

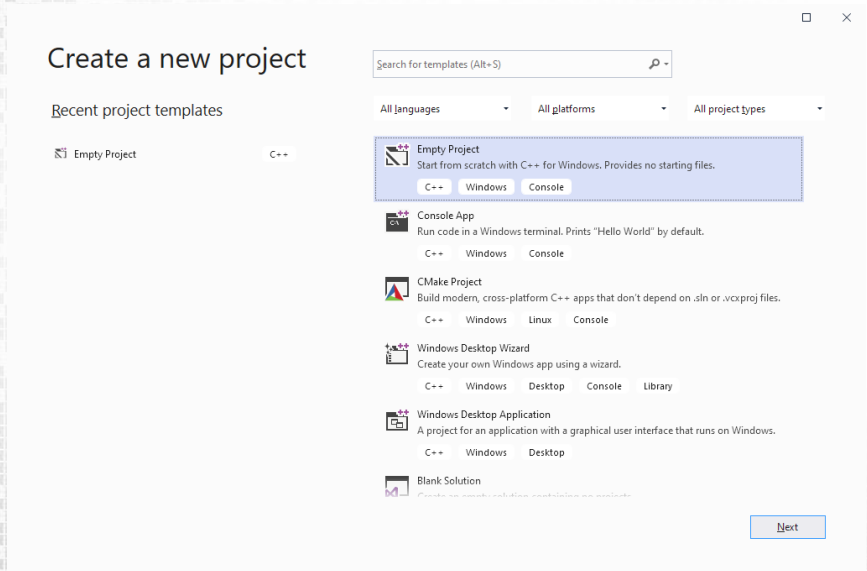
Visual Studio 2019 Overview for C

- ❑ Creating a project
- ❑ Creating a source file
- ❑ Compilation and execution
- ❑ Properties and configurations



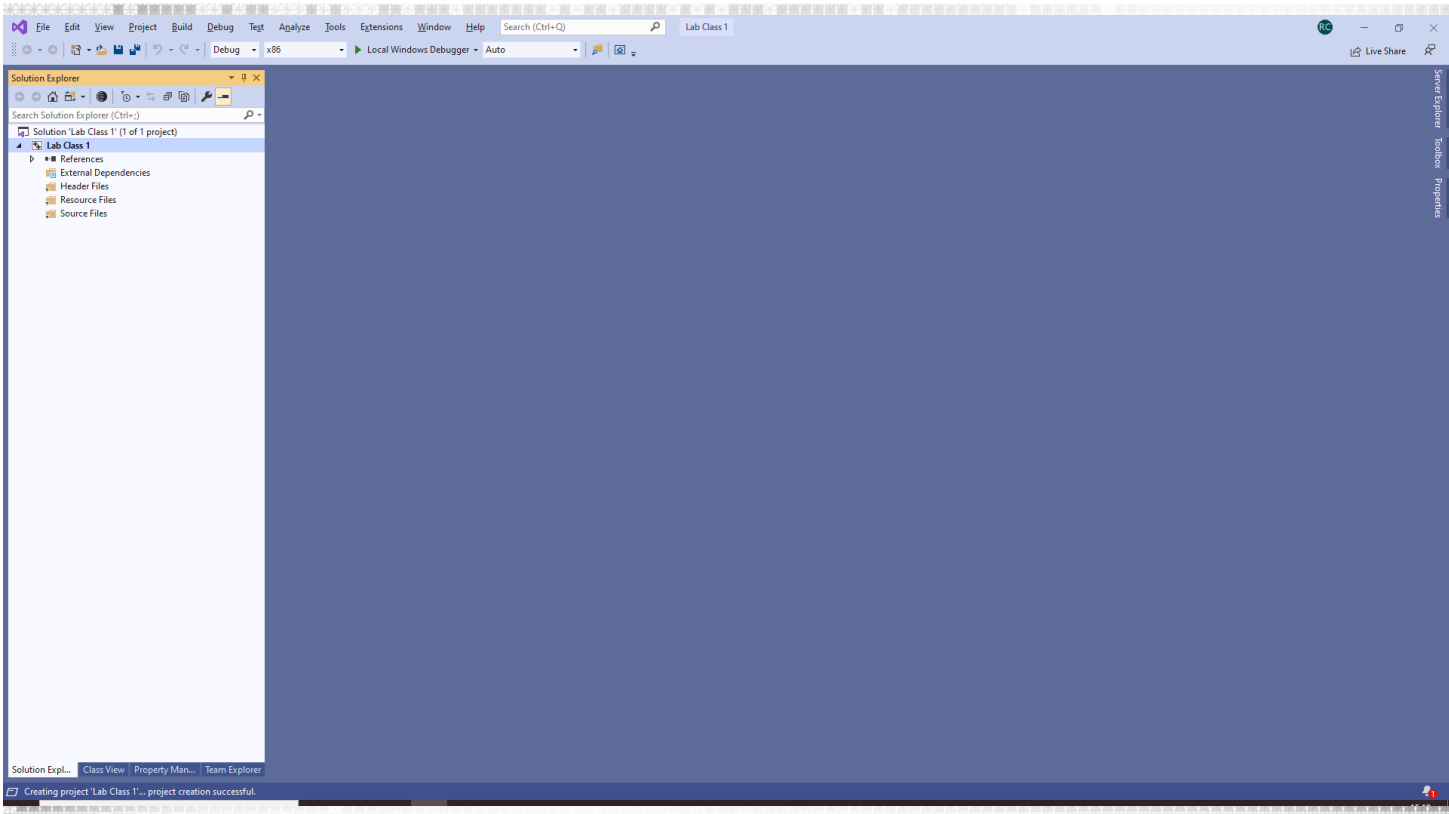
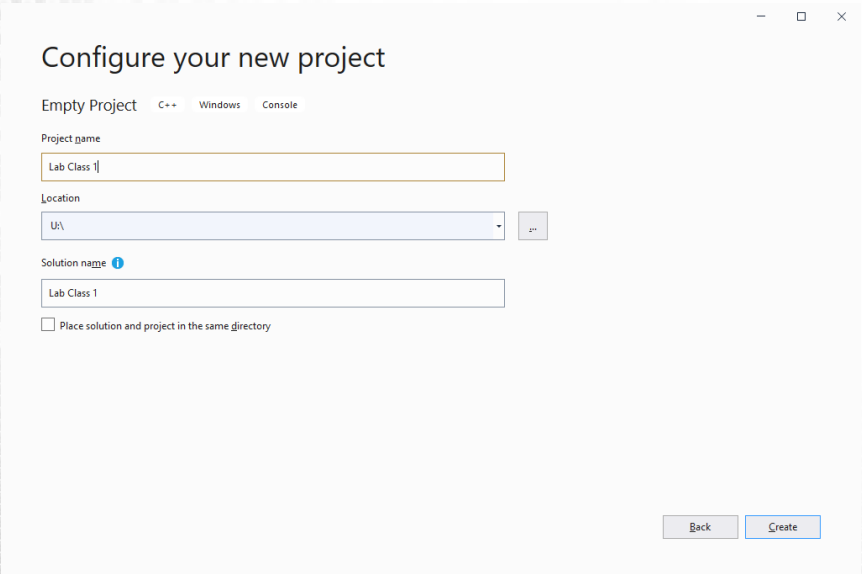
Create New Project

Select “Empty Project” and click Next.



New Project Wizard

Set the location to “U:\” or a subdirectory on this drive and choose a project name and press Create.

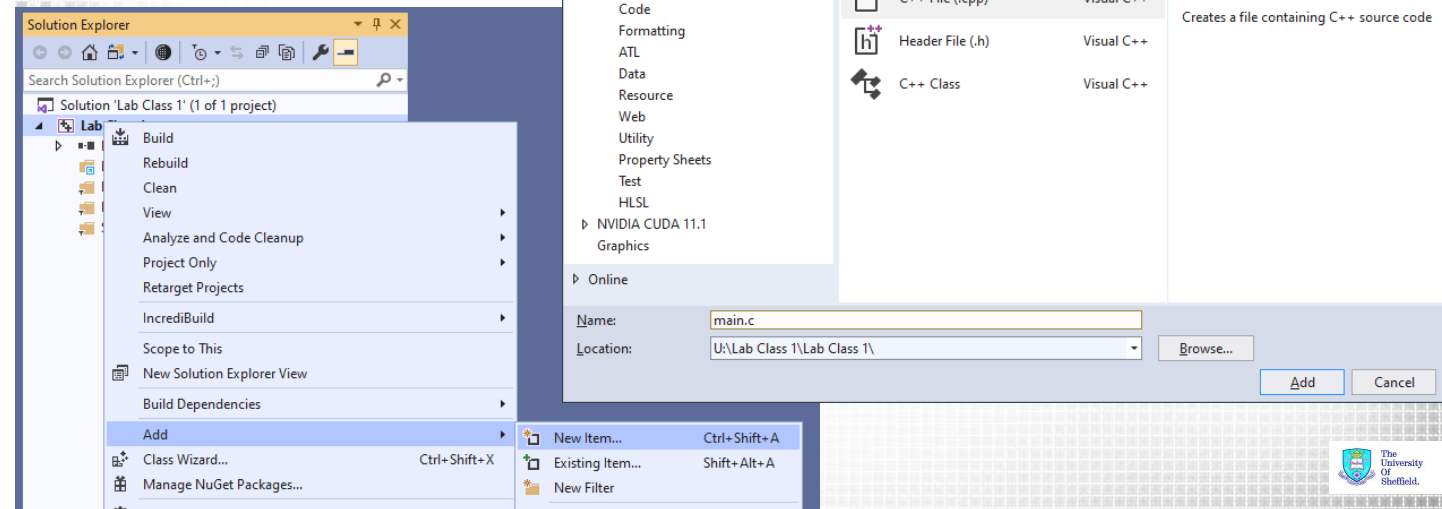


New C file

❑ Right click on project (in solution explorer)

❑ Add ->

❑ New Item...



Build and execute

❑ Build

❑ Build->Build Solution

❑ Errors and warning are given in the Output window

❑ Execute

❑ Debug->Start Debugging

❑ the console program will immediately exit unless a breakpoint is set

❑ Debug->Start Without Debugging

❑ the IDE will issue a system("pause") command on completion

_CRT_SECURE_NO_WARNINGS

❑ Microsoft have their own safe versions of buffer functions

❑ These are however not cross platform

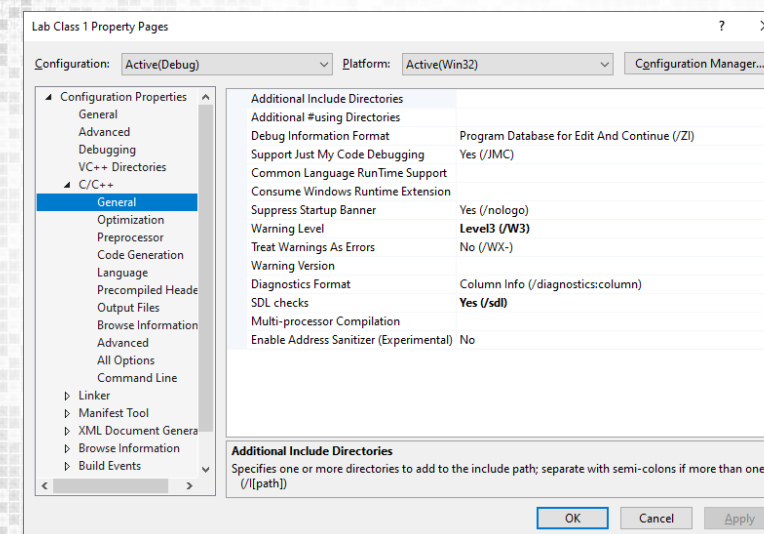
❑ add _CRT_SECURE_NO_WARNINGS to Project Properties -> Configuration Properties -> C/C++ -> Preprocessor -> Preprocessor Definitions

❑ Items are separated by semicolon (;)

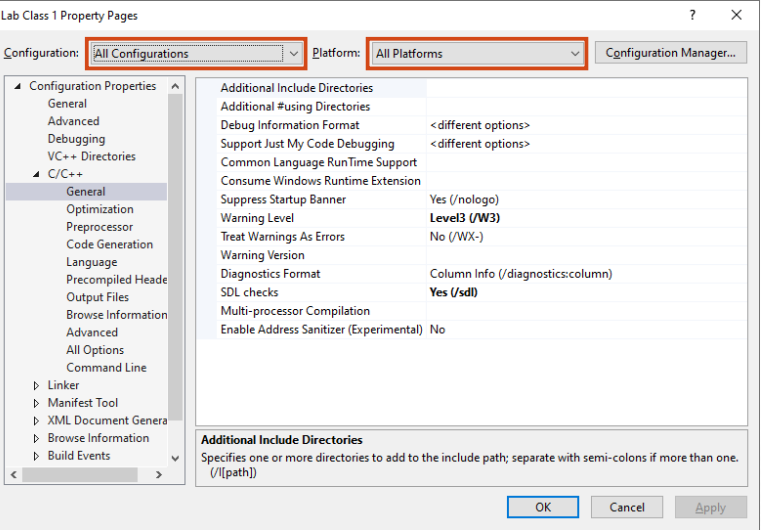
```
#define _CRT_SECURE_NO_WARNINGS
#include <stdio.h>
...
```

```
#pragma warning (disable : 4996)
#include <stdio.h>
...
```

Project/Source module properties



Project/Source module properties



❑ Build configurations can have different properties

❑ As can configuration and platform combinations

❑ Debug

❑ No compiler optimisations

❑ Debug flag

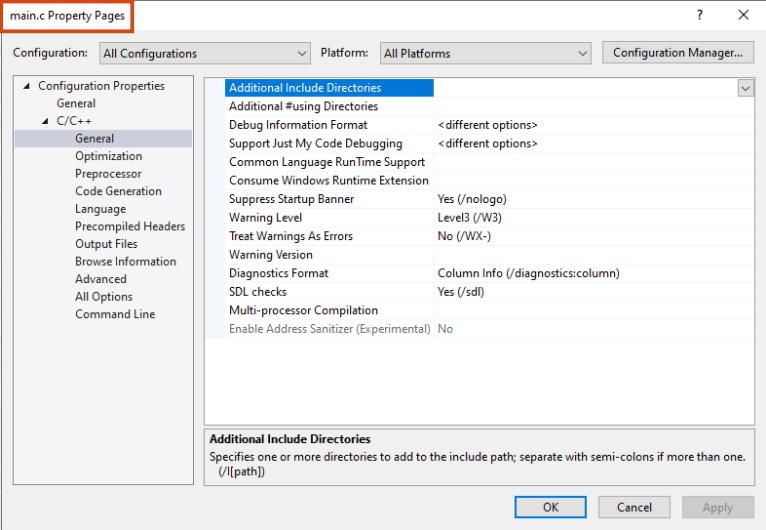
❑ Release

❑ Compiler optimisations

❑ No debug flag



Project/Source module properties



❑ Individual files can also have different properties

❑ You will normally want to change properties at a project level for all configurations (and platforms).

