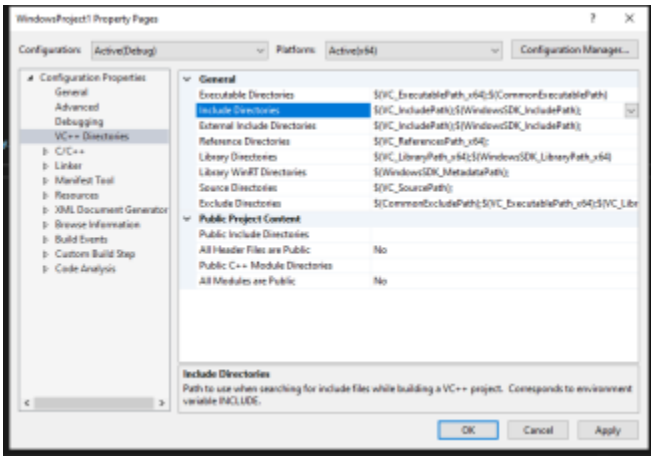
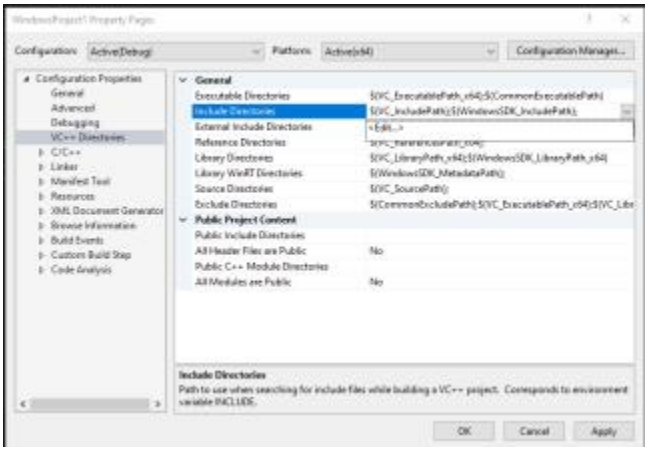
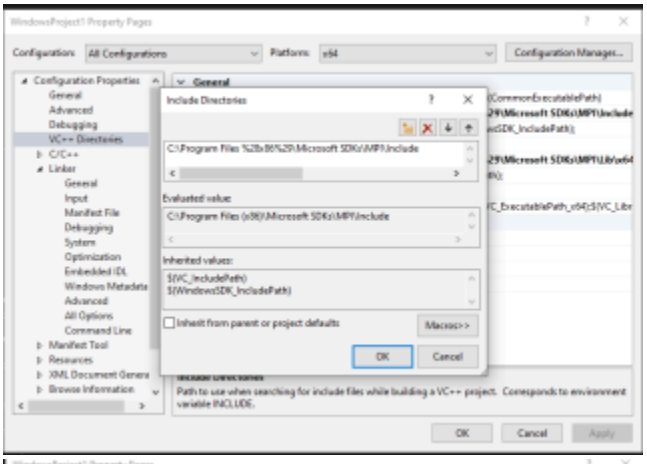
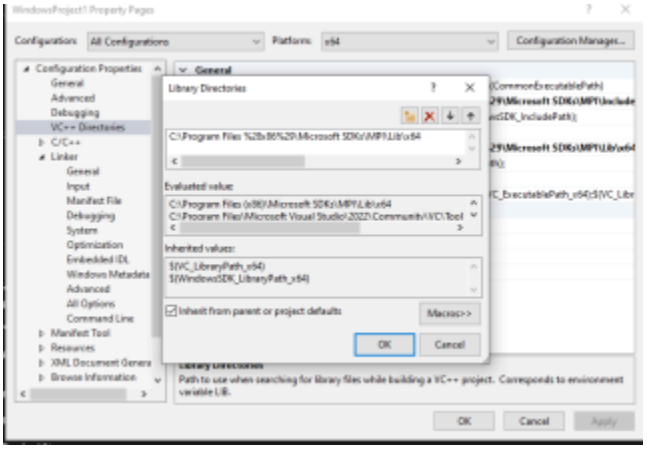
```
#include <iostream>
#include <mpi.h>
#include <vector>

int main(int argc, char** argv) {
    MPI_Init(&argc, &argv);

    int world_size;
    MPI_Comm_size(MPI_COMM_WORLD, &world_size);

    int my_rank;
    MPI_Comm_rank(MPI_COMM_WORLD, &my_rank);

    char processor_name[MPI_MAX_PROCESSOR_NAME];
    int name_len;
    MPI_Get_processor_name(processor_name, &name_len);

    std::cout << "Process " << my_rank << " of " << world_size
            << " is running on machine: " << processor_name << std::endl;

    MPI_Finalize();

    return 0;}
```




Configuration Properties
General
Advanced
Debugging
VC++ Directories
C/C++
Linker
Manifest Tool
Resources
XML Document Generator
Browse Information
Build Events
Custom Build Step
Code Analysis
Executable Directories
Include Directories
External Include Directories
Reference Directories
Library Directories
Library WinRT Directories
Source Directories
Exclude Directories
Public Project Content
Public Include Directories
All Header Files are Public
Public C++ Module Directories
All Modules are Public
No
No
Include Directories
Path to use when searching for include files while building a VC++ project. Corresponds to environment variable INCLUDE.
OK
Cancel
Apply


Configuration: All Configurations
Platform: x64
Configuration Manager...
Include Directories
C:\Program Files %28x86%29\Microsoft SDKs\MPI\Include
Evaluated value:
C:\Program Files (x86)\Microsoft SDKs\MPI\Include
Inherited values:
$(VC_IncludePath)
$(WindowsSDK_IncludePath)
Inherit from parent or project defaults
Macros>>
OK
Cancel
Path to use when searching for include files while building a VC++ project. Corresponds to environment variable INCLUDE.


Configuration: All Configurations
Platform: x64
Configuration Manager...
Library Directories
C:\Program Files %28x86%29\Microsoft SDKs\MPI\Lib\x64
Evaluated value:
C:\Program Files (x86)\Microsoft SDKs\MPI\Lib\x64
C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tool
Inherited values:
$(VC_LibraryPath_x64)
$(WindowsSDK_LibraryPath_x64)
Inherit from parent or project defaults
Macros>>
OK
Cancel
Path to use when searching for library files while building a VC++ project. Corresponds to environment variable LIB.