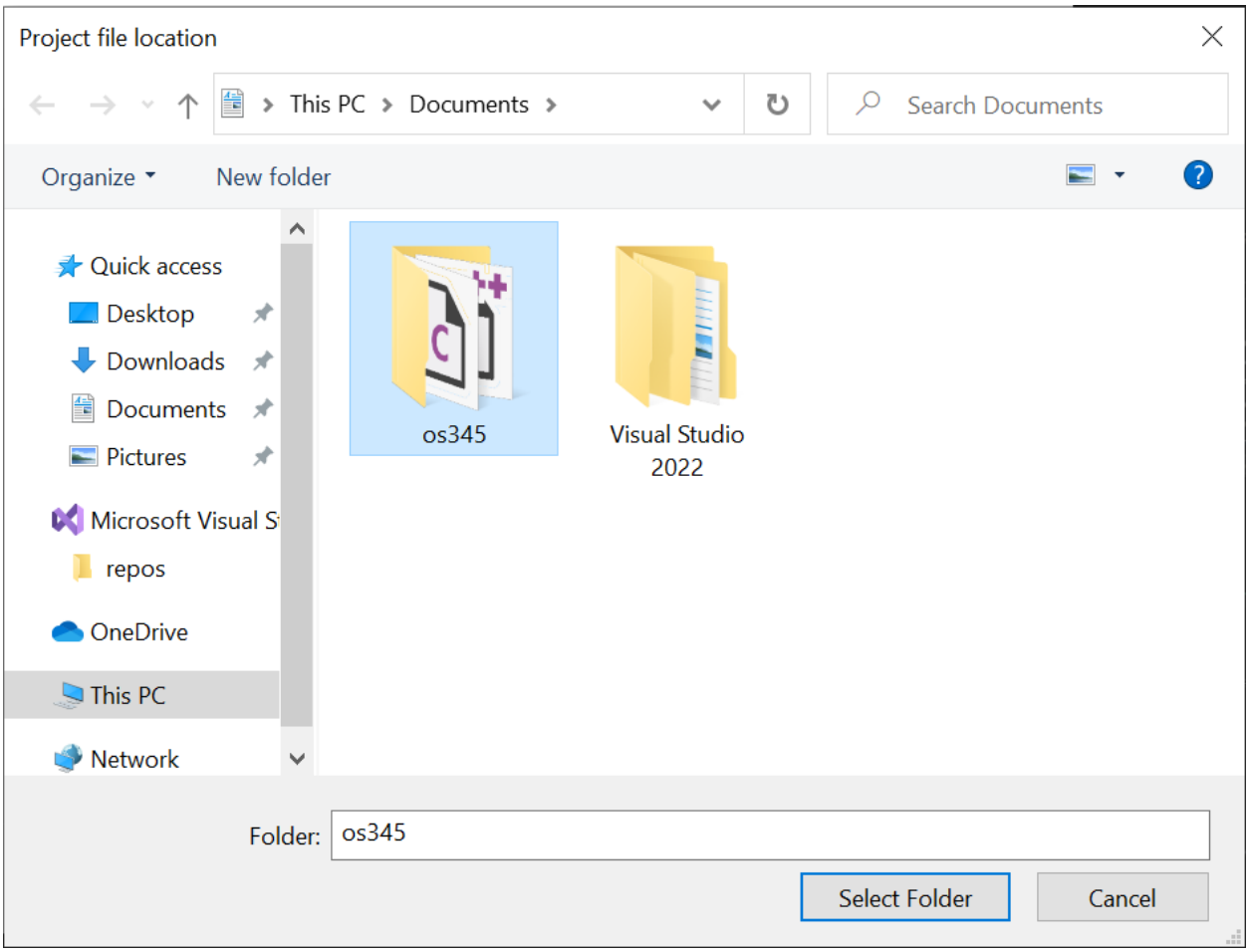
5. Next do the following things in order

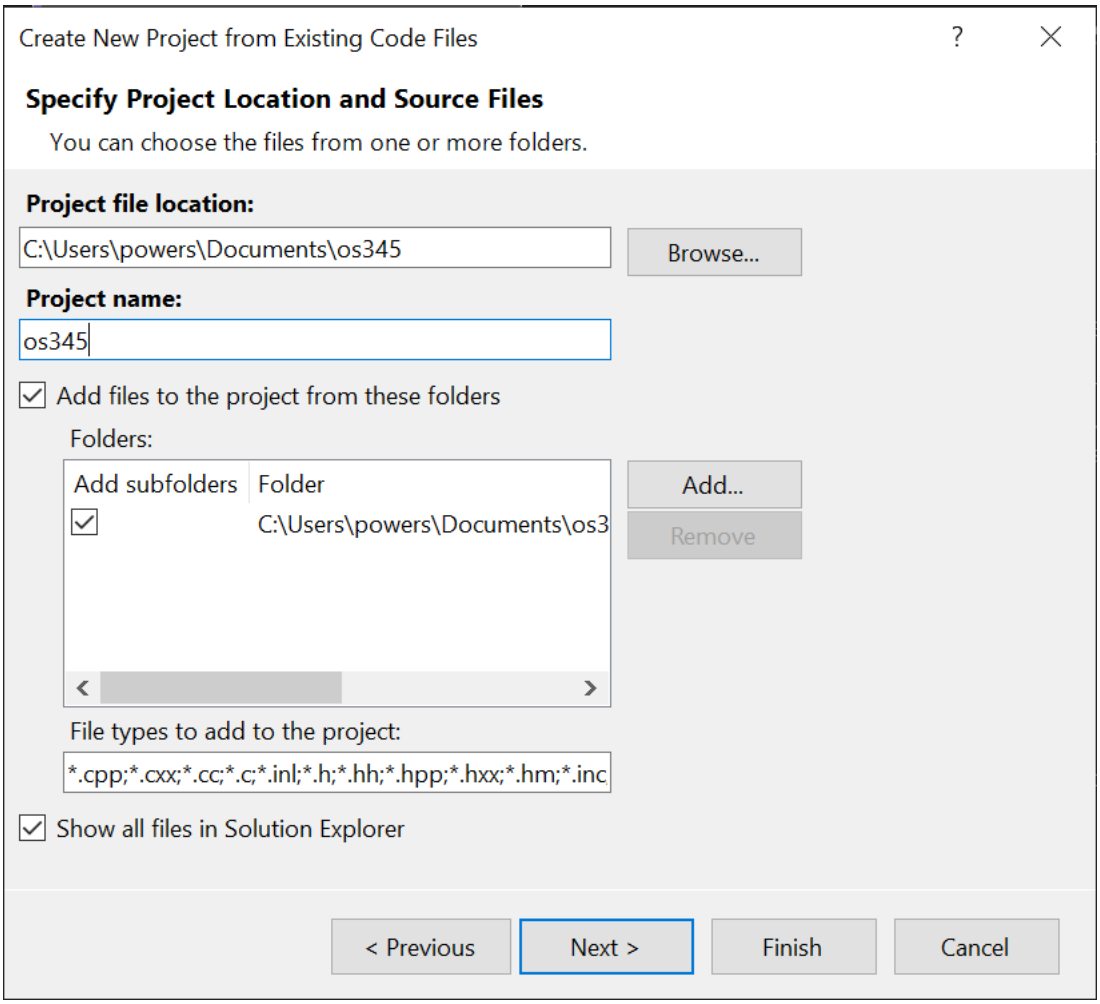


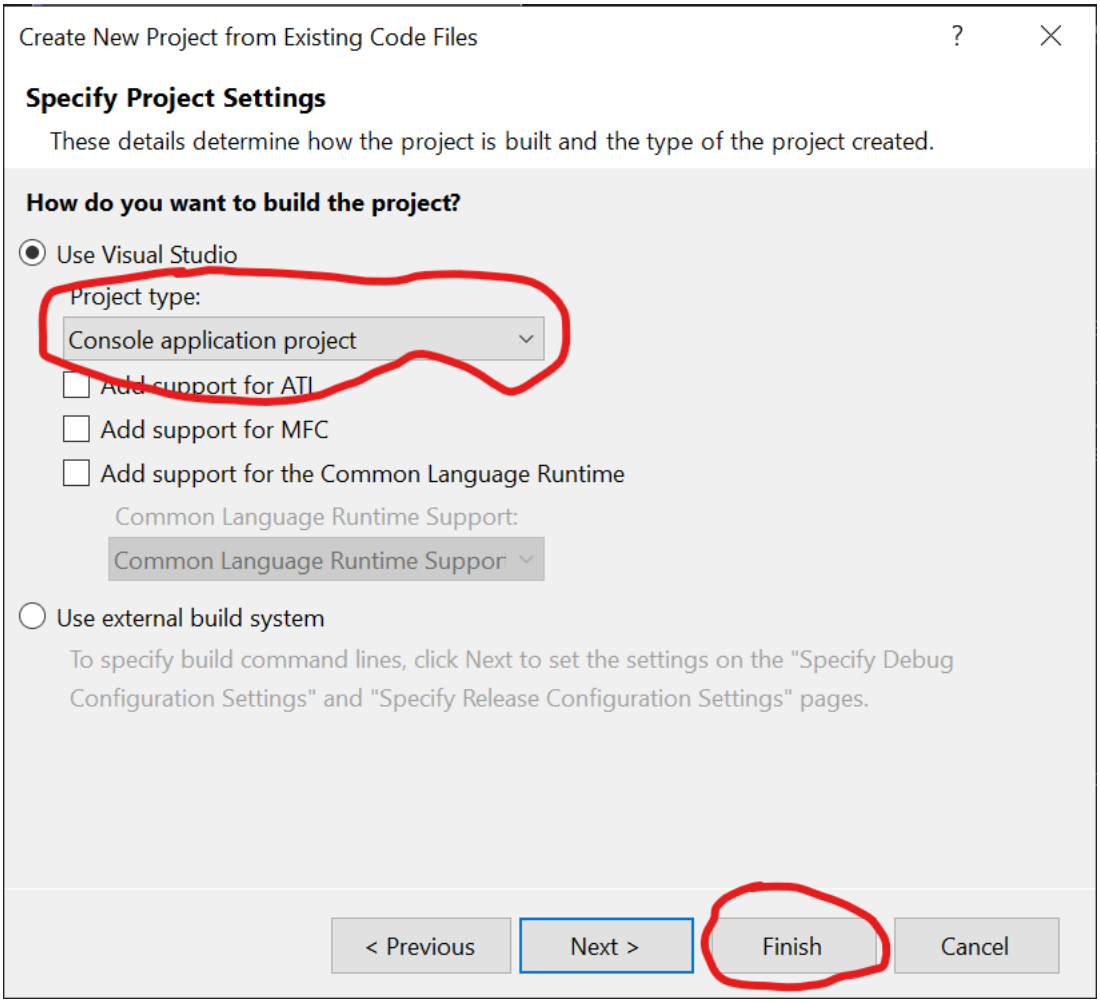


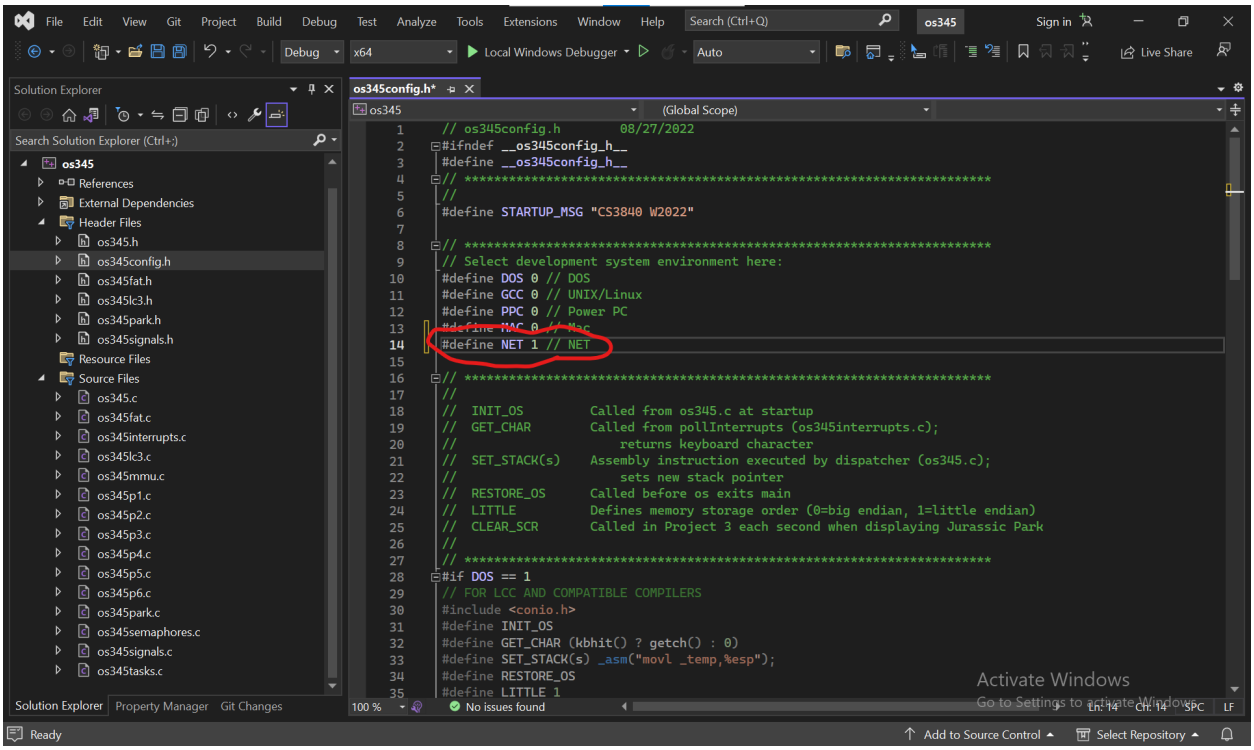

Create New Project from Existing Code Files
Welcome to the Create Project from Existing Code Files Wizard
When you create a Visual Studio project from existing code files, the project is created on your computer and all relevant files are added to the project.
You can work with this new project in the IDE.
What type of project would you like to create?
Visual C++
< Previous
Next >
Finish
Cancel

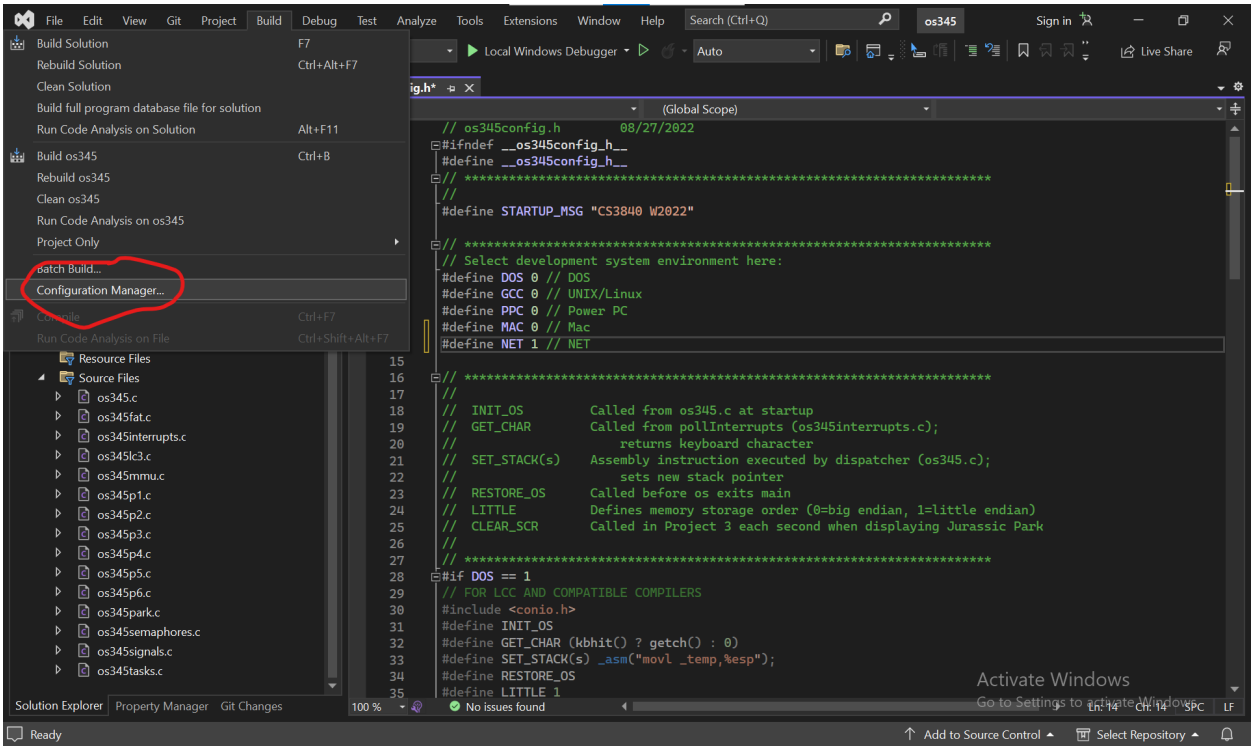

Create New Project from Existing Code Files
Specify Project Location and Source Files
You can choose the files from one or more folders.
Project file location:
Browse...
Project name:
Add files to the project from these folders
Folders:
Add subfolders
Folder
Add...
Remove
File types to add to the project:
.cpp;.cxx;*.cc;*.c;*.inl;*.h;*.hh;*.hpp;*.hxx;*.hm;*.inc
Show all files in Solution Explorer
< Previous
Next >
Finish
Cancel

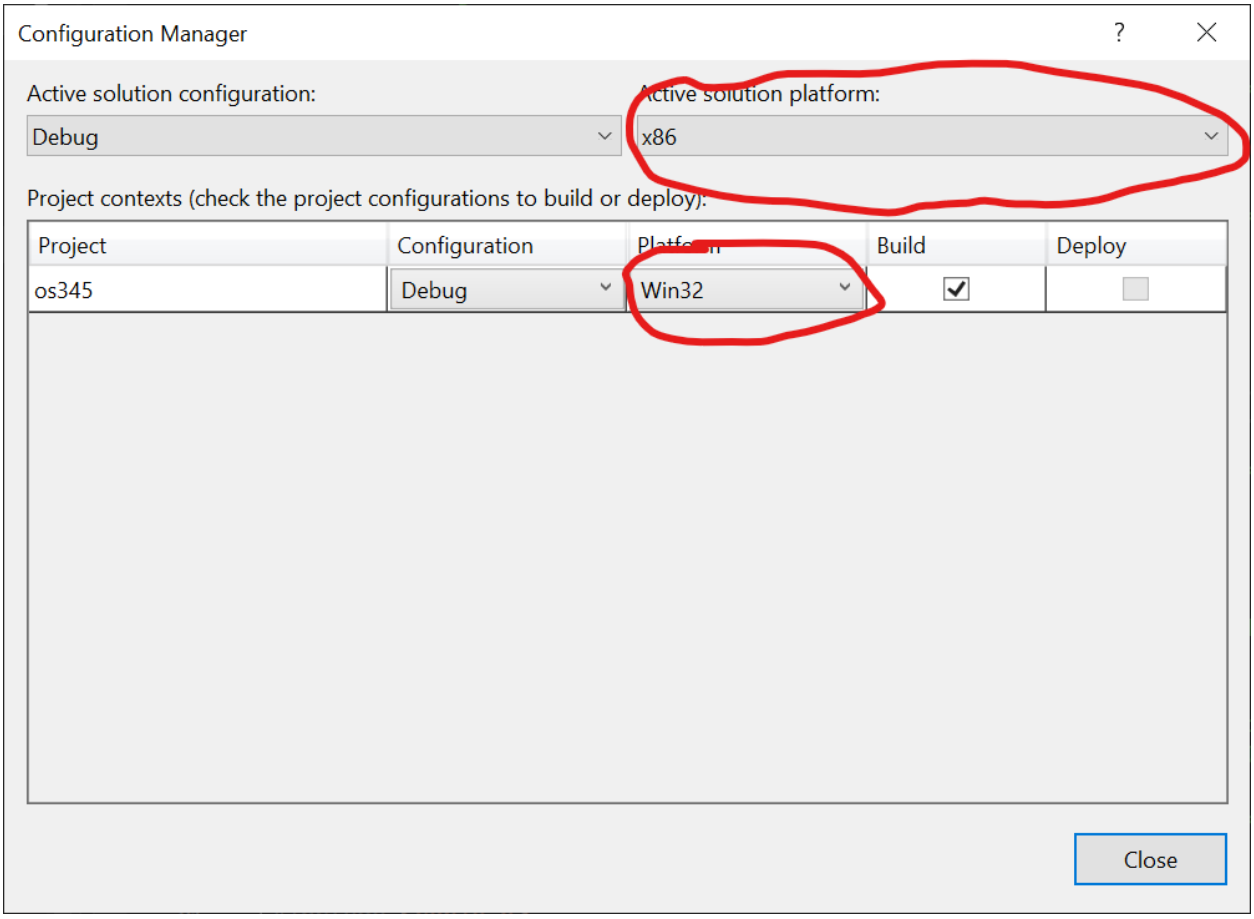

Project file location
This PC
Documents
Search Documents
Organize
New folder
Quick access
Desktop
Downloads
Documents
Pictures
Microsoft Visual S
repos
OneDrive
This PC
Network
os345
Visual Studio 2022
Folder:
os345
Select Folder
Cancel


Create New Project from Existing Code Files
Specify Project Location and Source Files
You can choose the files from one or more folders.
Project file location:
C:\Users\powers\Documents\os345
Browse...
Project name:
os345
Add files to the project from these folders
Folders:
Add subfolders
Folder
C:\Users\powers\Documents\os3
Add...
Remove
File types to add to the project:
.cpp;.cxx;*.cc;*.c;*.inl;*.h;*.hh;*.hpp;*.hxx;*.hm;*.inc
Show all files in Solution Explorer
< Previous
Next >
Finish
Cancel


Create New Project from Existing Code Files
Specify Project Settings
These details determine how the project is built and the type of the project created.
How do you want to build the project?
Use Visual Studio
Project type:
Console application project
Add support for ATL
Add support for MFC
Add support for the Common Language Runtime
Common Language Runtime Support:
Common Language Runtime Suppor
Use external build system
To specify build command lines, click Next to set the settings on the "Specify Debug Configuration Settings" and "Specify Release Configuration Settings" pages.
< Previous
Next >
Finish
Cancel


os345config.h*
// os345config.h 08/27/2022
#ifndef __os345config_h__
#define __os345config_h__
#define STARTUP_MSG "CS3840 W2022"
#define DOS 0 // DOS
#define GCC 0 // UNIX/Linux
#define PPC 0 // Power PC
#define NET 1 // NET
// INIT_OS Called from os345.c at startup
// GET_CHAR Called from pollInterrupts (os345interrupts.c);
// returns keyboard character
// SET_STACK(s) Assembly instruction executed by dispatcher (os345.c);
// sets new stack pointer
// RESTORE_OS Called before os exits main
// LITTLE Defines memory storage order (0=big endian, 1=little endian)
// CLEAR_SCR Called in Project 3 each second when displaying Jurassic Park
#if DOS == 1
// FOR LCC AND COMPATIBLE COMPILERS
#include <conio.h>
#define INIT_OS
#define GET_CHAR (kbhit() ? getch() : 0)
#define SET_STACK(s) _asm("movl _temp,%esp");
#define RESTORE_OS
#define LITTLE 1
Activate Windows
Go to Settings to activate Windows.





Now you should be able to hit the play button and run the project