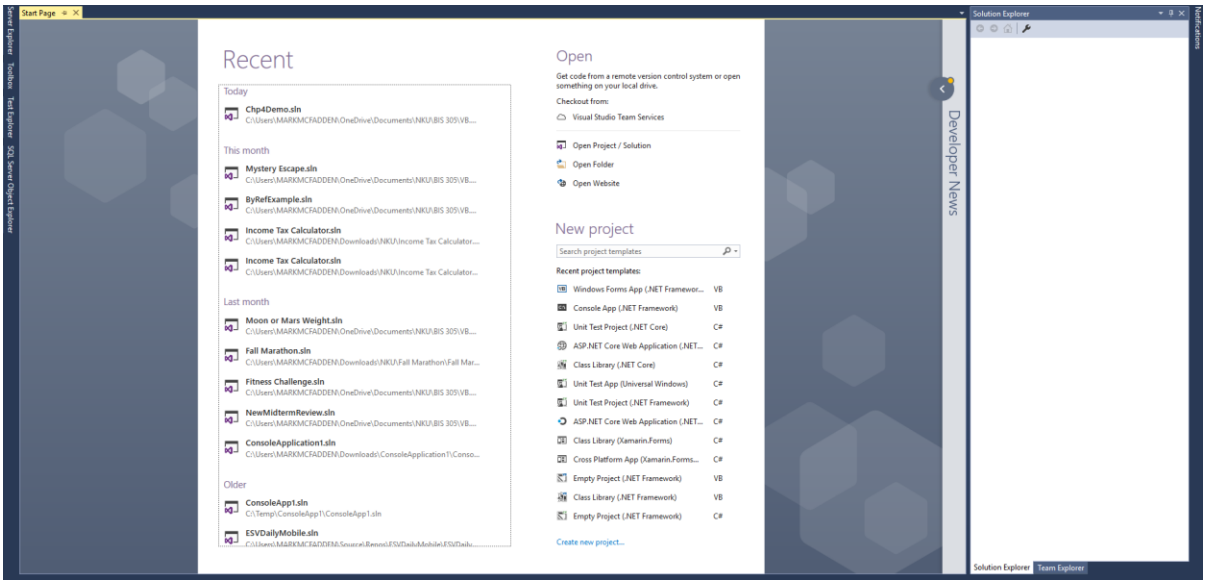
Assignment 1: Using Visual Studio 2017 to Create a Console Application

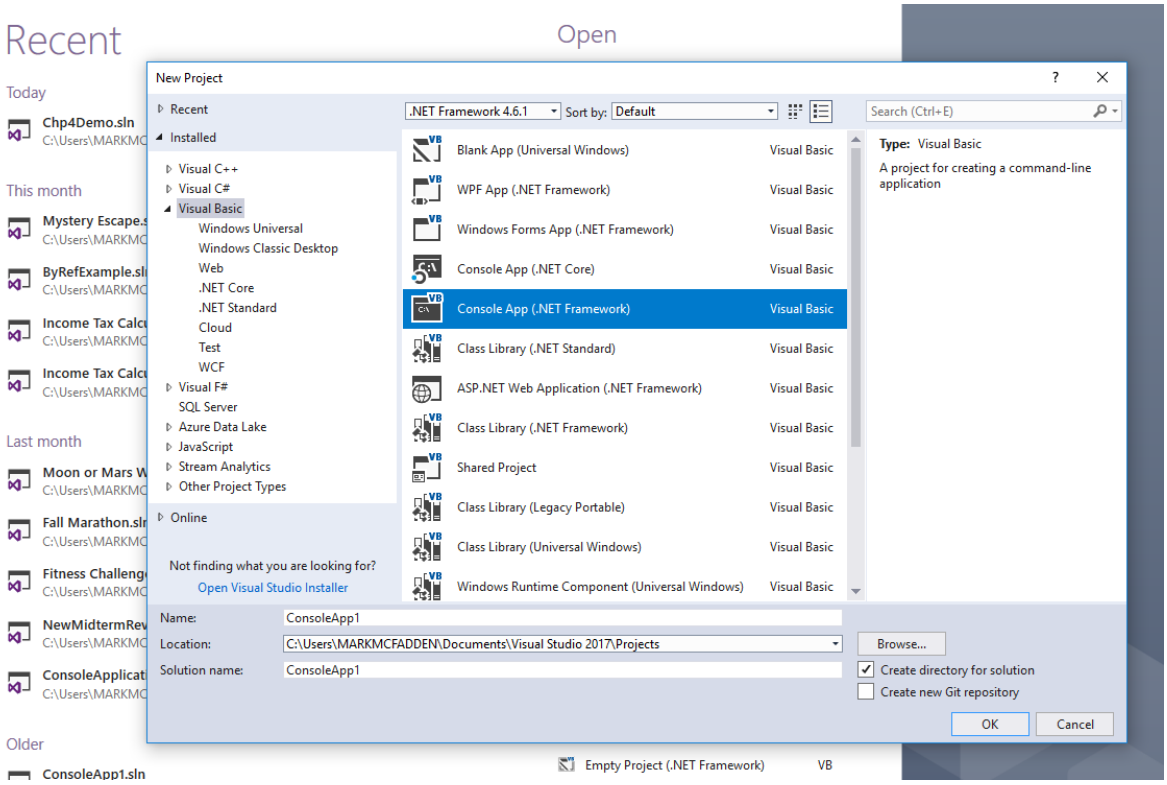
The objective of this assignment is to get you started with the IDE (Integrated Development Environment) of Visual Studio 2017. Subsequent chapters will show you how to utilize Graphical User Interface design and skips other types of programs you can create in Visual Studio such as a Console Application. First this document will guide you through how to create a "console application" with Visual Studio. Then this doc goes through the steps to set Application Properties parameters and how to access that data from the project.

1. Start Visual Studio 2017:



2. Start a new Project (Console Application).
   Click "**New Project**" (or from **File** -> **New** ->**Project**; or **Ctrl + Shift + N**)

   Note that the default application is "**Windows Forms Application**" (and this will be the choice for later assignments starting next week); yet we are going to create a console application; so, choose "**Console App (.Net Framework)**" Also make sure that the Templates selected is Visual Basic.
   At the bottom of the screen, you will see a box for "**Name**"; type in the project name (for this assignment, later you will submit this project as your assignment 1, so use the convention; e.g., "**McFaddenAssignment1**"
   In addition, note the location of where the project will be stored in the **Location:** textbox. *Change this to another location if desired but remember it as you will need it to submit the project.*



3. First, the code:

   After you hit **OK** button on the bottom-right corner, you will see the Module1 code editor with already a few lines of code provided for you.

```
Module Module1
    Sub Main()
        System.Console.WriteLine("Hello World")
    End Sub
End Module
```

   The screen above should be very similar to what you will see. You may change the filename by clicking the "**Program.vb**" in the "**Solution Explorer**" on the right side, and go into the "**Properties**" box below that; click the **Filename** property, and change the name to "Hello.vb." You will likely see a dialog box popup and ask you if you want to change all the references to Module1.vb. Click the Yes or OK button.

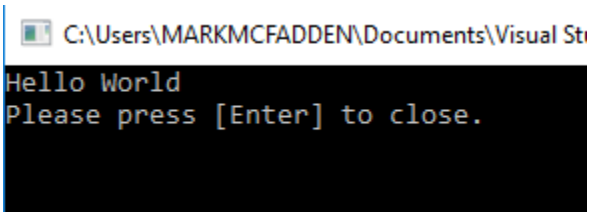
   Type in the statement "**System.Console.WriteLine("Hello World**")" below the `Sub Main() as` shown above.

4. Run the Program

   On the Standard Toolbar, look for a green triangle button (Start Debugging (F5)). Click the button (or F5 key, or Debug menu, start debugging). If you couldn't see the results (it appears but then disappears quickly), type:

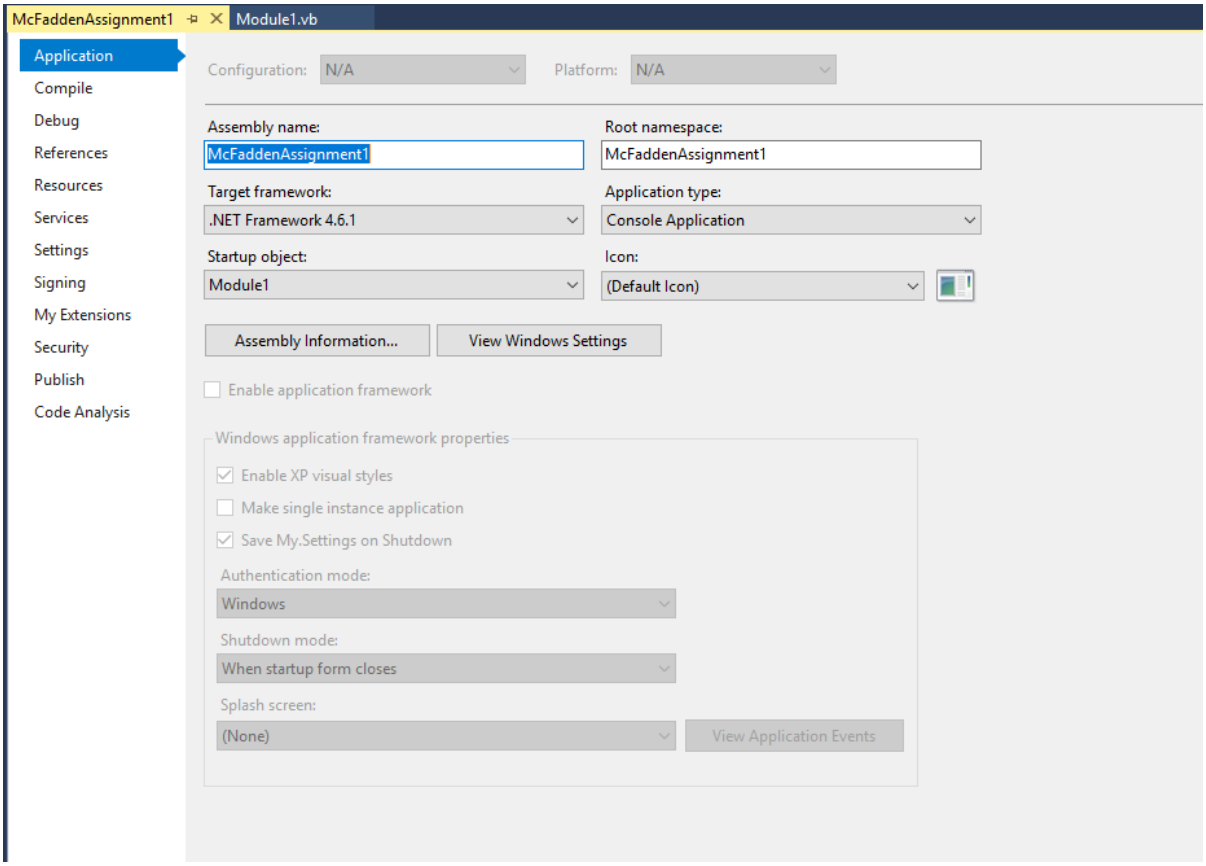
```
System.Console.WriteLine("Please press [Enter] to close.")
System.Console.ReadLine()
```

before End Sub and run it again.



5. Setting Application Property

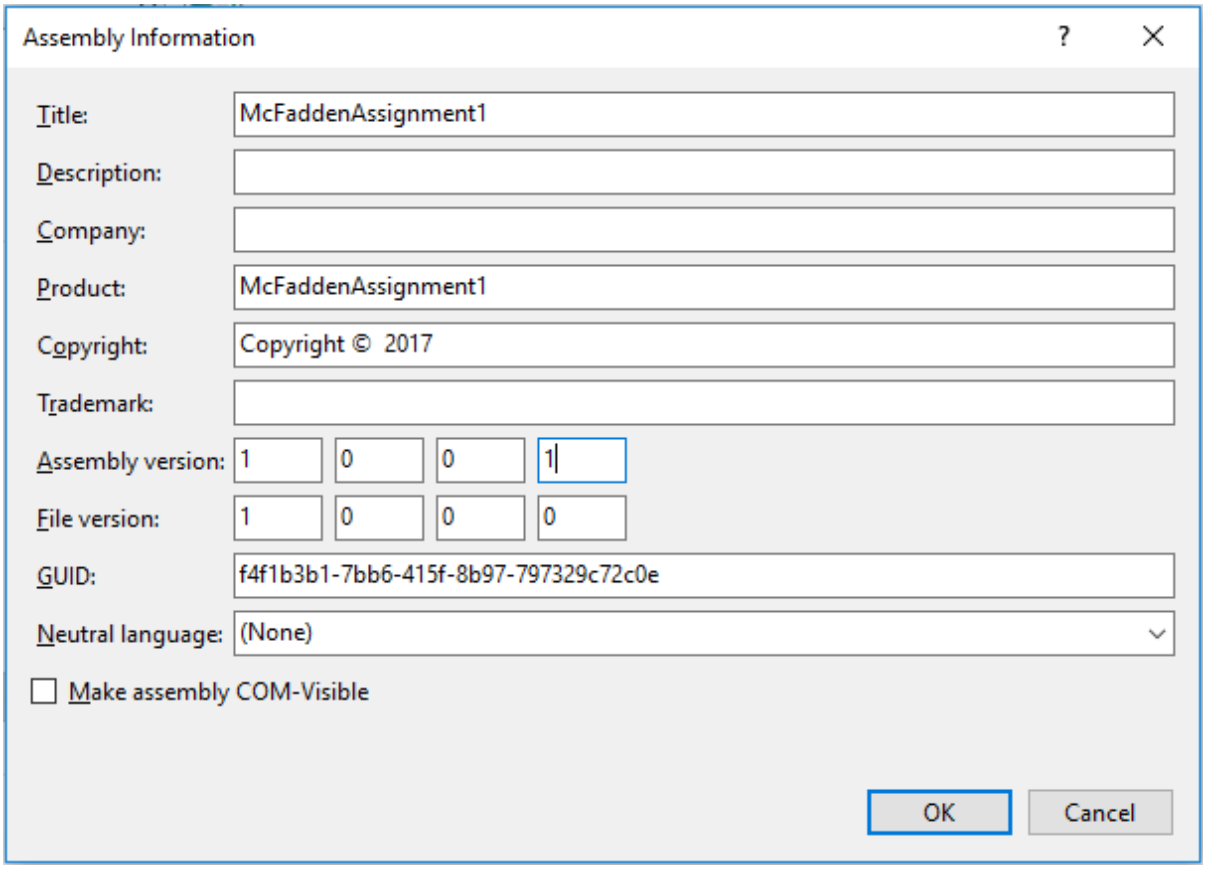
   Make sure you quit the console by pressing [Enter], then on the menu Project -> [yourNameAssignment1] Properties… (the last menu item).



Examine what information is stored there; then click the “Assembly Information” button.

Leave the title and product as is; put a brief description of the project, change the company name, and copy right (to you, not Microsoft). For the exercise’s purpose,

change the assembly version to 1, 0, 0, 1.



Click the OK button and then close the project's properties tab.

6. Getting Application Property Information

   The assembly information, which is property data of the project, are stored with the application files. We have access to the information by referring to an object called "**My**."

   For example, **My**.Application.Info.Title referring to that title information you saw in the Assembly Information form. **My** object is a parent of many things including this application you are working on. When you type **My** and "." (period), you will see a list of things included in the object reference (Application, computer, user, etc.). Also, you might see some reference about what data type **WriteLine** method will take within its parentheses.

   Now, to complete showing all the information, place the following lines just after the statement you put to show **"Hello world"** but before the **Please press [Enter] to close** lines you added afterwards.

```
System.Console.Write("Title: ")
System.Console.WriteLine(My.Application.Info.Title)
System.Console.Write("Description: ")
```

```
System.Console.WriteLine(My.Application.Info.Description)
System.Console.Write("Company Name: ")
System.Console.WriteLine(My.Application.Info.CompanyName)
System.Console.Write("Product Name: ")
System.Console.WriteLine(My.Application.Info.ProductName)
System.Console.Write("Copyright: ")
System.Console.WriteLine(My.Application.Info.Copyright)
System.Console.Write("Assembly Version: ")
System.Console.WriteLine(My.Application.Info.Version)
```

Again, run the program with that small green triangle. You should now see the information above.

Save the file(s) – we are using just one file, but it's a good practice to Save All as there might be hidden files, such as configuration files, resource files, etc., to take care of some things for you. It should be saved within the "**Documents**" folder in the **C:** drive. You could save the project to a jump drive or network drive, but it is not recommended as lots of communication takes place between the project files and the CPU/memory.

7. Wrapping Up and Submitting the Assignment

   Find your project from the Location from Step 2 above. You should see a folder with [**yourNameAssignment1**]. Right click the folder and "**Send** to" then "**Compressed (zipped) folder**" that will create a single zipped file with the same name.

   Open a web browser and go to Canvas BIS305 site. Select "**Assignment**" section from the menu on the left. After getting to the Chapter 1 Assignment Click "**Submit Assignment**" button, and find the button "**Choose File.**" Navigate to the folder in which you created the zip file, and choose the zip file, hit **OK**. Upon returning to the Canvas page, make sure the file name (yourlastnameAssignment1.zip) is listed as attachment, and click the **Submit Assignment** button.

   You have completed the first assignment. ☺