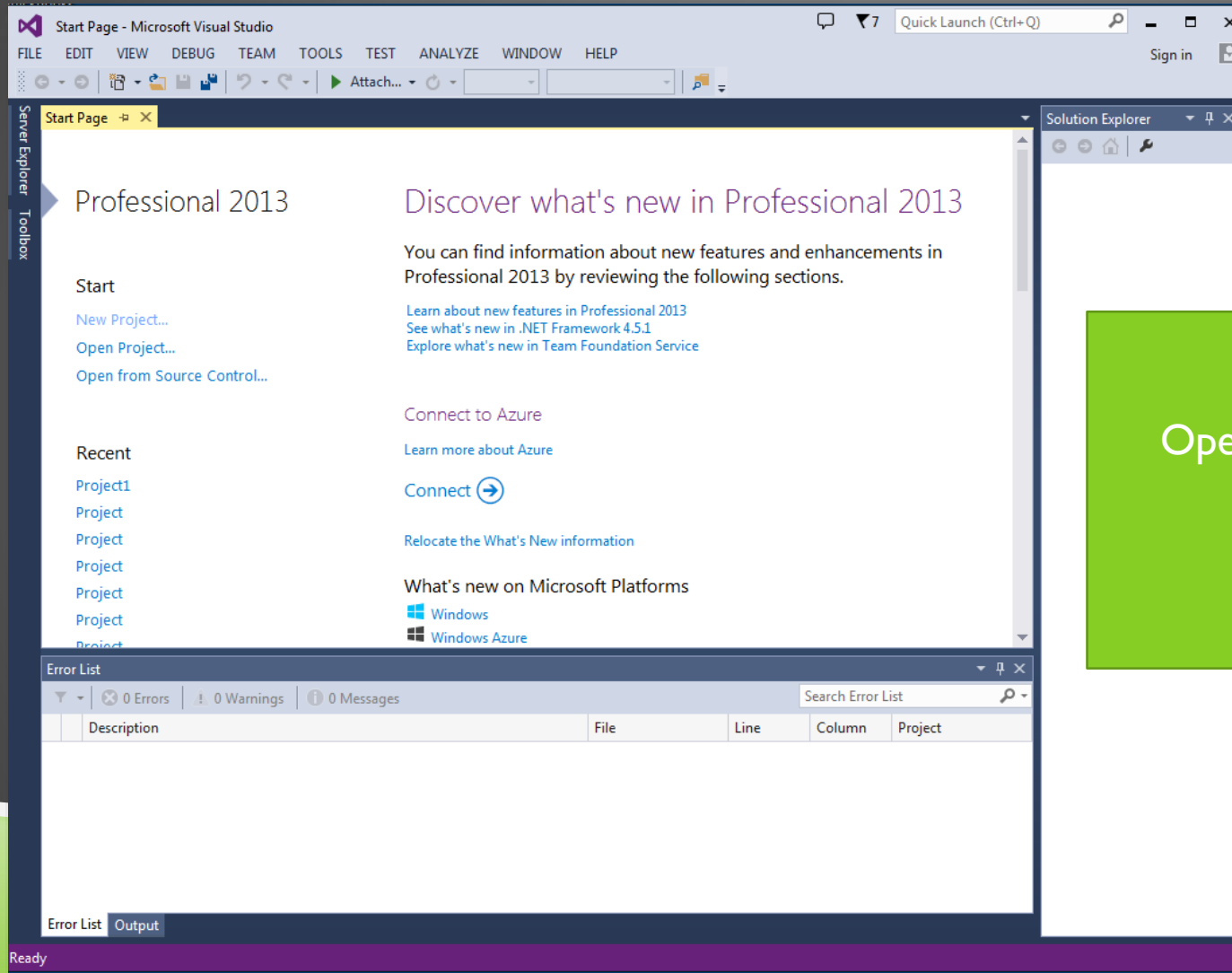


- ▶ This is a quick guide to learn how to create a project using **Visual Studio 2013**
 - ▶ **Note** that instructions might be slightly different depending on whether you are using the **full** or **express** edition.

HOW TO CREATE A PROJECT USING VISUAL STUDIO 2013

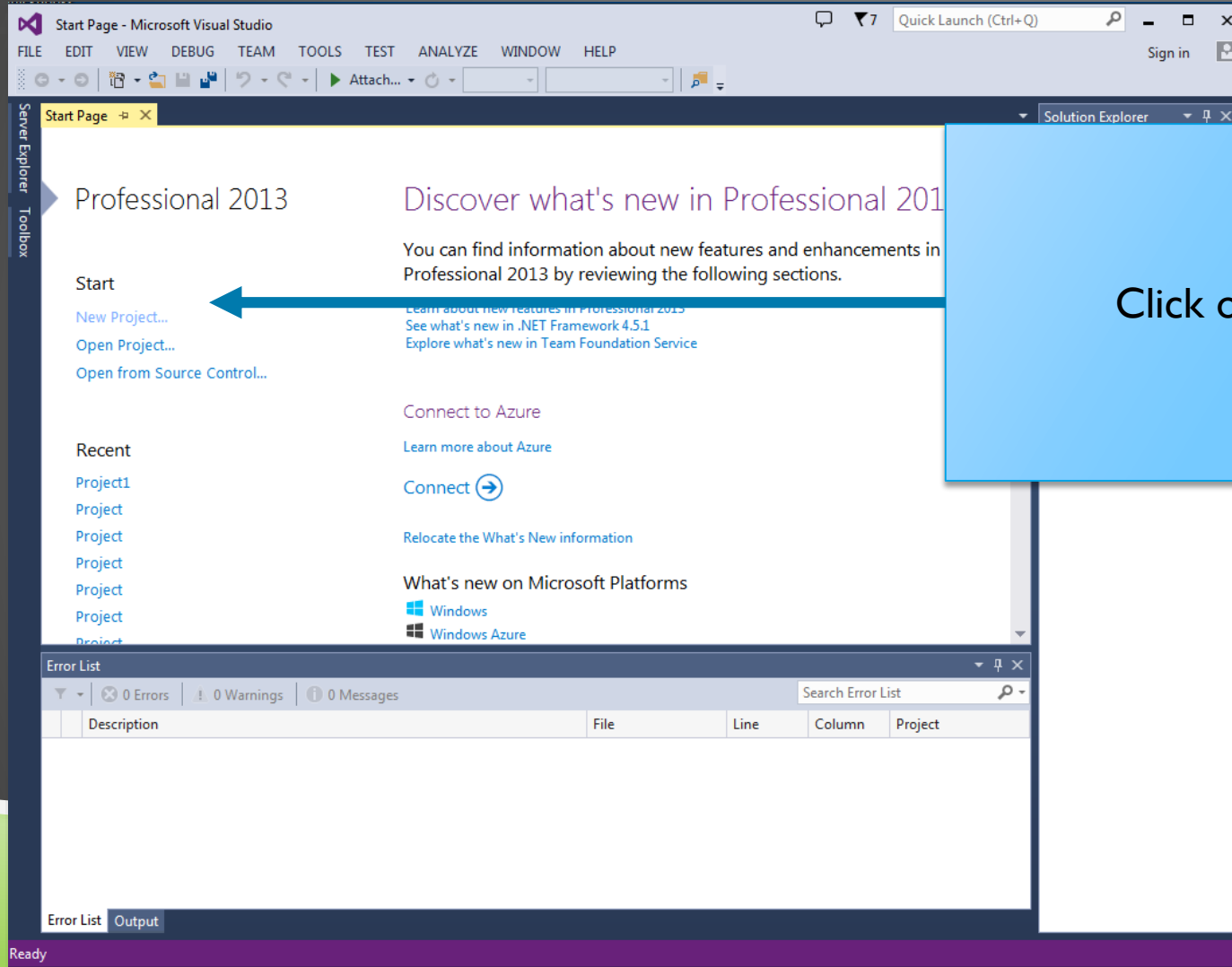
HOW TO CREATE A PROJECT



Open Microsoft Visual Studio 2013.

Make sure it is not 2012!

HOW TO CREATE A PROJECT (CONT.)



Click on New Project...

HOW TO CREATE A PROJECT (CONT.)

Select:

- Visual C++
- General
- Empty Project

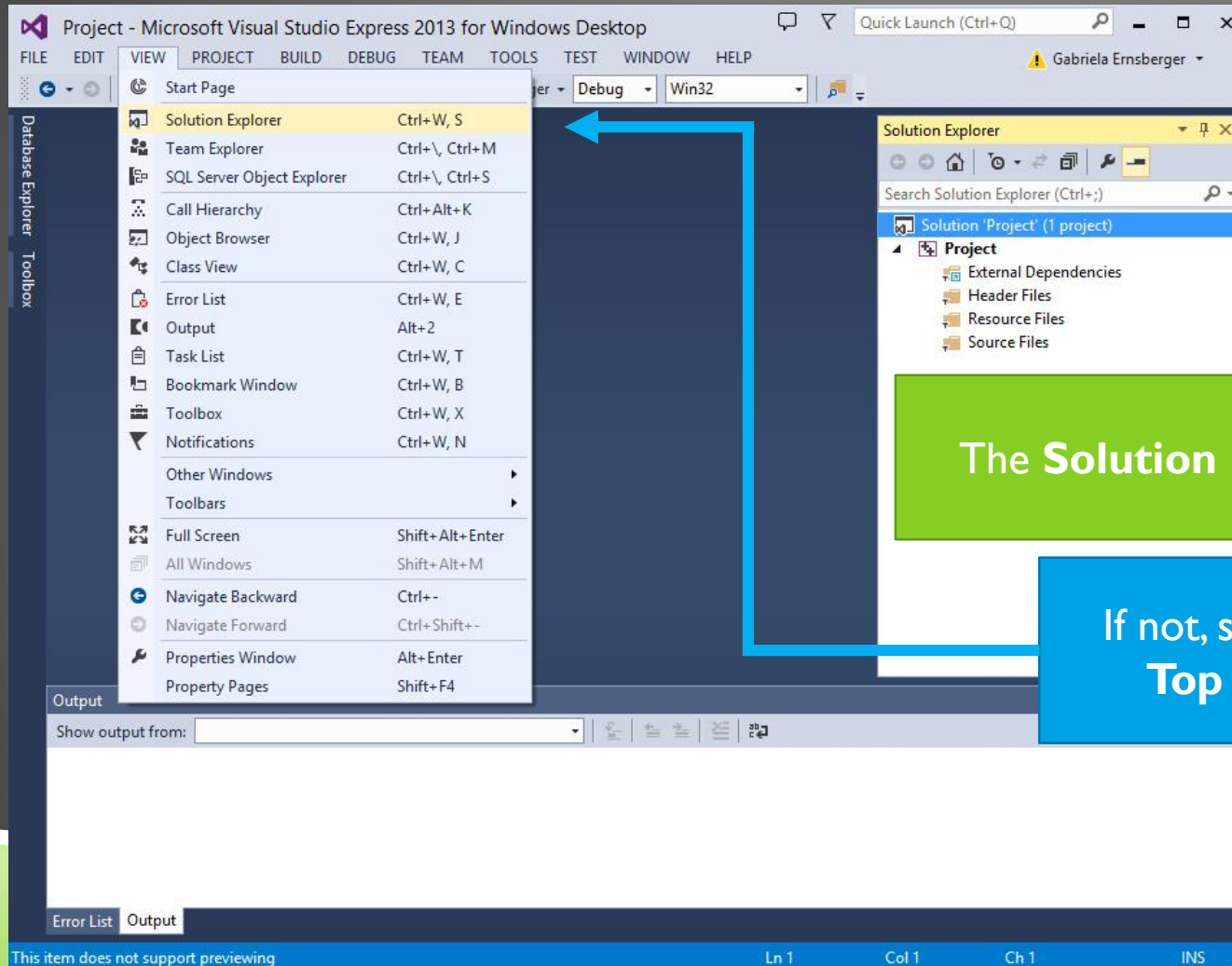
Always name your project **“Project”** (*Project2, Project3, or similar*). A longer name might prevent files to transfer. Once you have completed the project, you can rename it as instructed by simply changing the name of the folder.

Make sure you check the location where your project will be stored.

Name: Project2
Location: C:\Users\gersnberger.COAST\Desktop\
Solution name: Project2

[Click here to go online and find templates.](#)

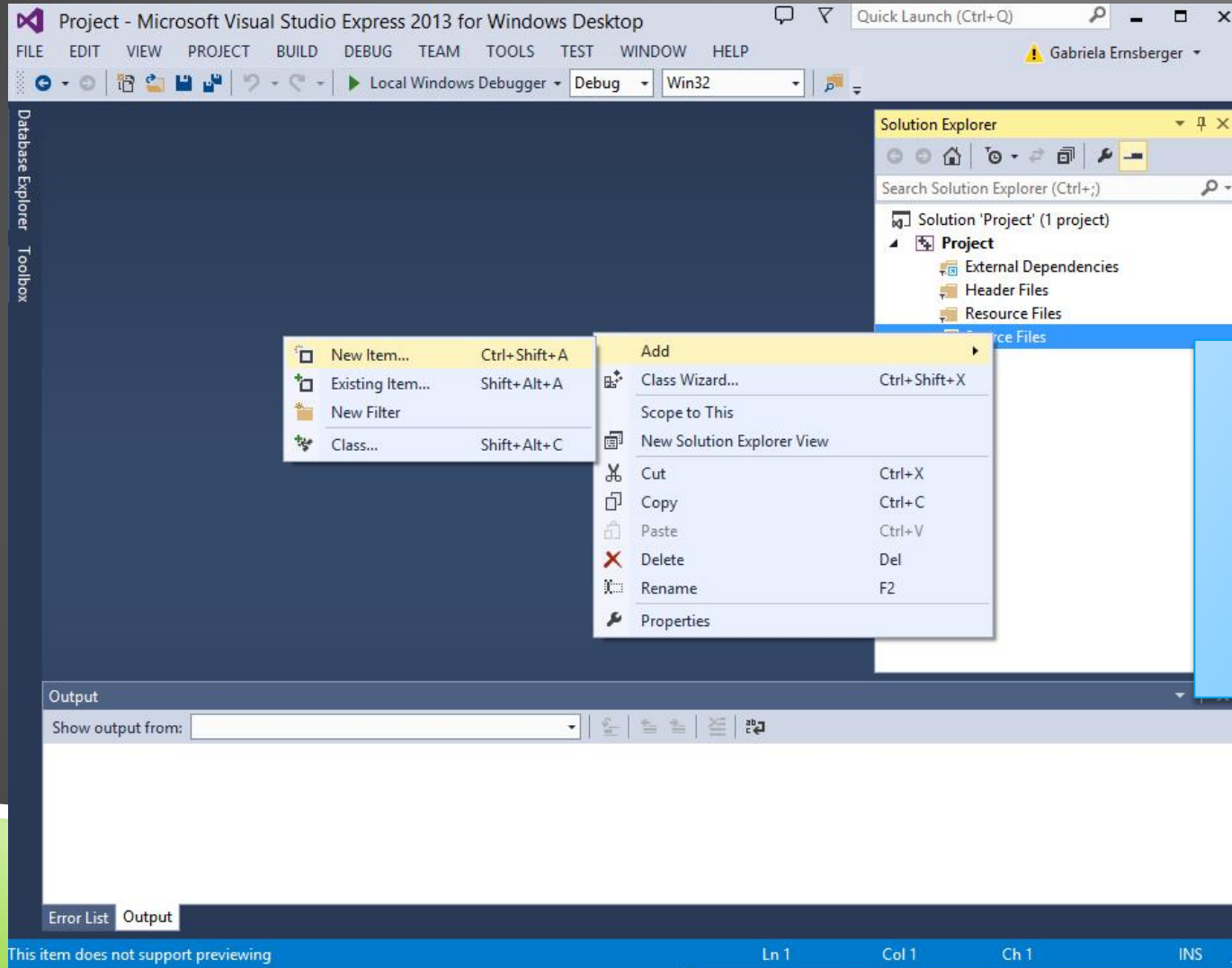
HOW TO CREATE A PROJECT (CONT.)



The **Solution Explorer** panel should be visible.

If not, select:
Top menu → View → Solution Explorer

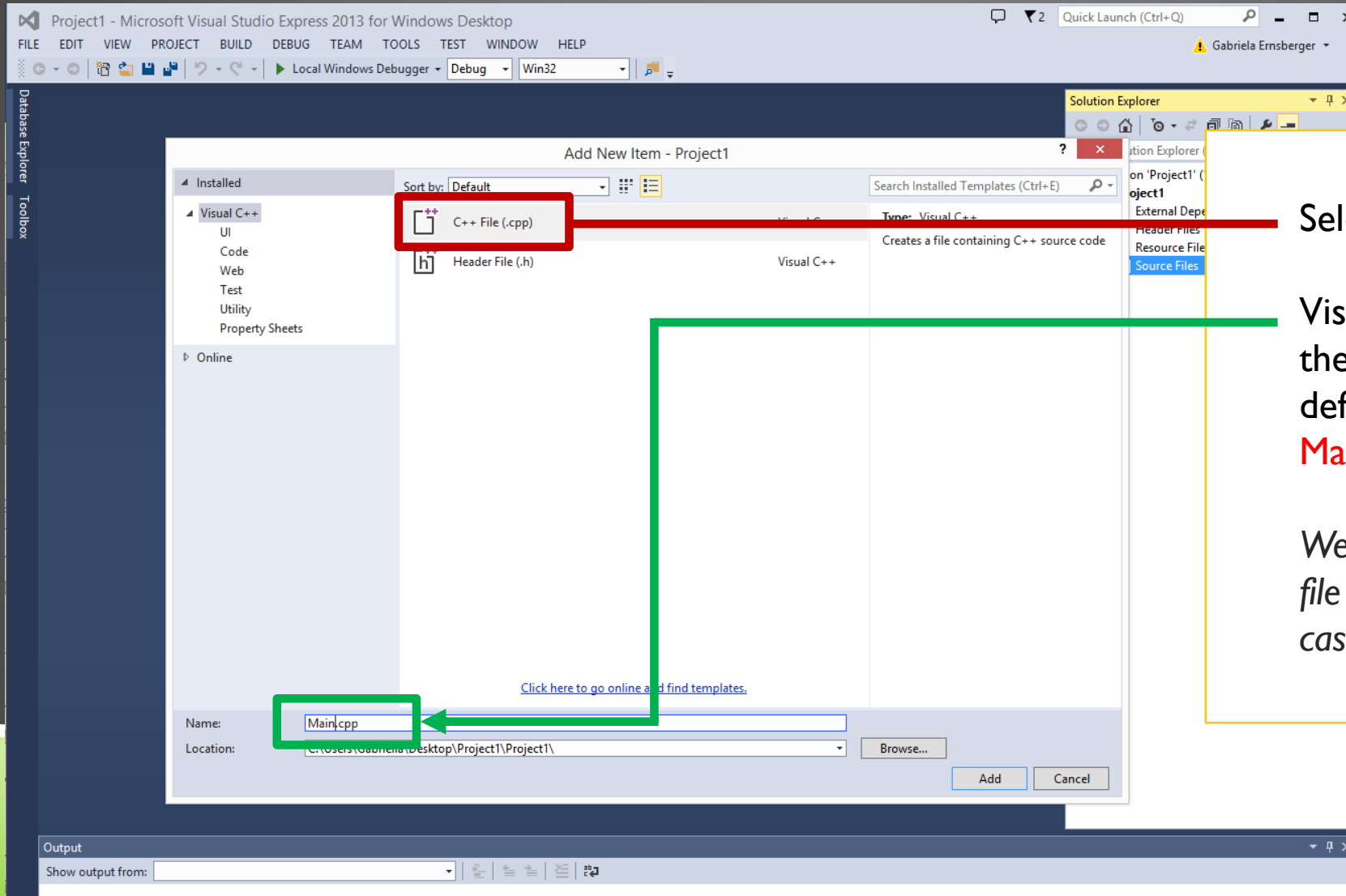
HOW TO ADD A .CPP FILE



Right click on the **Source Files** folder and select:

Add → New Item...

HOW TO ADD A .CPP FILE (CONT.)

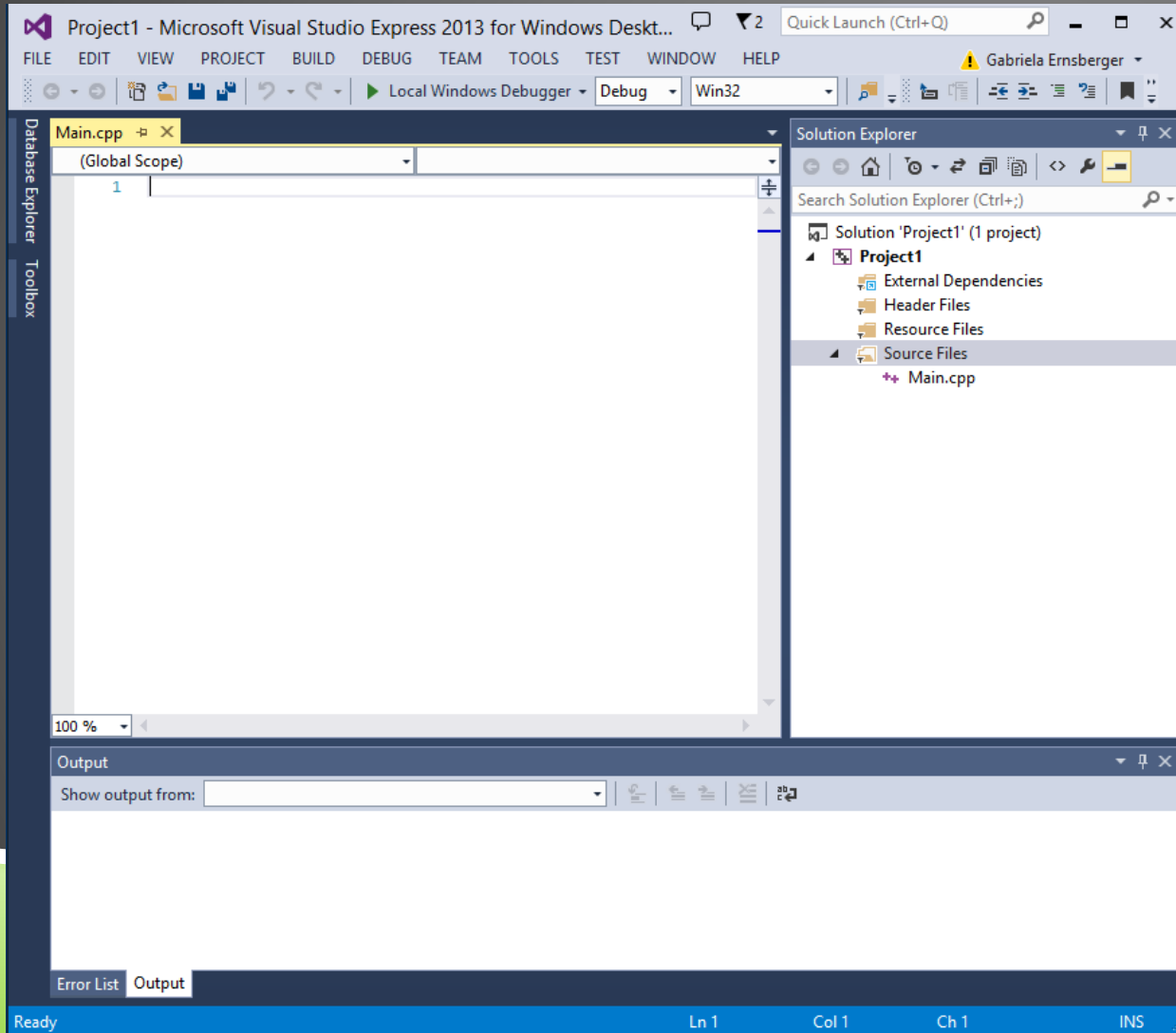


Select C++ File (.cpp)

Visual Studio will name the file Source.cpp by default → Change it to **Main.cpp**

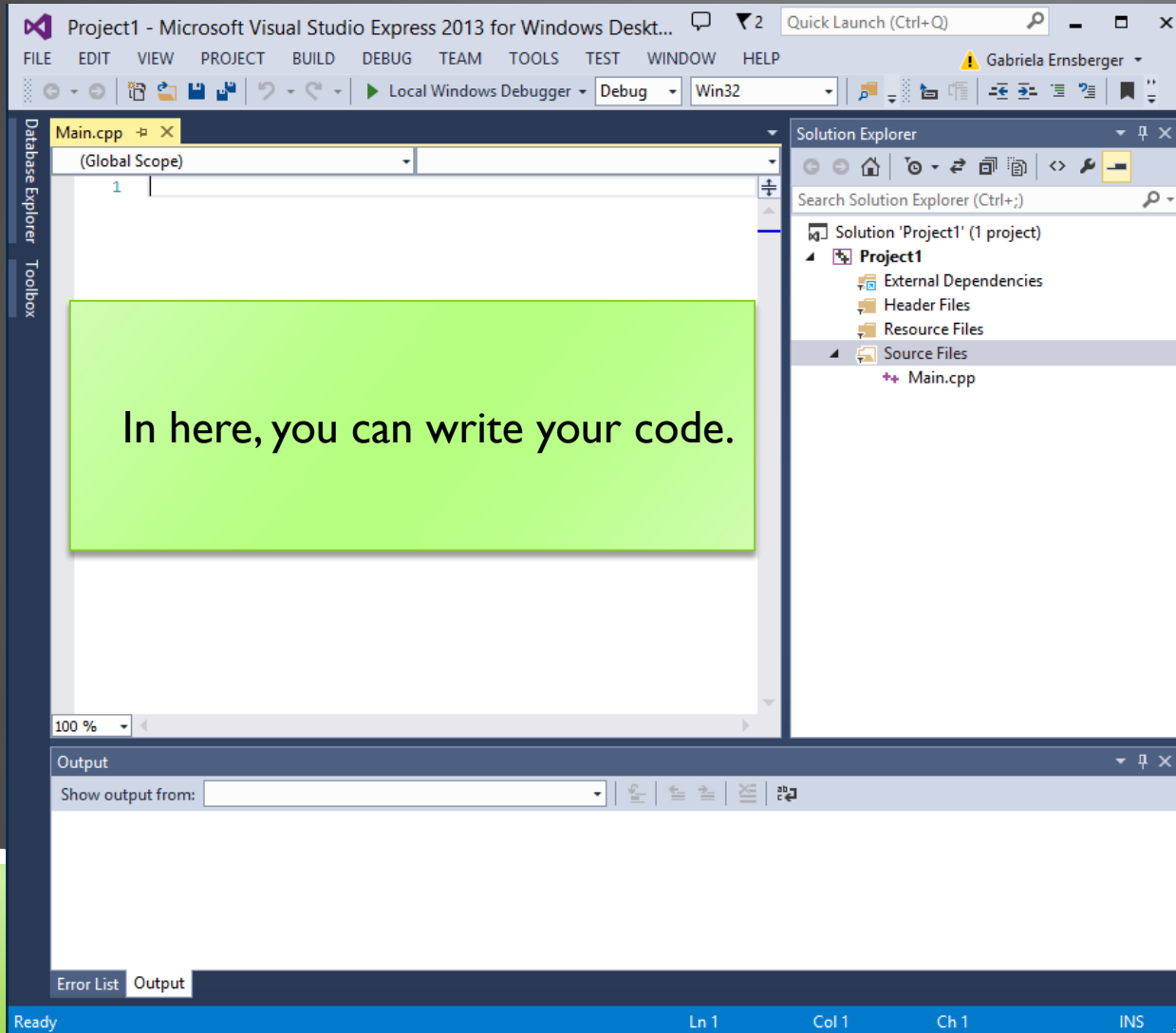
We will always name this file "Main" with an upper-case "M."

HOW TO ADD A .CPP FILE (CONT.)

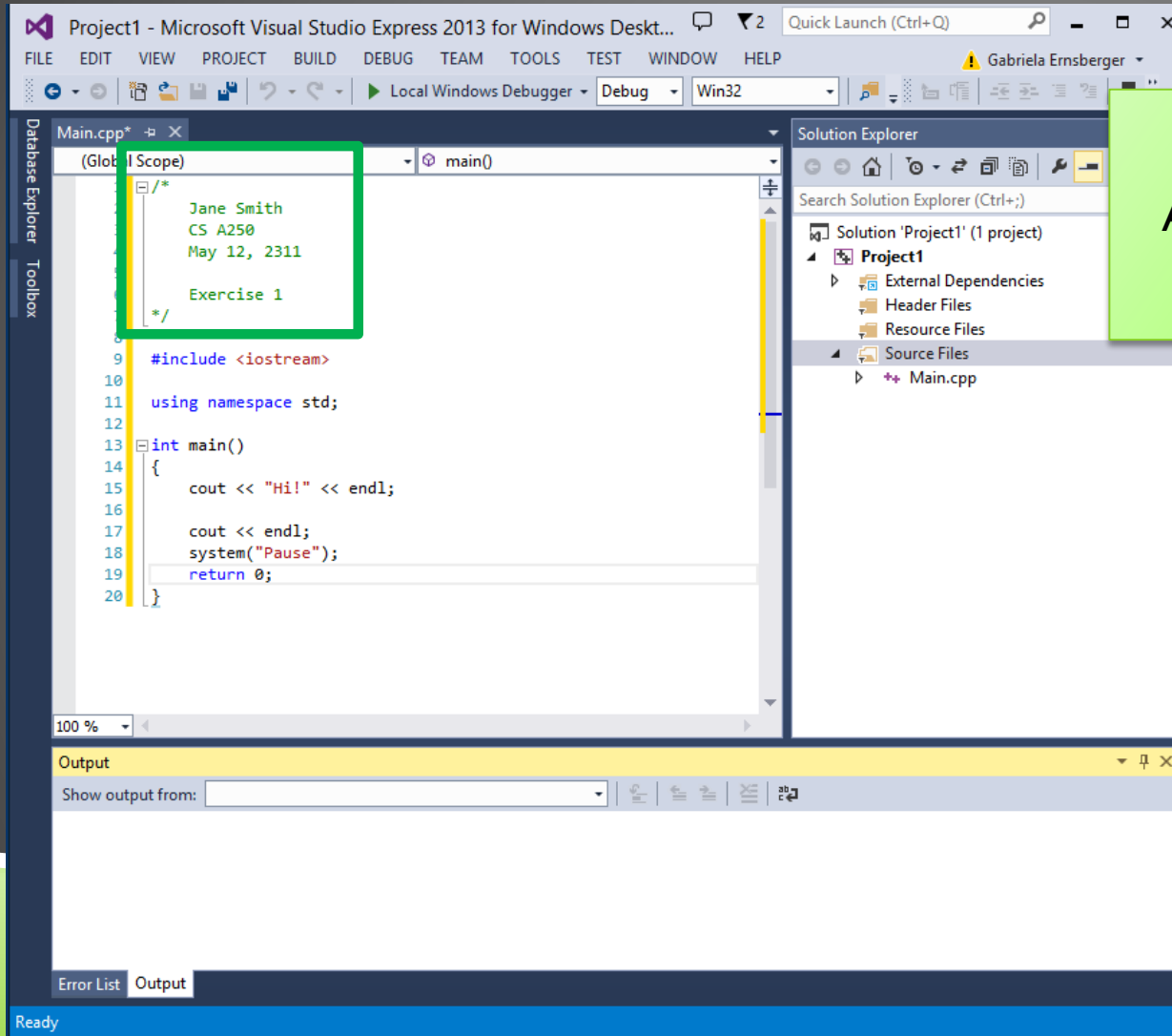


The **Source Files** folder should now include the **Main.cpp** file.

HOW TO ADD A .CPP FILE (CONT.)

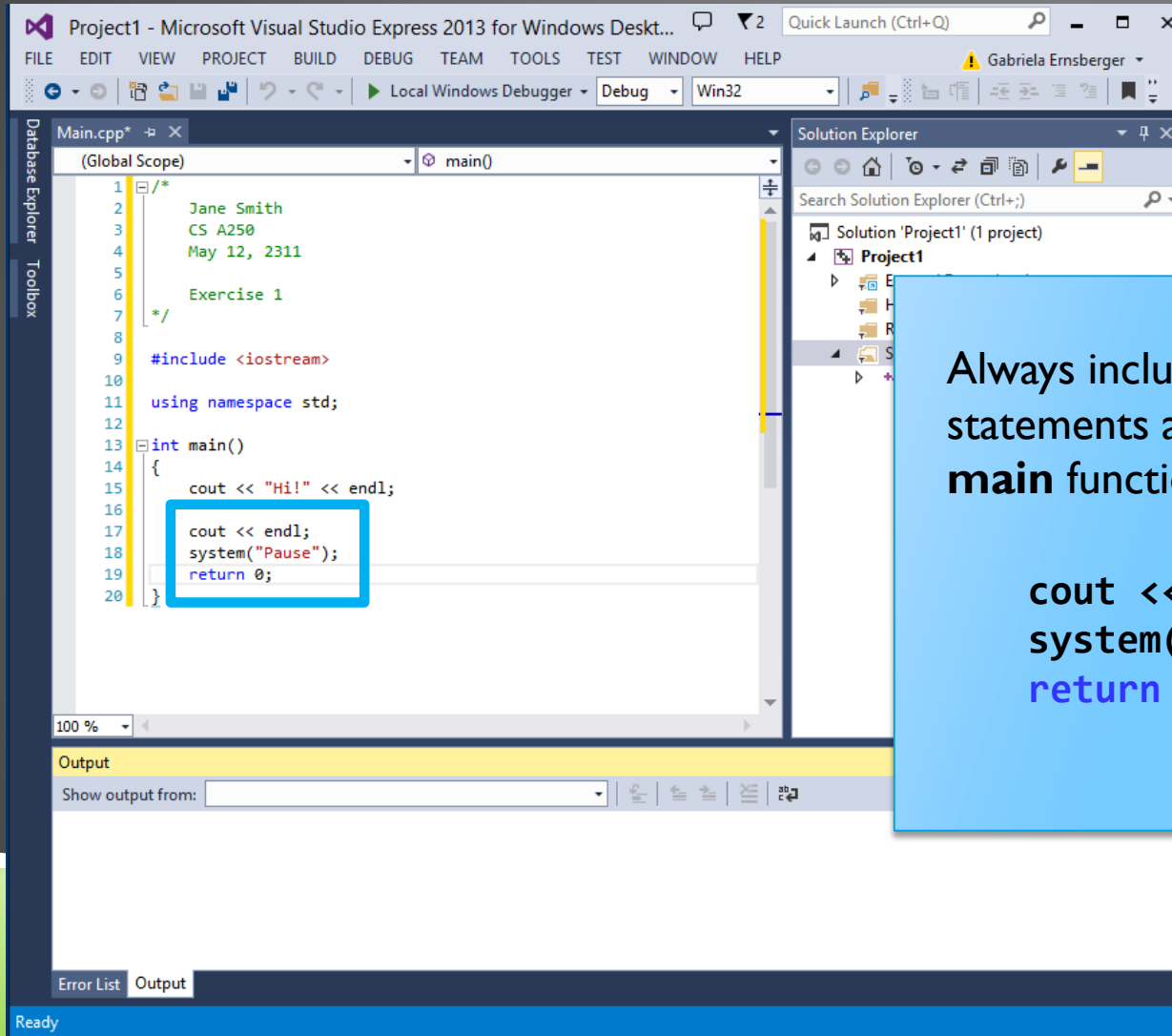


HEADER



Always include the header!

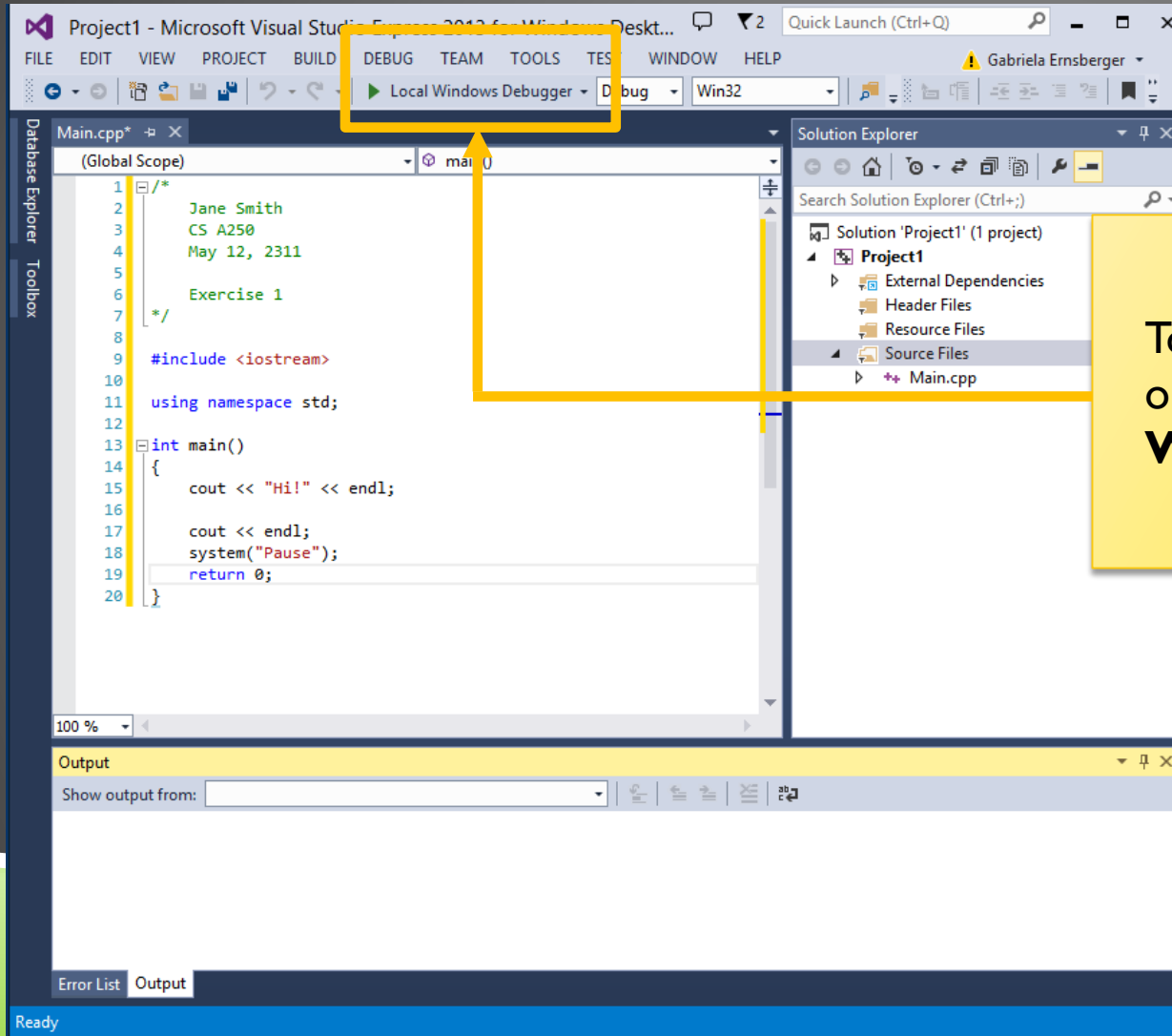
LAST 3 STATEMENTS IN THE MAIN FUNCTION



Always include these three statements at the end of the **main** function:

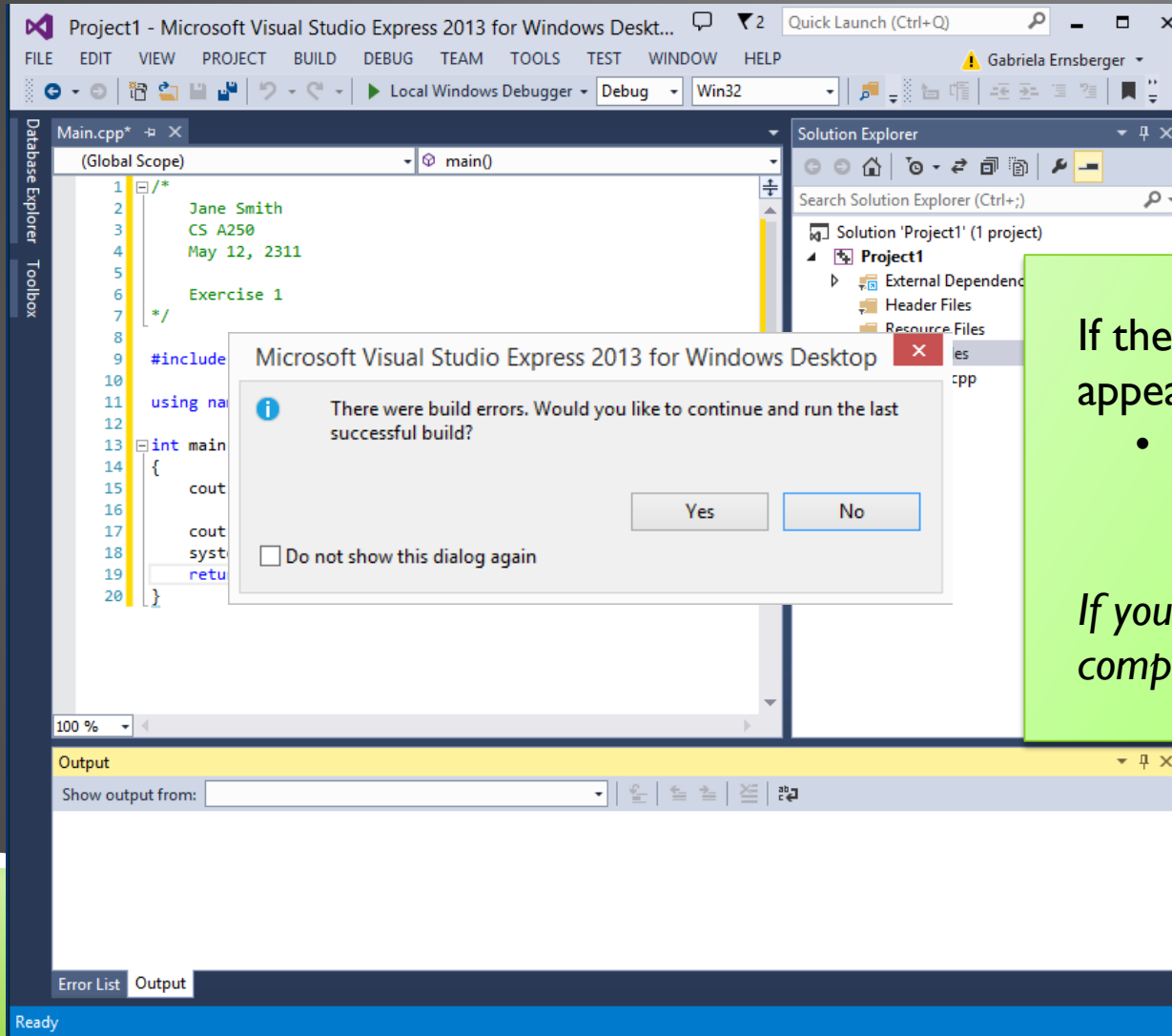
```
cout << endl;
system("Pause");
return 0;
```

COMPILING YOUR PROGRAM



To run the program, simply click on the **F5** key or on the **Local Windows Debugger** icon.

ERRORS

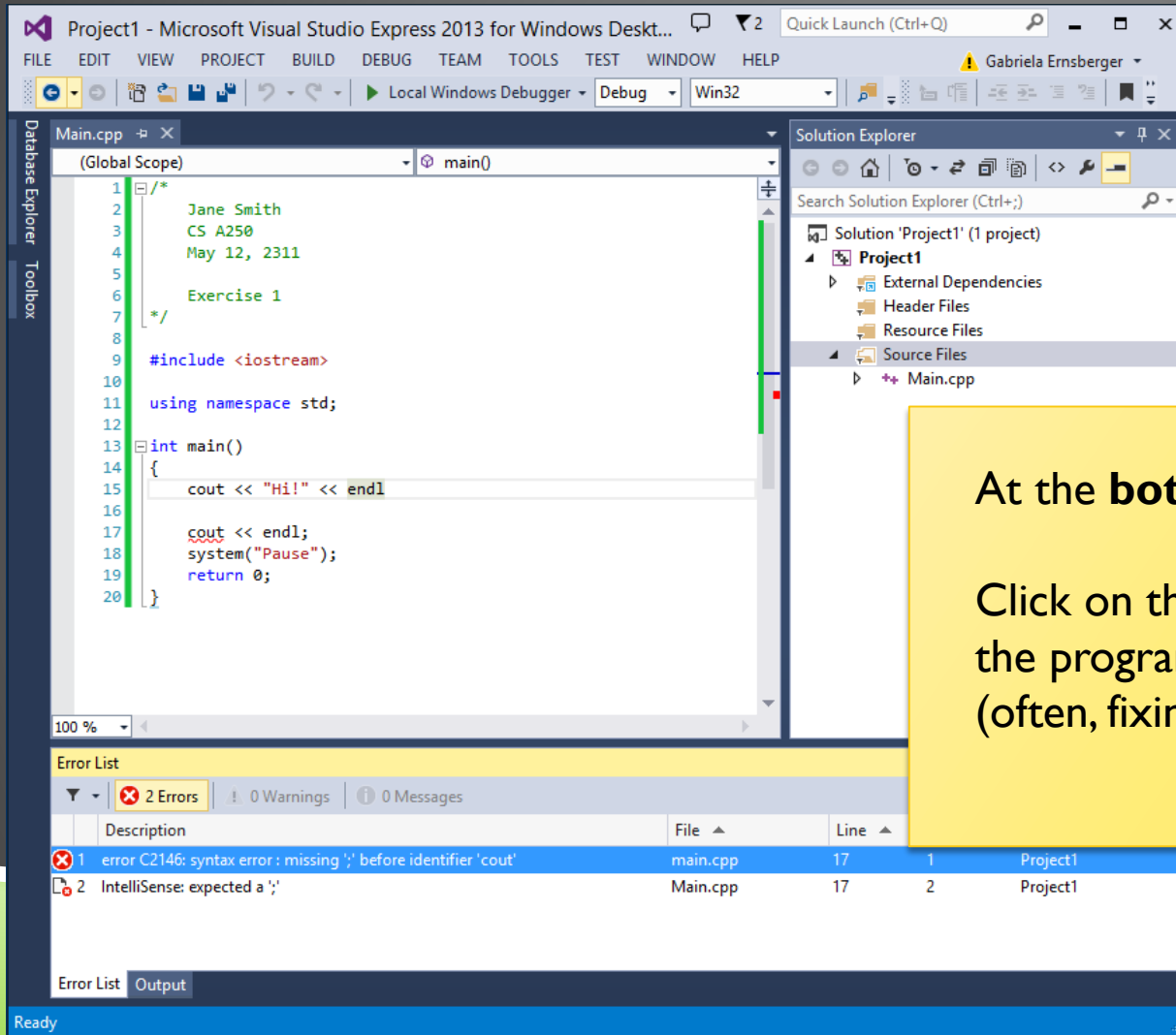


If the project has errors, another window will appear

- Click **NO**
- You want to correct your errors first.

If you clicked yes, you will be running an older compilation that was working earlier.

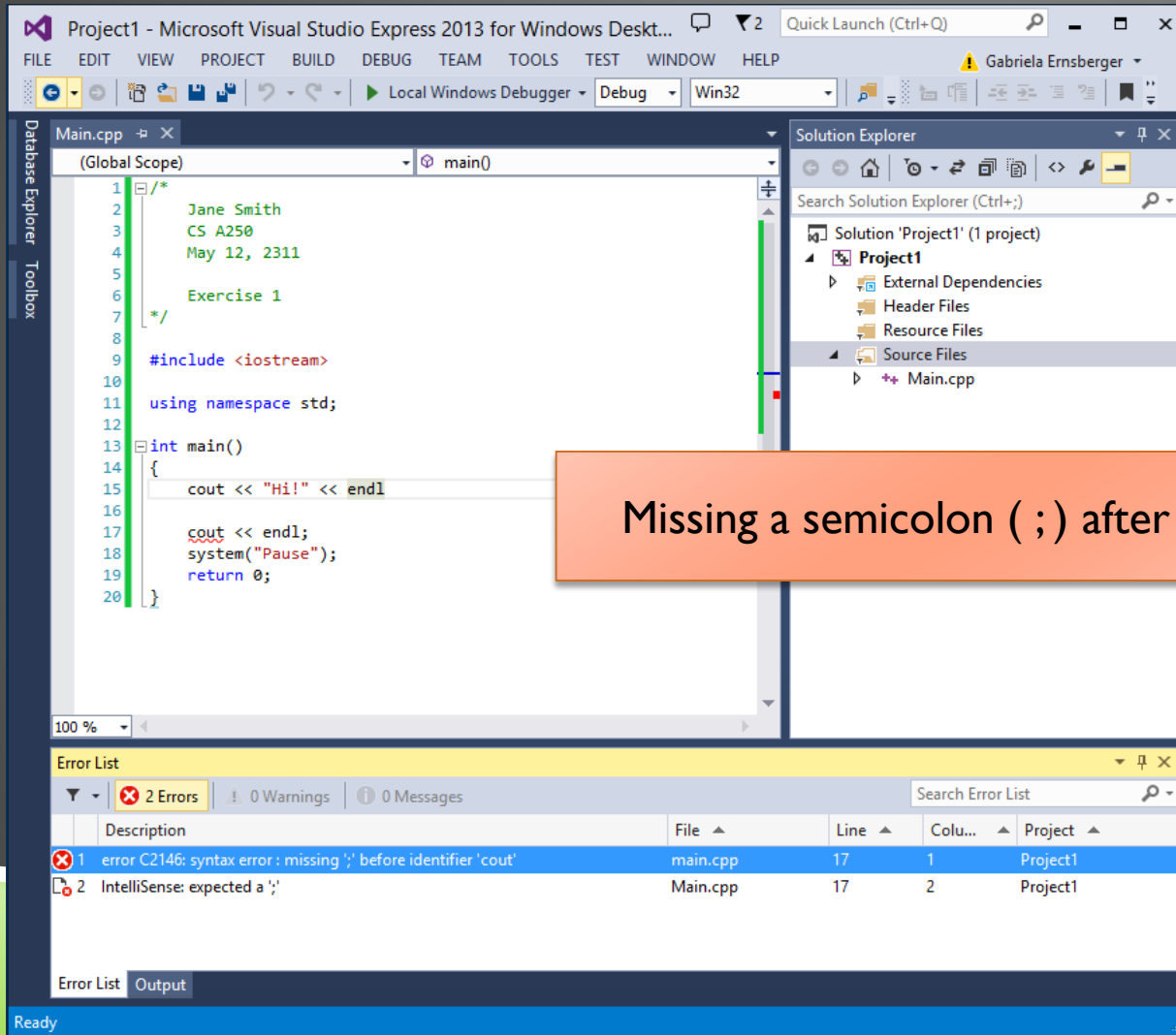
ERRORS (CONT.)



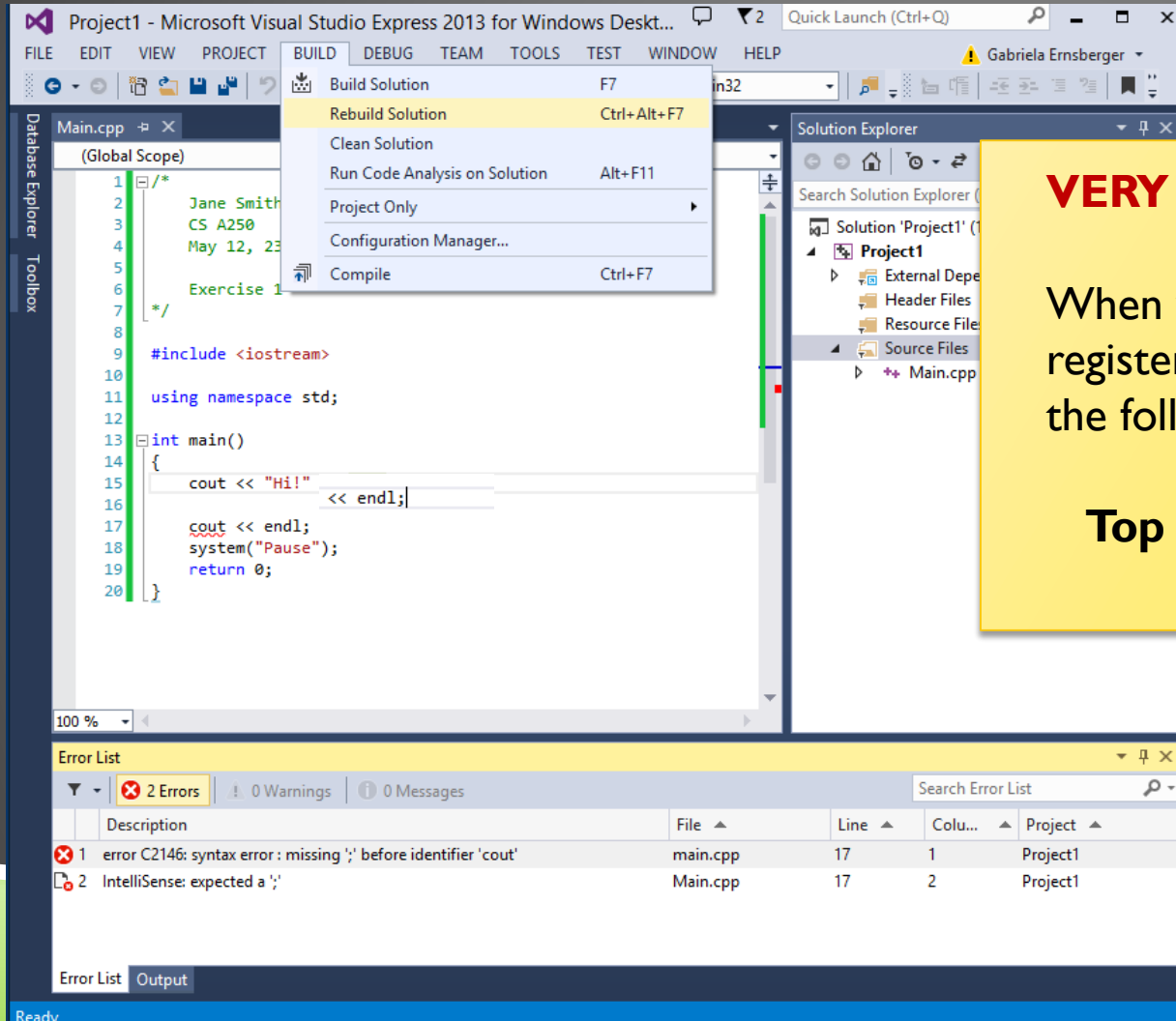
At the **bottom** there will be a **list of errors**.

Click on the **first** one, correct the error, and run the program again **before** looking at other errors (often, fixing one error clears the rest).

ERRORS (CONT.)



REBUILDING THE SOLUTION

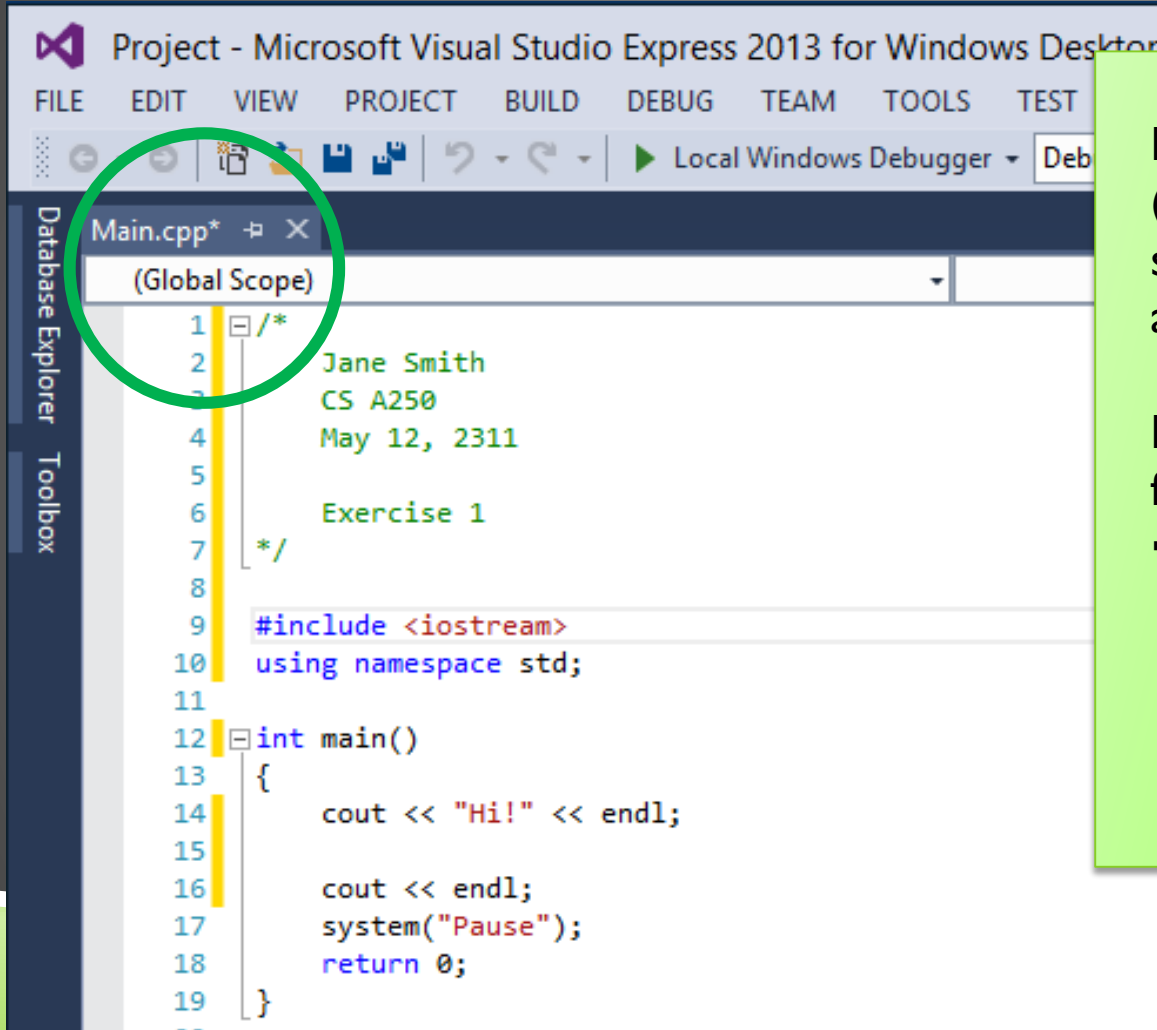


VERY IMPORTANT !!!

When you fix an error, your compiler might not register the fix → Instead of hitting F5 again, do the following:

Top menu → BUILD → Rebuild Solution

IS YOUR FILE SAVED?



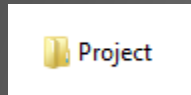
If you compile your program (hit F5) and your program runs successfully, it will be saved automatically.

How do you know that your file is saved?

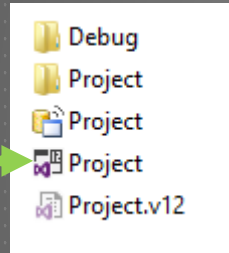
➔ An **asterisk** (*) next to the file name means that the file is **NOT** saved.

Main.cpp*

HOW TO OPEN YOUR PROJECT



Assuming you saved your project as “Project”

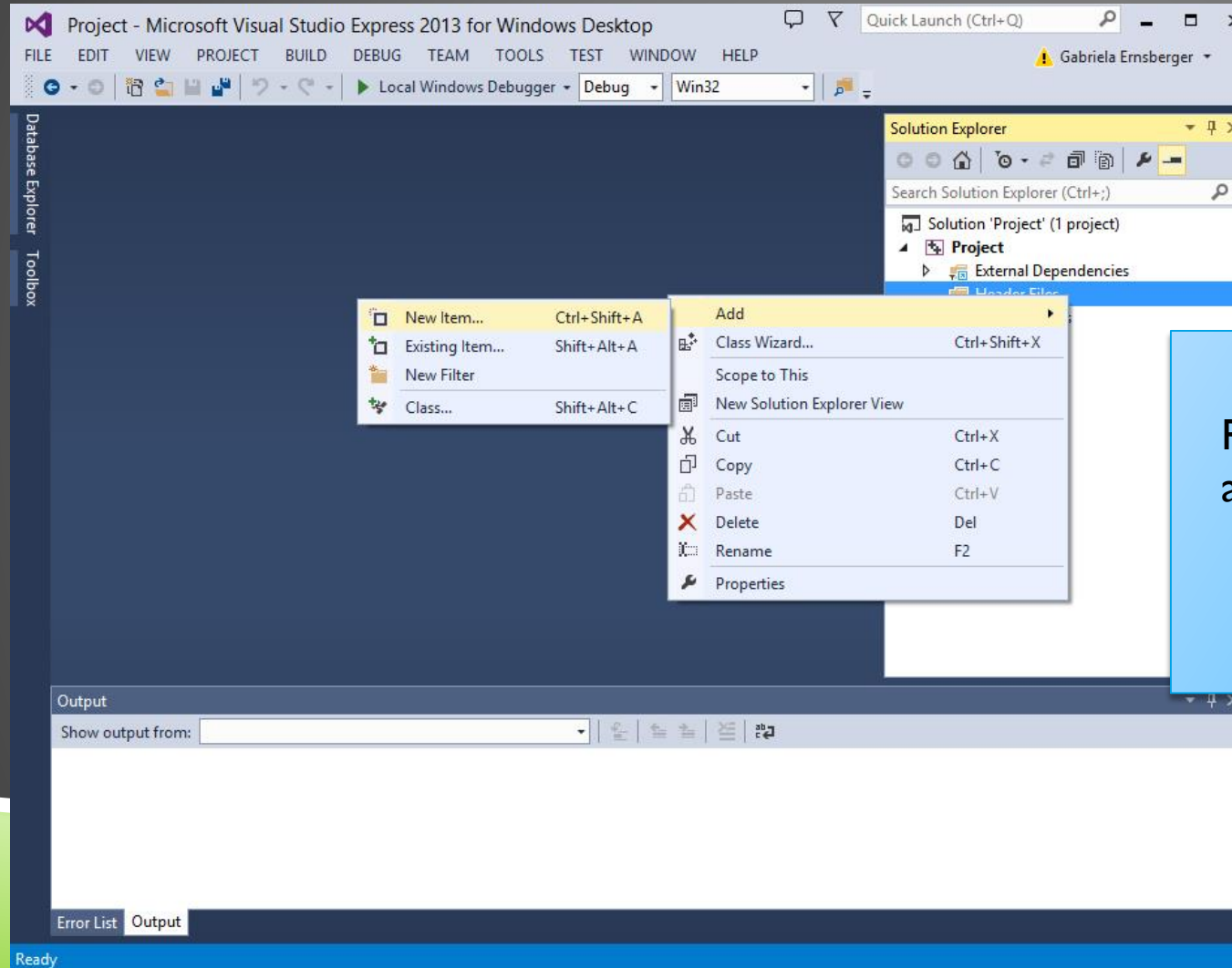


Inside your “Project” folder you will find several files.

To open your project, you need to click on the “solution” file.

NOTE: There is **another** “Project” folder inside the “Project” folder! It contains all your files. Do **NOT** click on the Main.cpp file, because it will just open the file instead of the project, and you will not be able to execute your program!

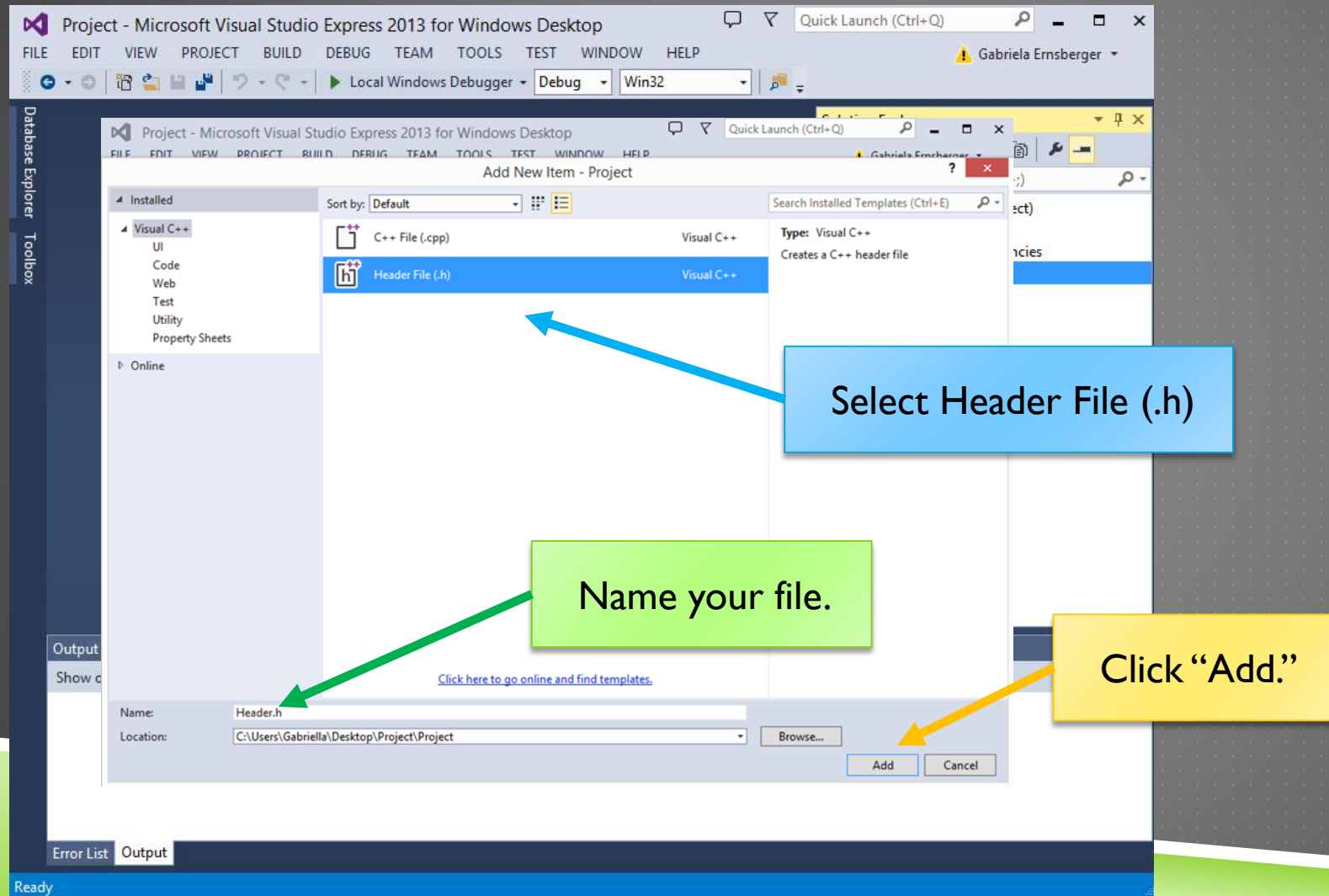
HOW TO ADD A CLASS TO A PROJECT



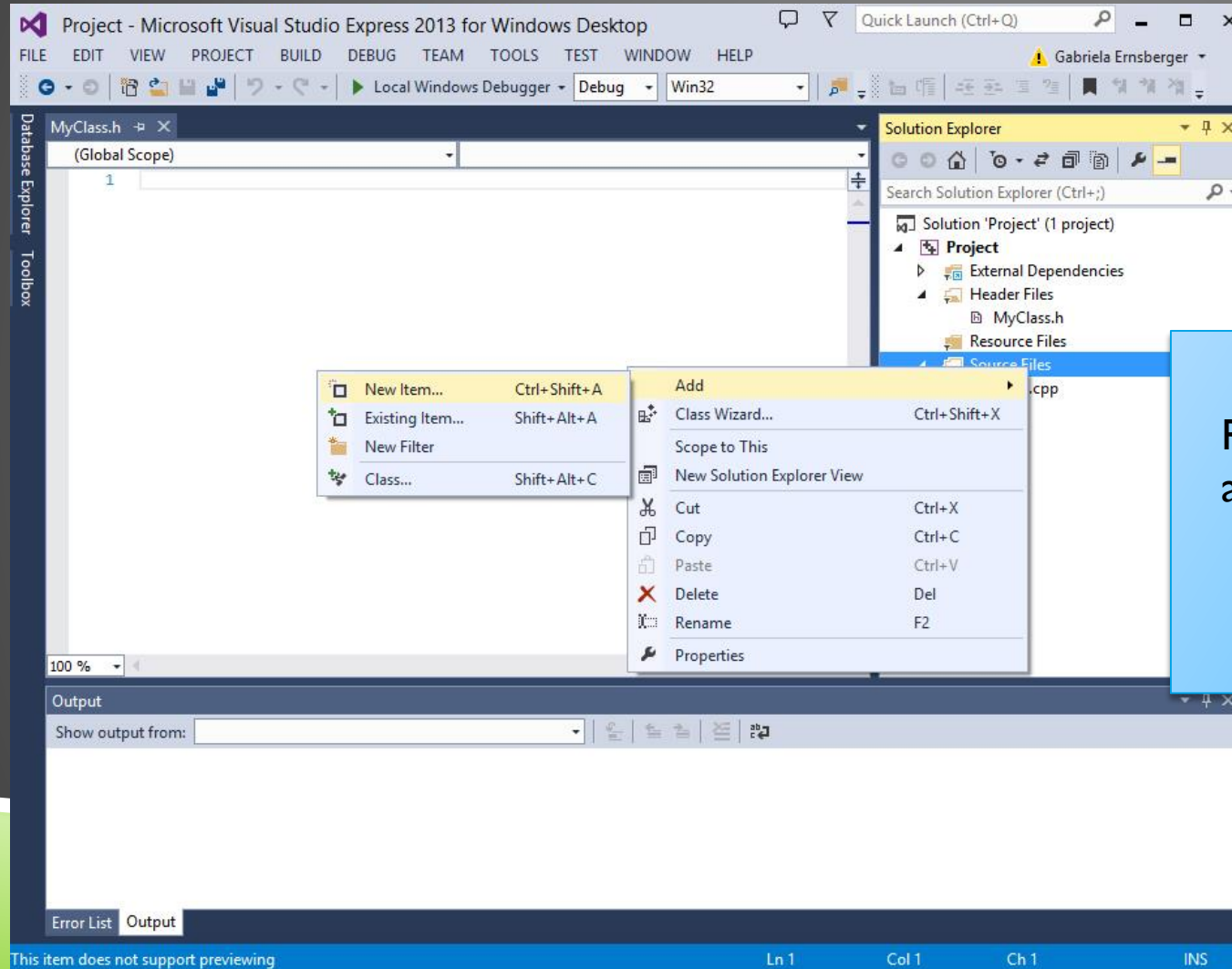
Right click on the **Header Files** folder and select:

Add → New Item...

HOW TO ADD A CLASS TO A PROJECT



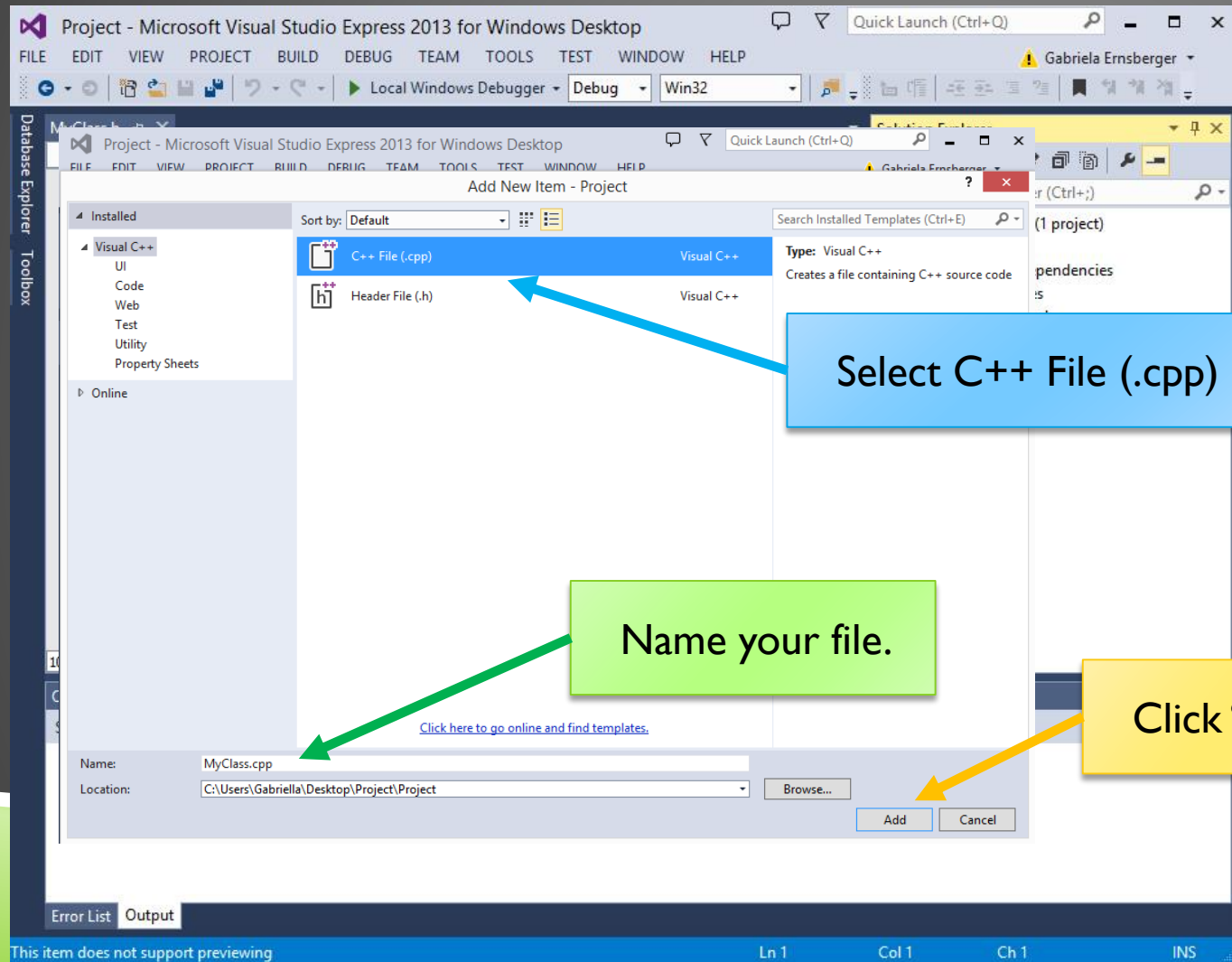
HOW TO ADD A CLASS TO A PROJECT (CONT.)



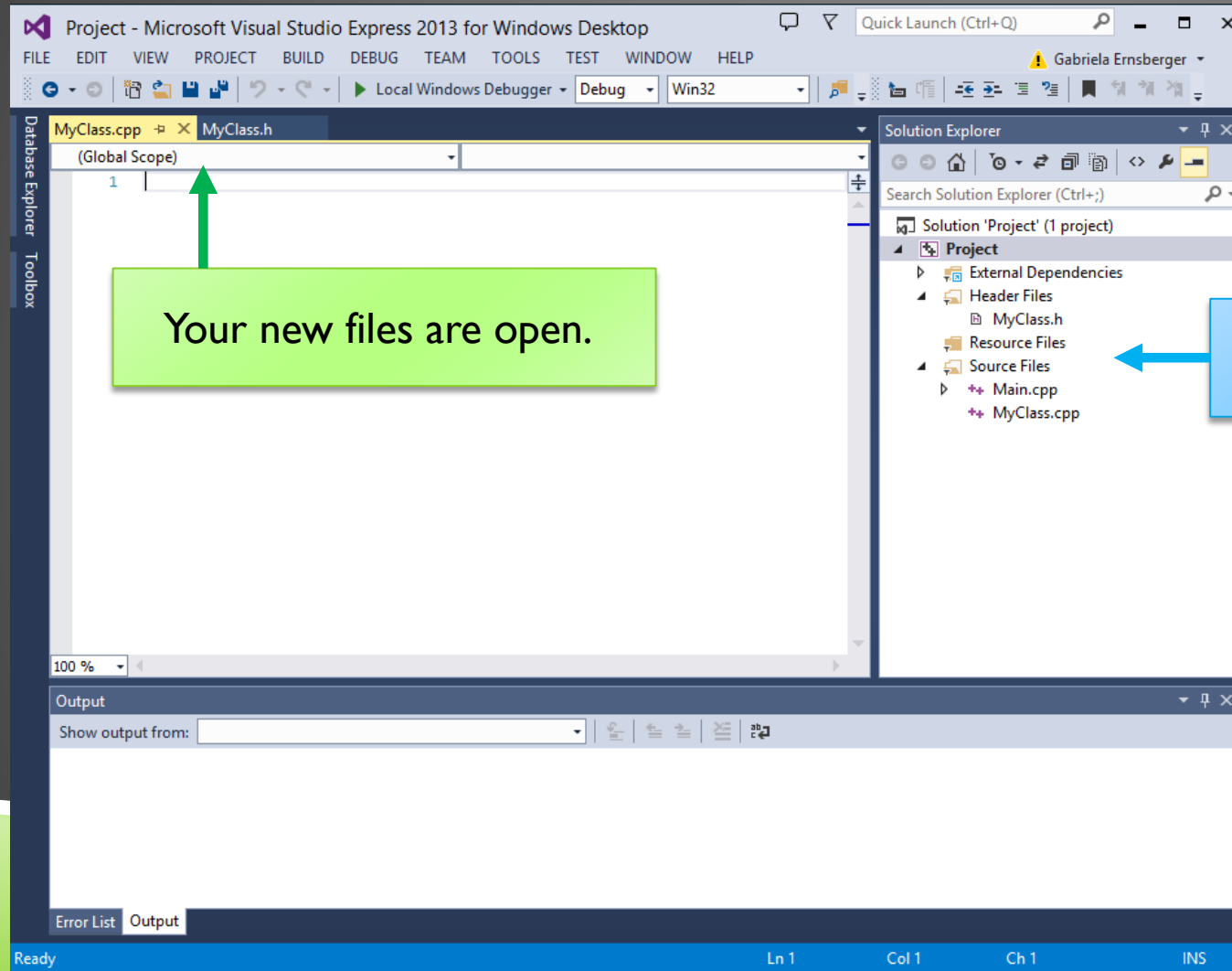
Right click on the **Source Files** folder and select:

Add → New Item...

HOW TO ADD A CLASS TO A PROJECT (CONT.)



HOW TO ADD A CLASS TO A PROJECT (CONT.)



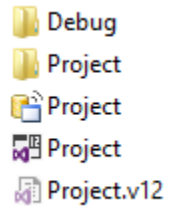
Your new files are open.

The files are part of the project.

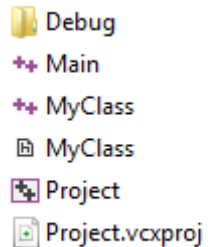
HOW TO IMPORT FILES INTO A PROJECT



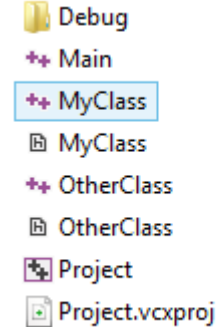
Open your Project folder.



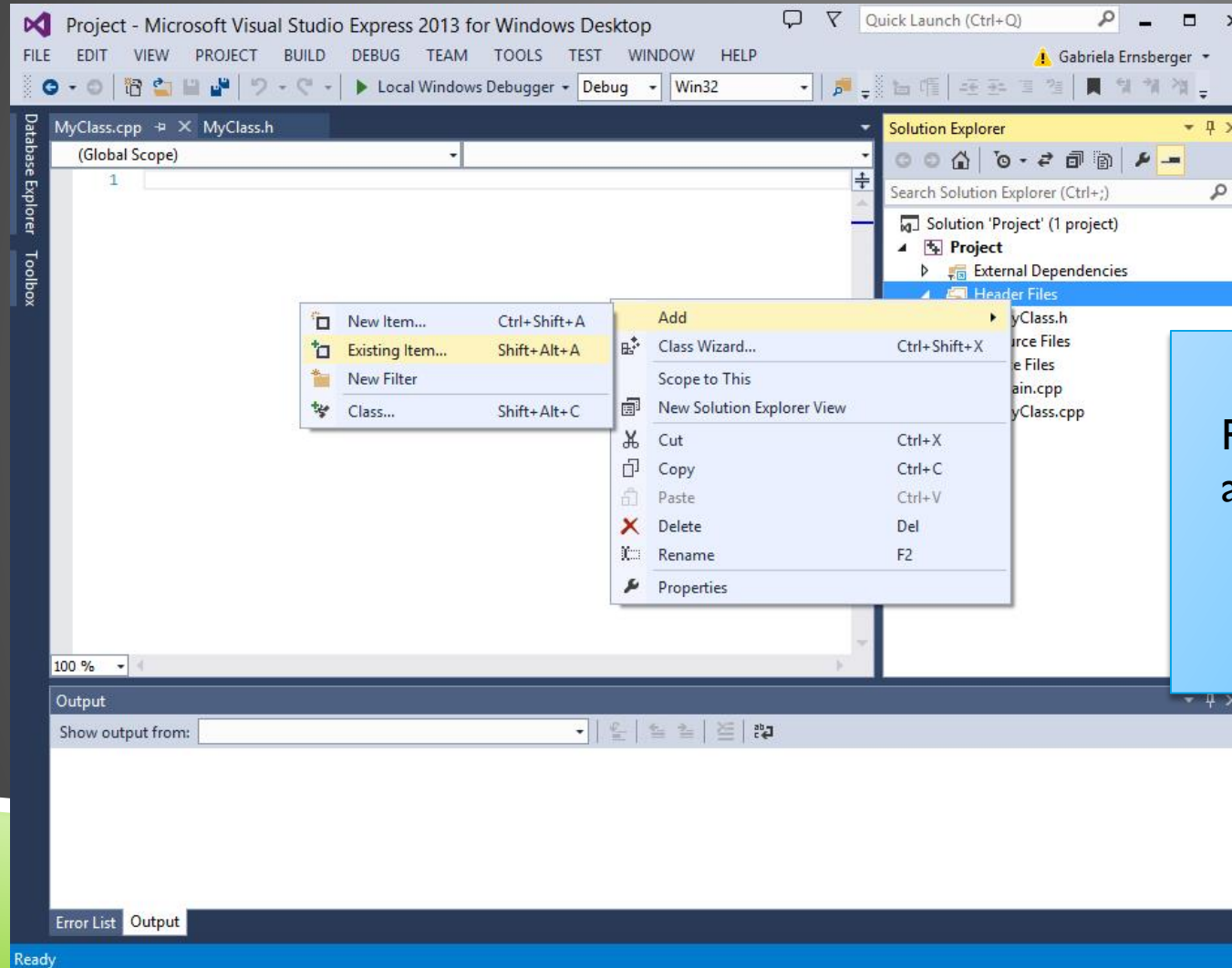
Open the folder Project that is inside the folder.



Add the additional files
(in this case, we are adding
OtherClass.h and OtherClass.cpp).



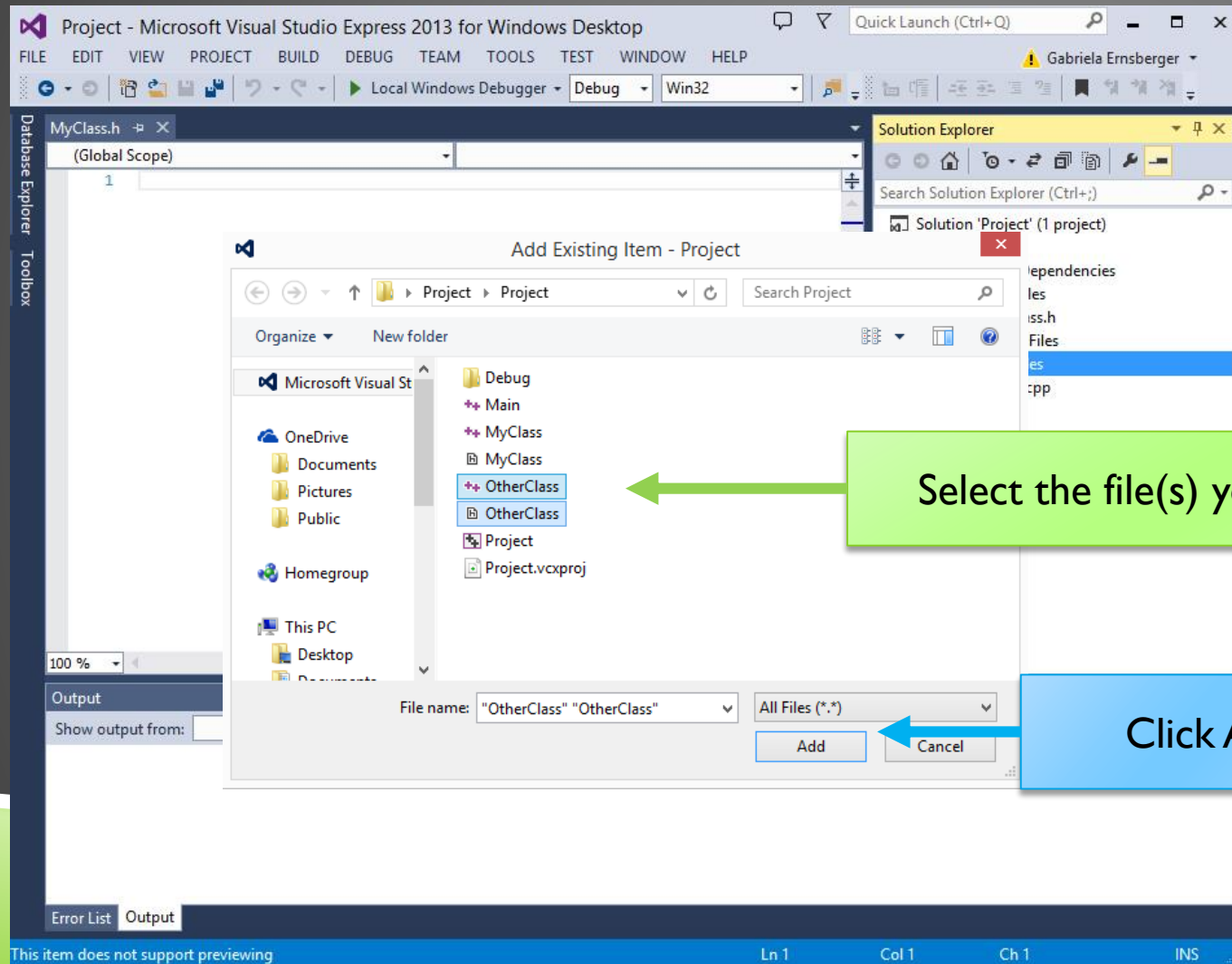
HOW TO IMPORT FILES INTO A PROJECT (CONT.)



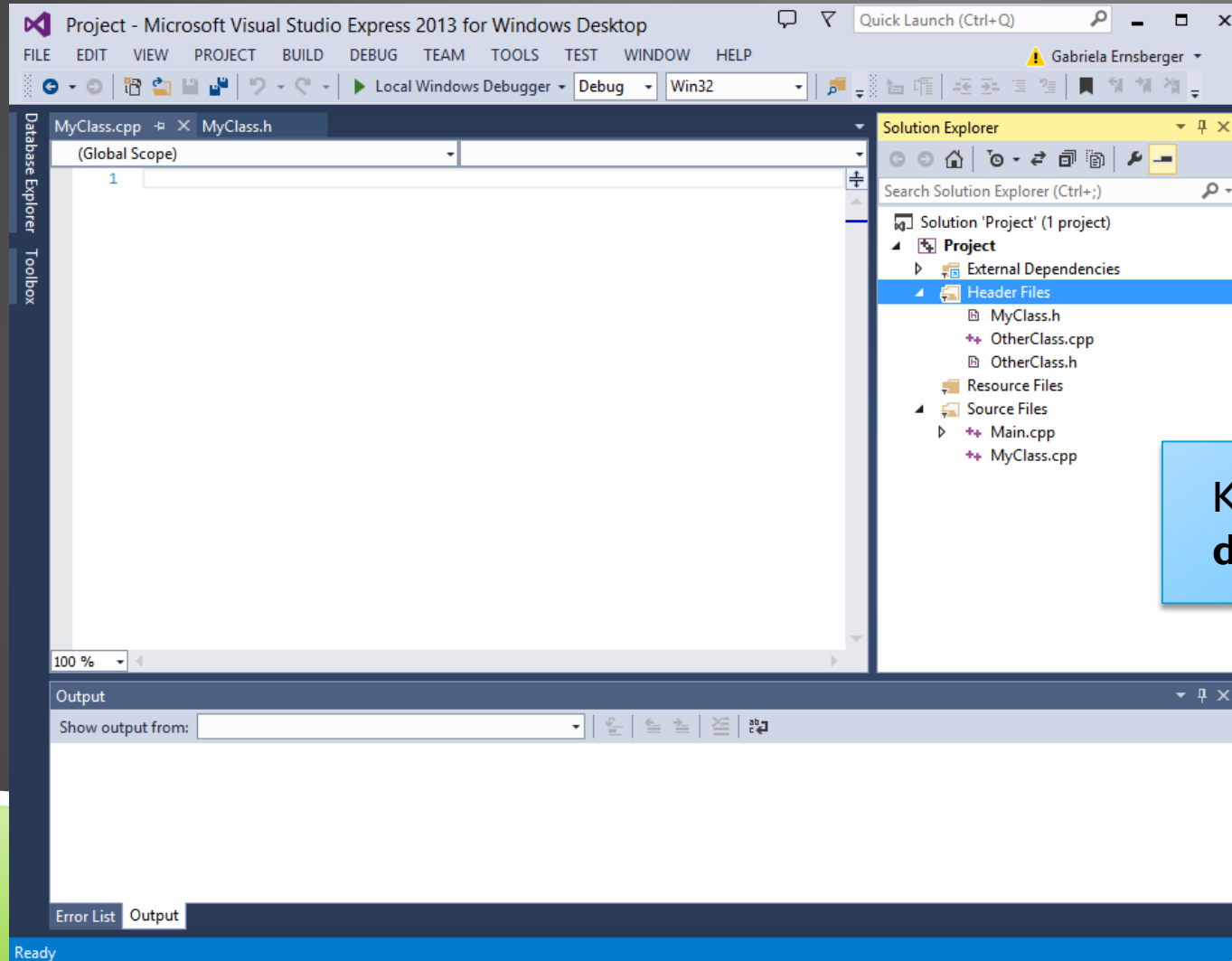
Right click on the **Header Files** folder and select:

Add → Existing Item...

HOW TO IMPORT FILES INTO A PROJECT (CONT.)

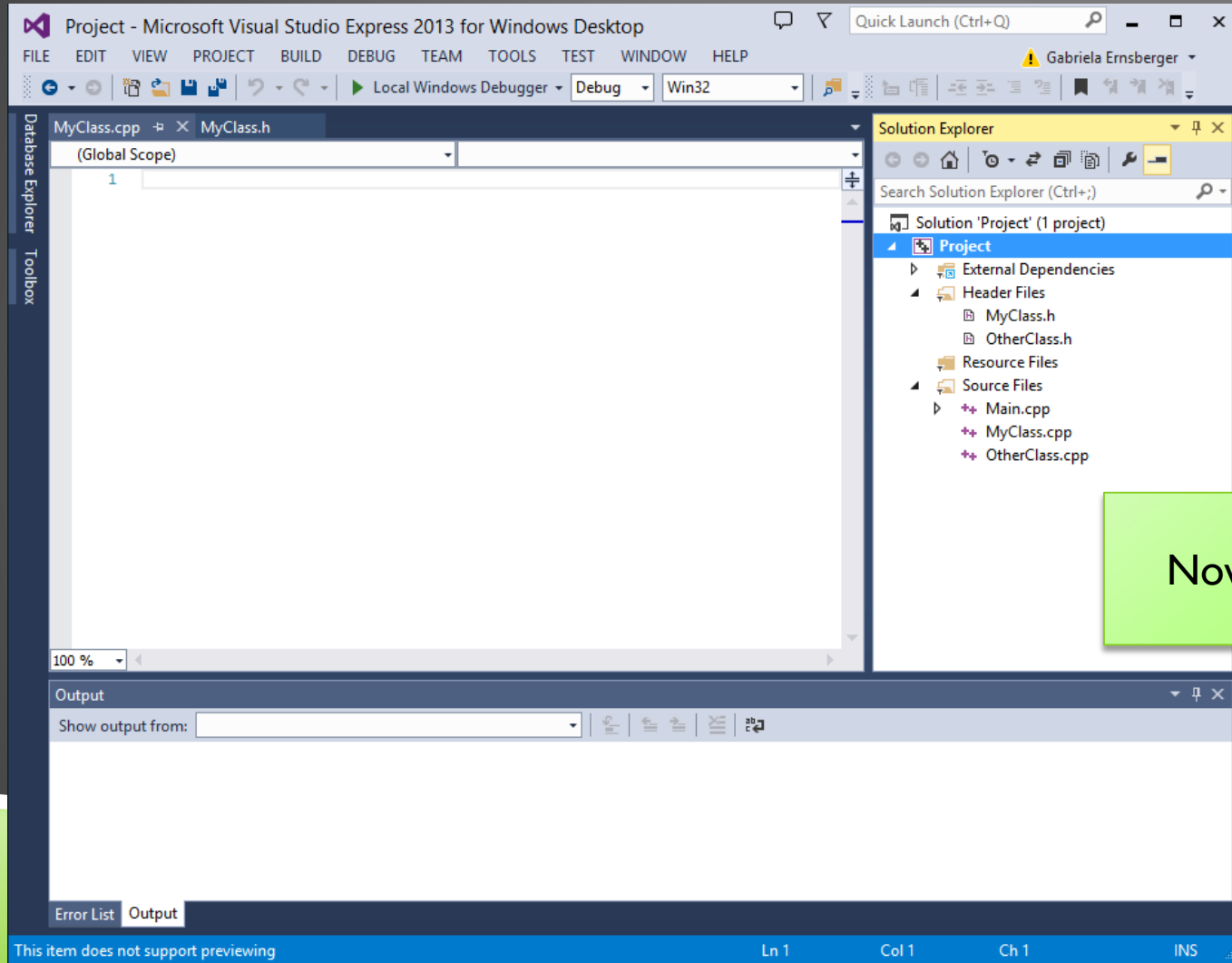


HOW TO IMPORT FILES INTO A PROJECT (CONT.)



Keep your **.h** files in the **Header** folder, and **drag** the **.cpp** files into the **Source** folder.

HOW TO IMPORT FILES INTO A PROJECT (CONT.)



Now everything is in its place!

ADDITIONAL HELP

- ▶ You can find additional resources at
 - ▶ <http://msdn.microsoft.com/en-us/library/60kl46la.aspx>