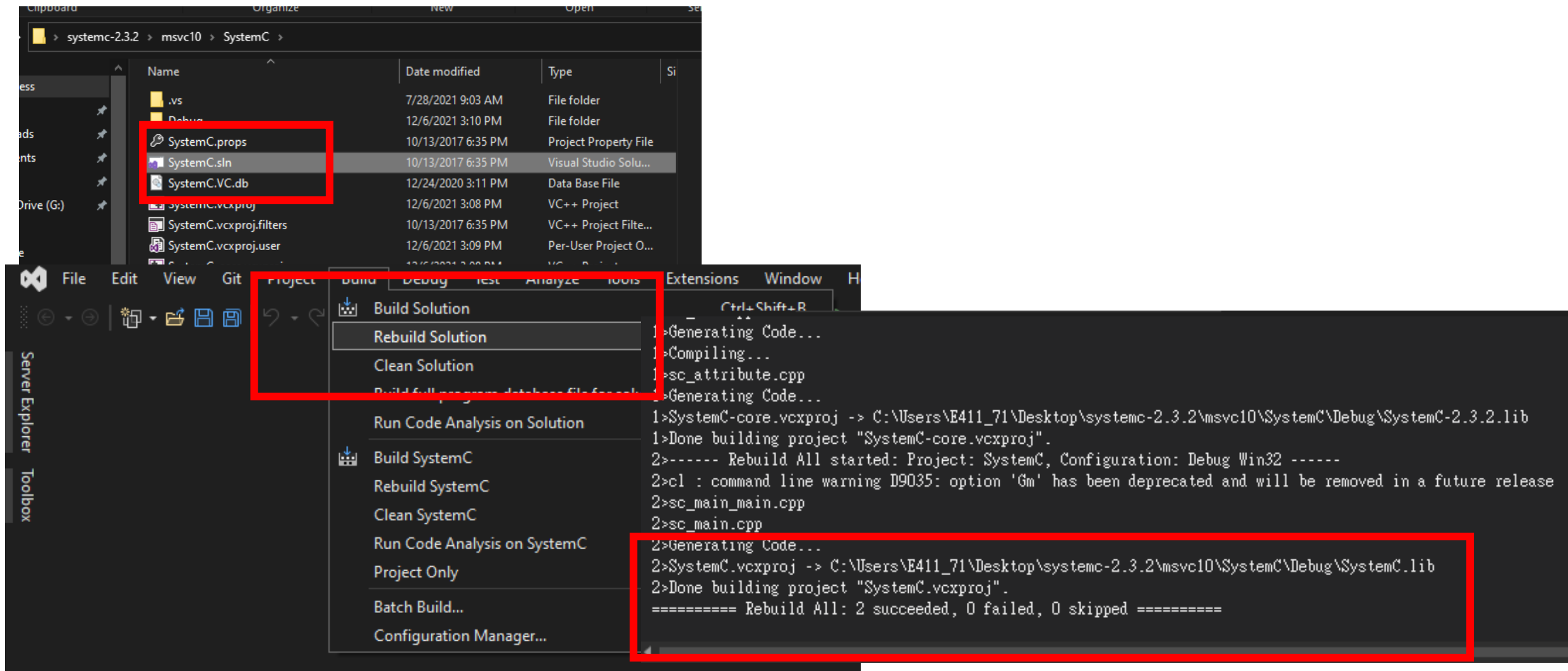


Install systemc in visual
studio 2022

Build systemc solution

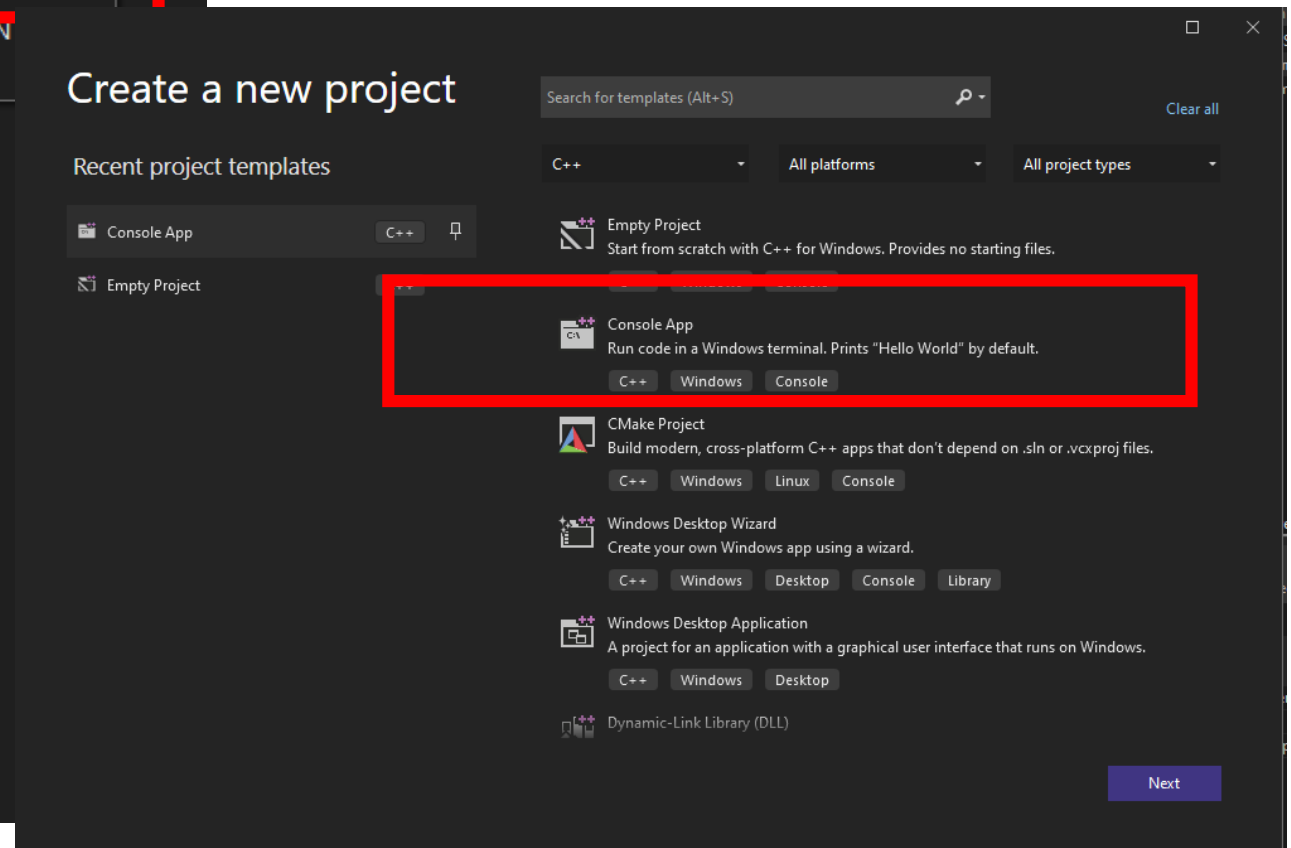
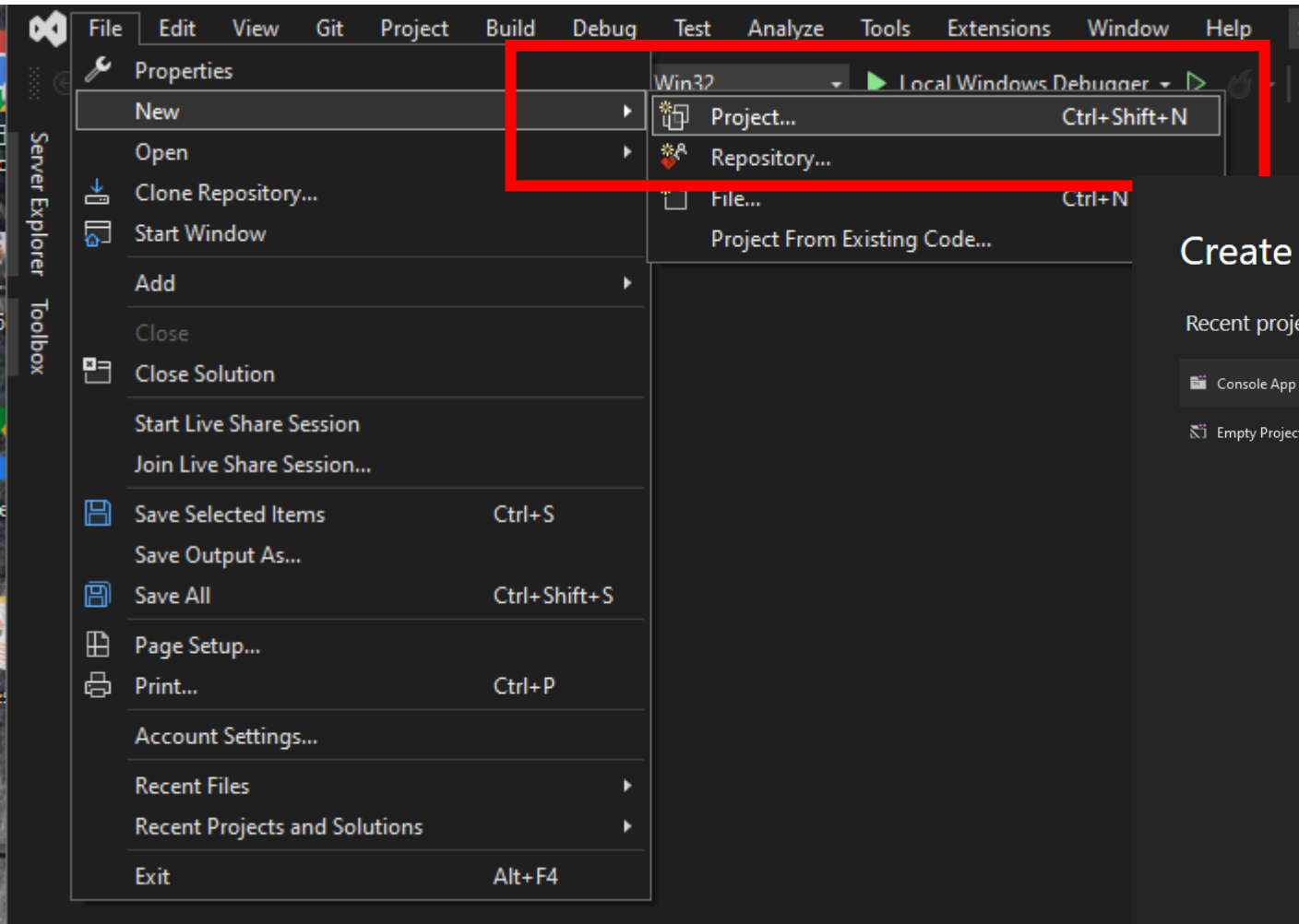


The screenshot displays the Visual Studio interface with the following components:

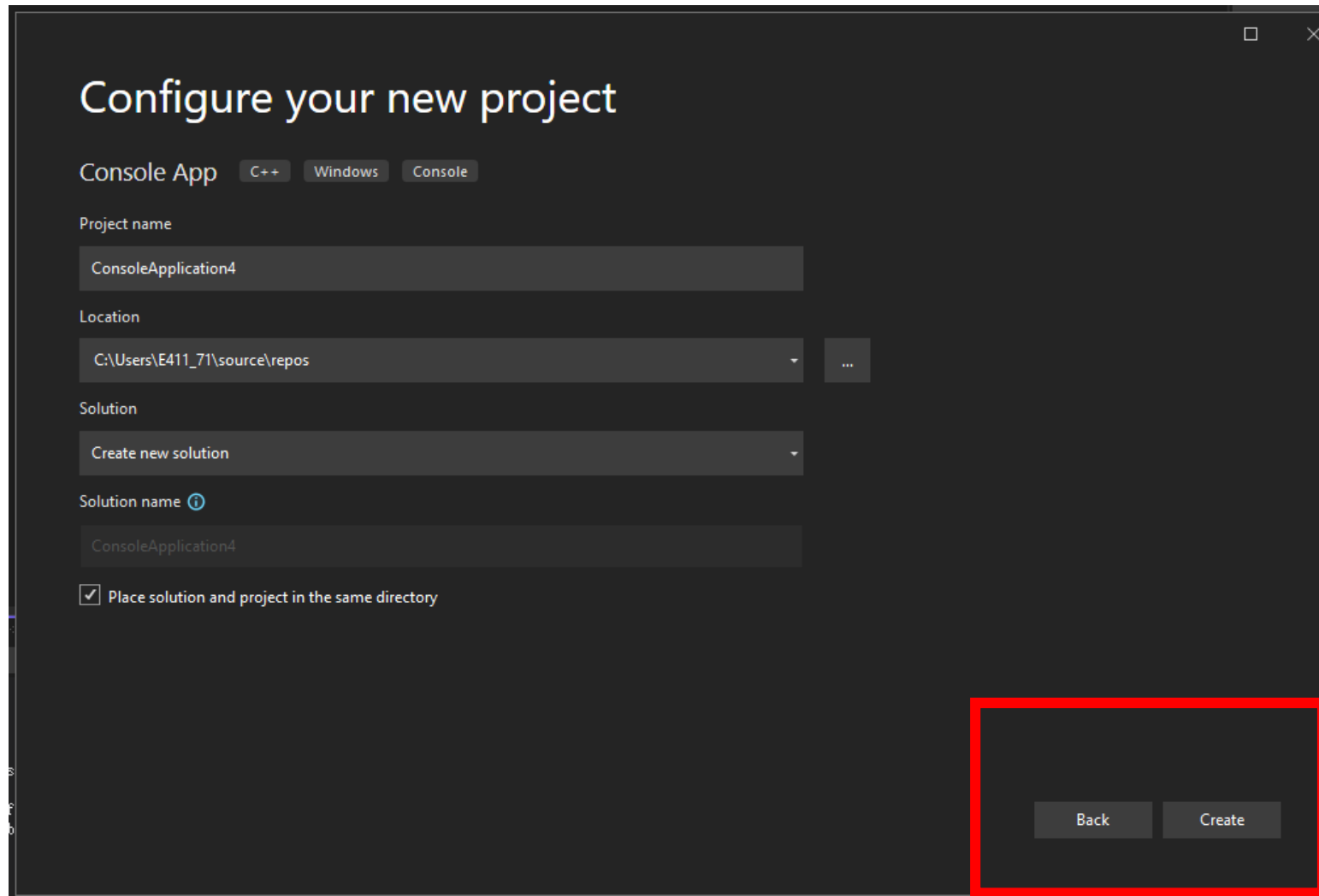
- File Explorer:** Shows the directory structure of the 'systemc-2.3.2' project. The 'SystemC.sln' file is highlighted with a red box.
- Build Menu:** The 'Build' menu is open, and the 'Build Solution' option is highlighted with a red box.
- Output Window:** Shows the build process for 'SystemC-core.vcxproj' and 'SystemC.vcxproj'. The output is as follows:

```
1>Generating Code...
1>Compiling...
1>sc_attribute.cpp
1>Generating Code...
1>SystemC-core.vcxproj -> C:\Users\E411_71\Desktop\systemc-2.3.2\msvc10\SystemC\Debug\SystemC-2.3.2.lib
1>Done building project "SystemC-core.vcxproj".
2>----- Rebuild All started: Project: SystemC, Configuration: Debug Win32 -----
2>cl : command line warning D9035: option 'Gm' has been deprecated and will be removed in a future release
2>sc_main_main.cpp
2>sc_main.cpp
2>Generating Code...
2>SystemC.vcxproj -> C:\Users\E411_71\Desktop\systemc-2.3.2\msvc10\SystemC\Debug\SystemC.lib
2>Done building project "SystemC.vcxproj".
===== Rebuild All: 2 succeeded, 0 failed, 0 skipped =====
```

Make a new project



Make a new project



The screenshot shows the 'Configure your new project' dialog box in Visual Studio. The dialog has a dark theme. At the top, it says 'Configure your new project'. Below this, there are tabs for 'Console App', 'C++', 'Windows', and 'Console'. The 'Console App' tab is selected. The 'Project name' field contains 'ConsoleApplication4'. The 'Location' field contains 'C:\Users\E411_71\source\repos'. The 'Solution' field contains 'Create new solution'. The 'Solution name' field contains 'ConsoleApplication4'. There is a checkbox labeled 'Place solution and project in the same directory' which is checked. At the bottom right, there are two buttons: 'Back' and 'Create'. The 'Create' button is highlighted with a red rectangle.

Configure your new project

Console App C++ Windows Console

Project name
ConsoleApplication4

Location
C:\Users\E411_71\source\repos

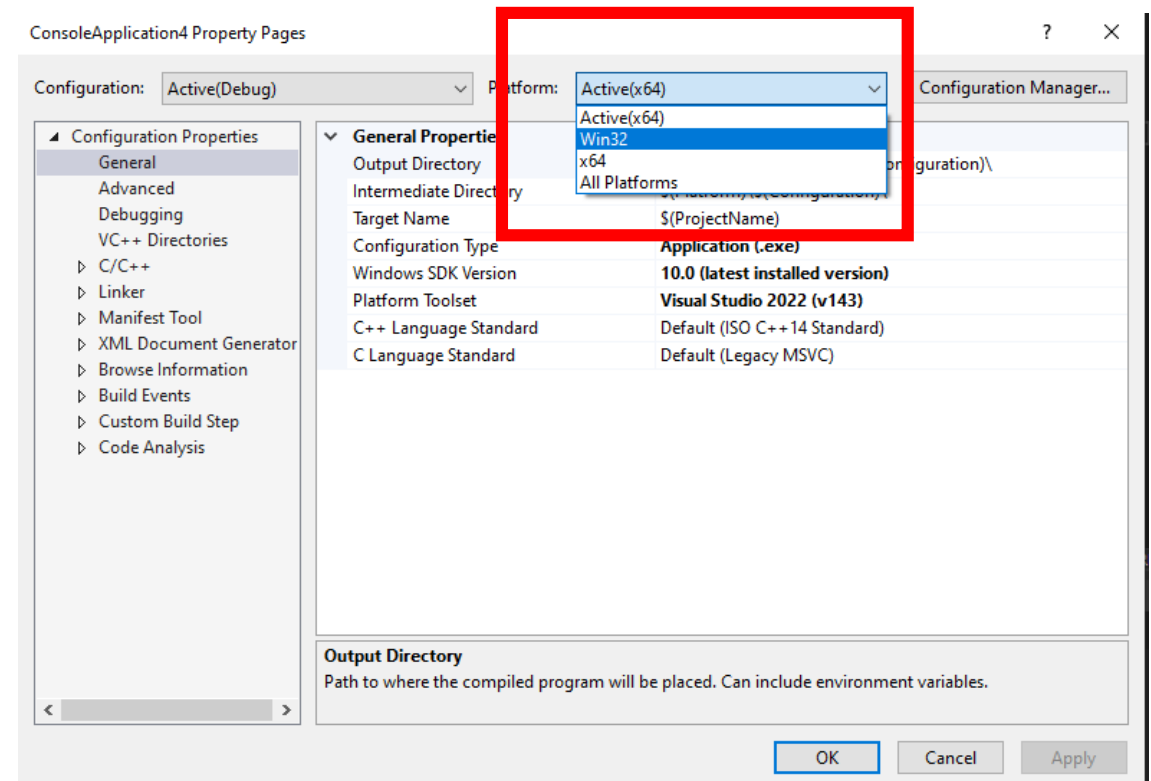
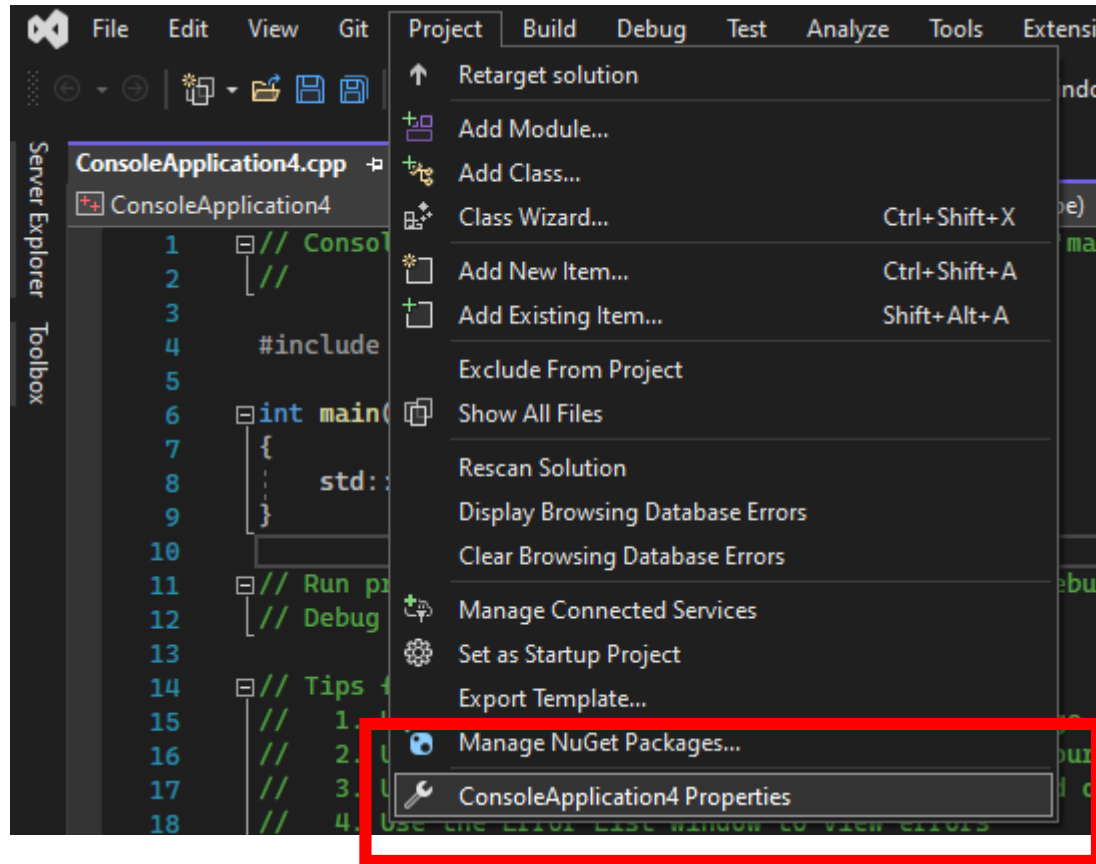
Solution
Create new solution

Solution name ⓘ
ConsoleApplication4

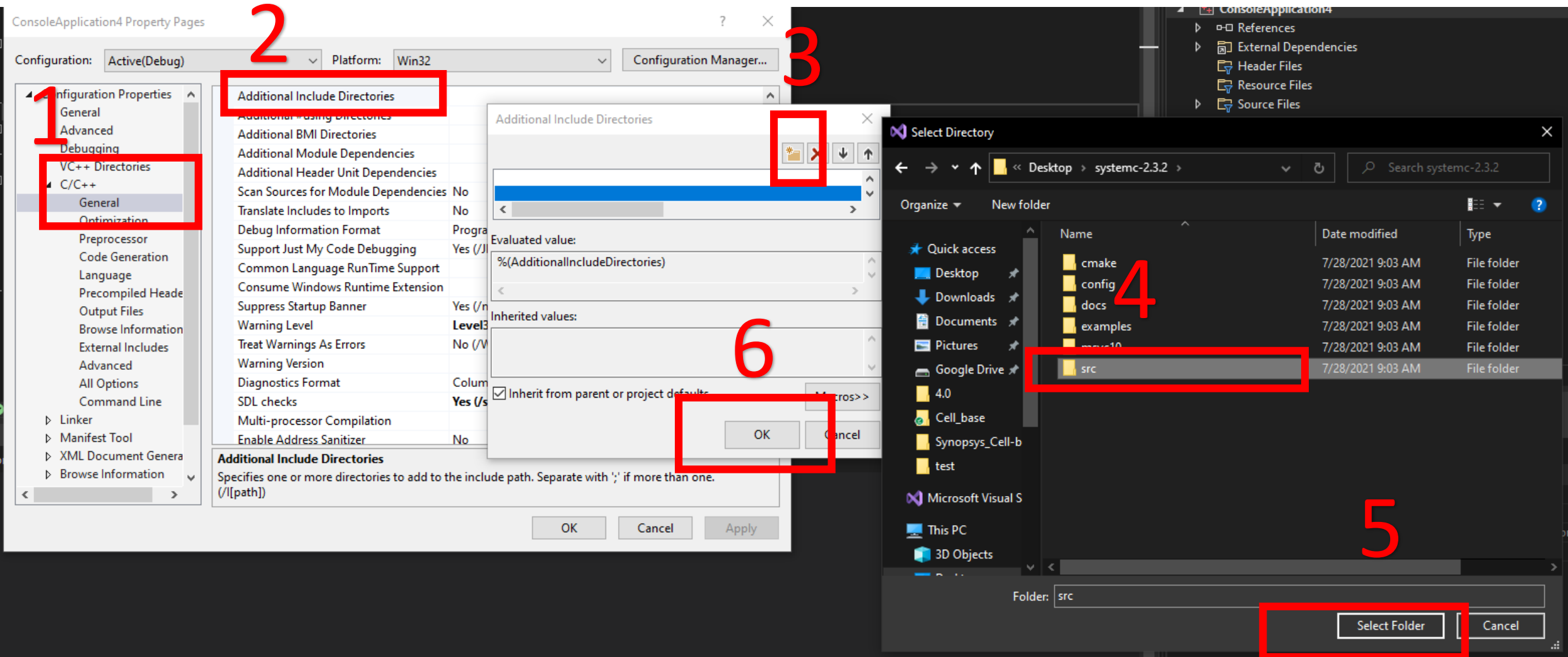
☒ Place solution and project in the same directory

Back Create

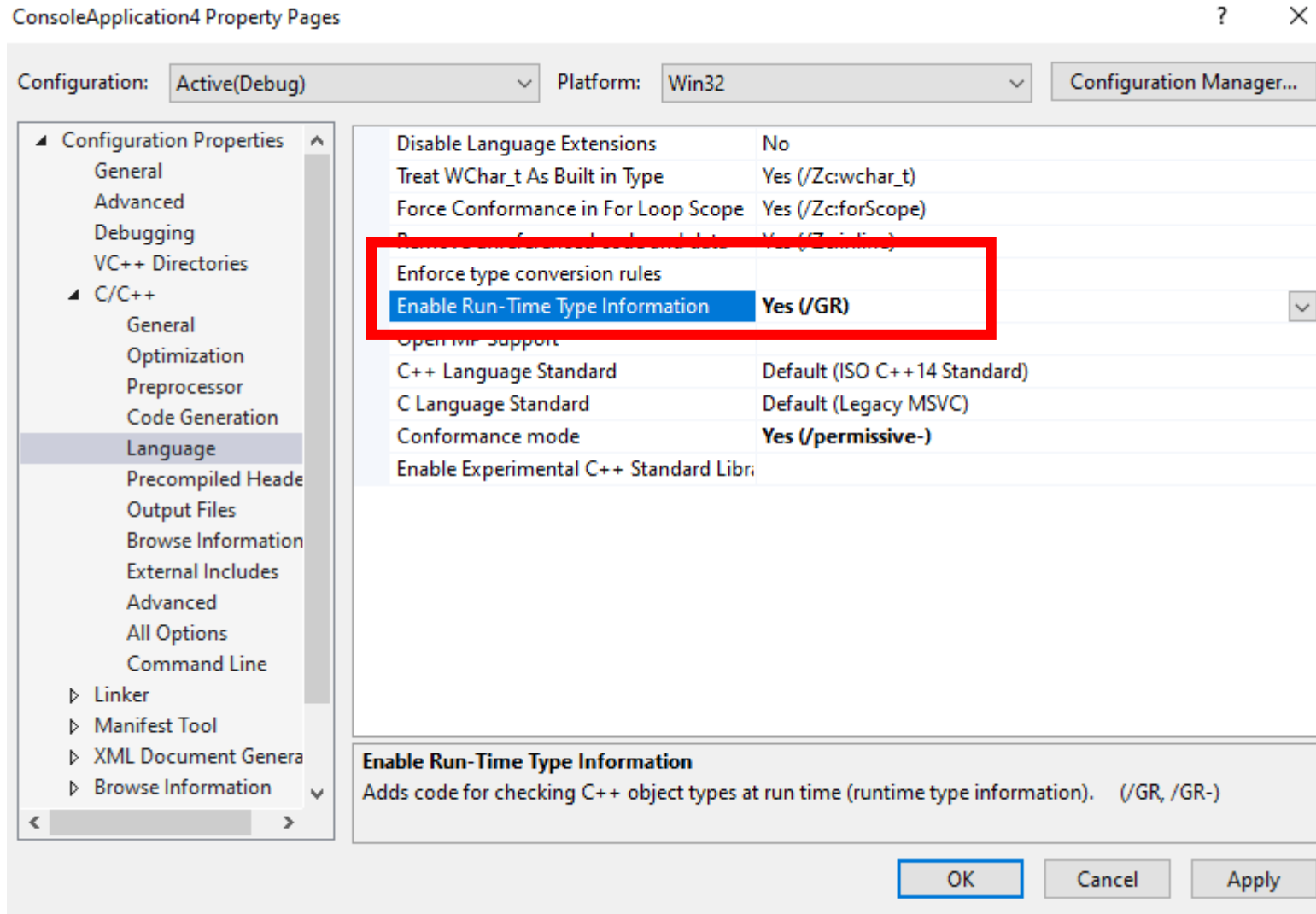
Change project properties



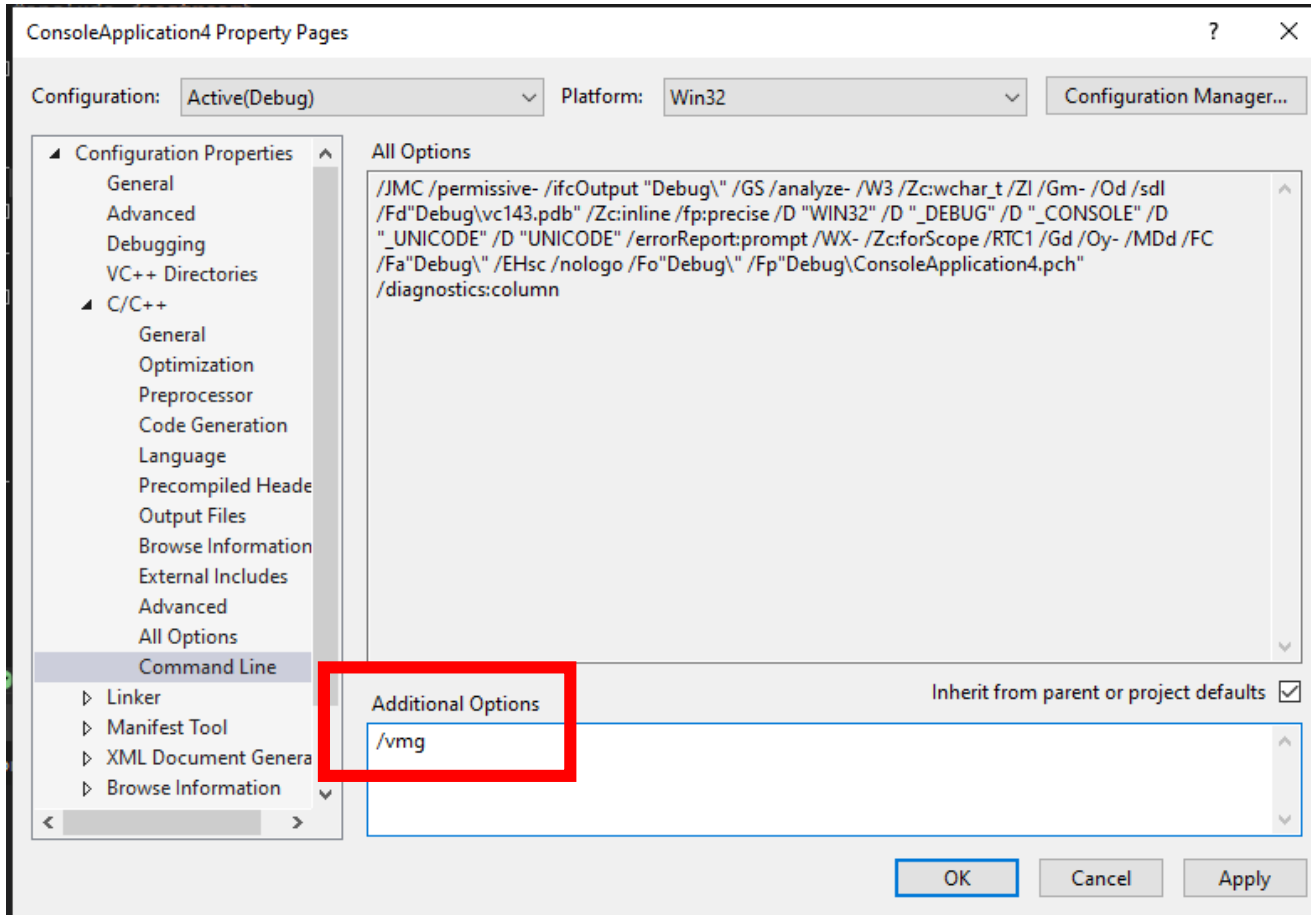
Change project properties



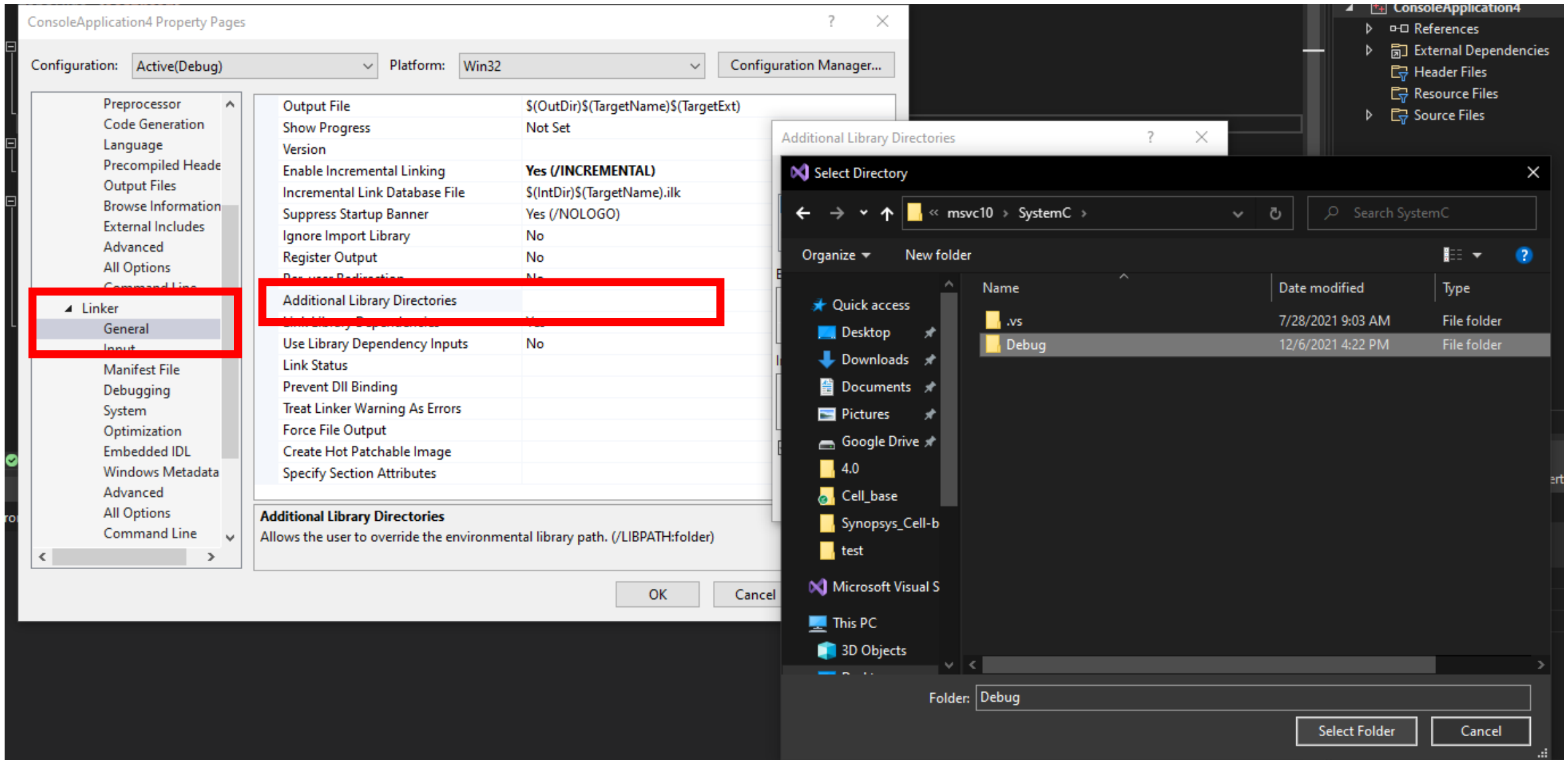
Change project properties



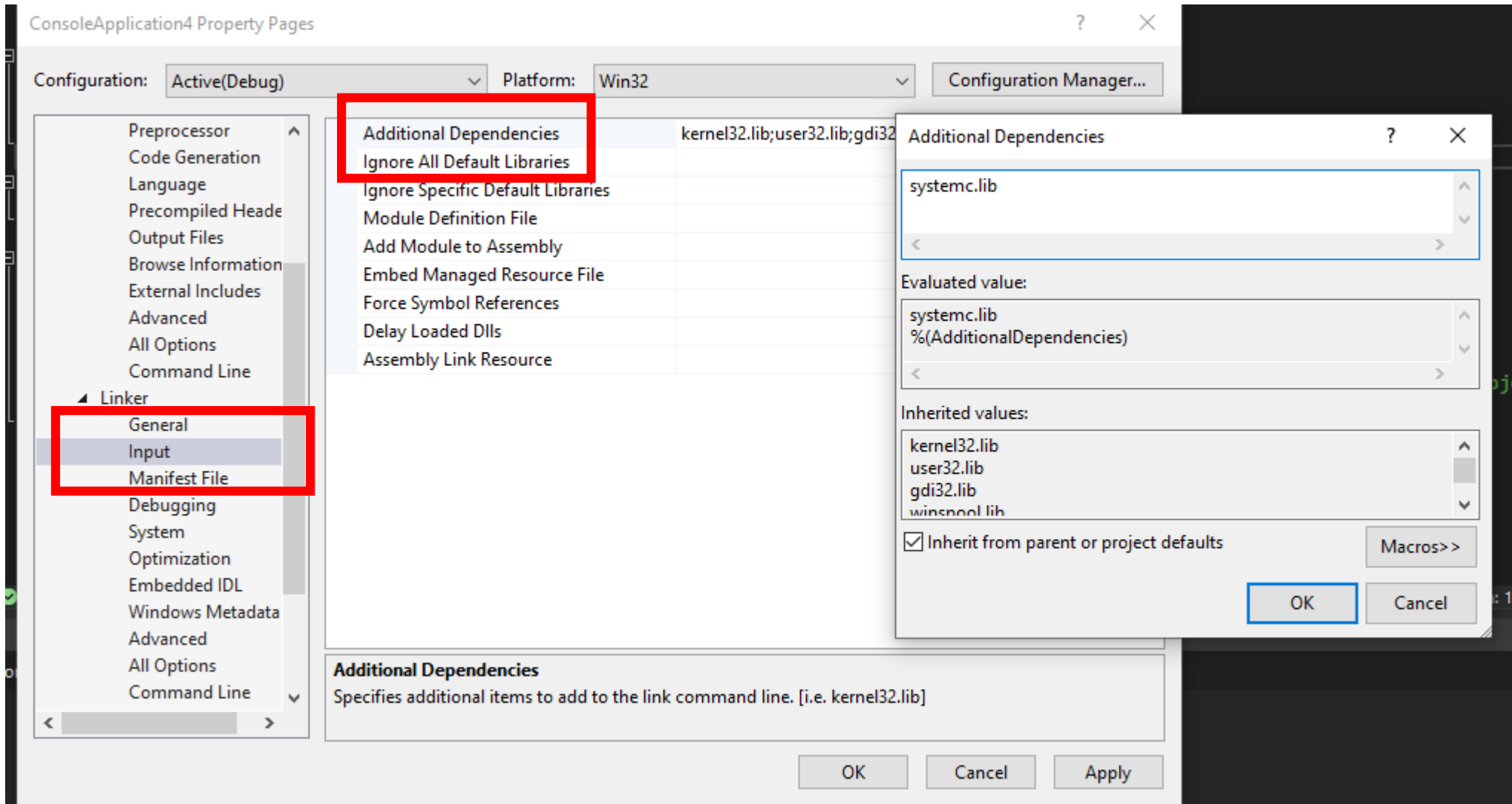
Change project properties



Change project properties



Change project properties



Copy example code to your window

```
#include "systemc.h"
```

```
class Hello : public sc_module
```

```
{  
public:
```

```
    SC_HAS_PROCESS(Hello);
```

```
    Hello(sc_module_name mname);
```

```
    void Show(void);
```

```
};
```

```
Hello::Hello(sc_module_name mname) : sc_module(mname)
```

```
{
```

```
    SC_THREAD(Show);
```

```
}
```

```
void Hello::Show(void)
```

```
{
```

```
    cout << "Hello, SystemC !" << endl;
```

```
}
```

```
int sc_main(int argc, char* argv[])
```

```
{
```

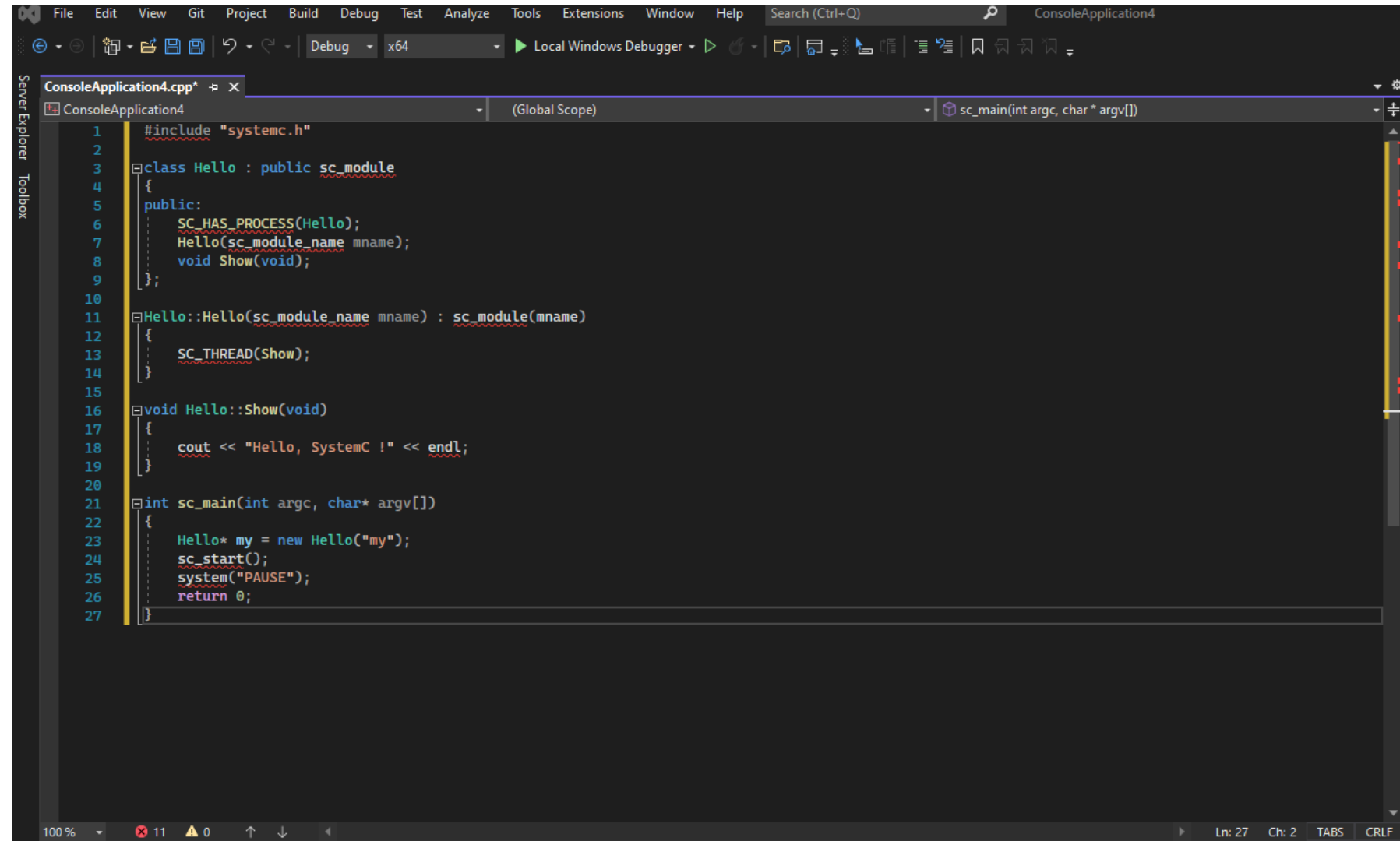
```
    Hello *my = new Hello("my");
```

```
    sc_start();
```

```
    system("PAUSE");
```

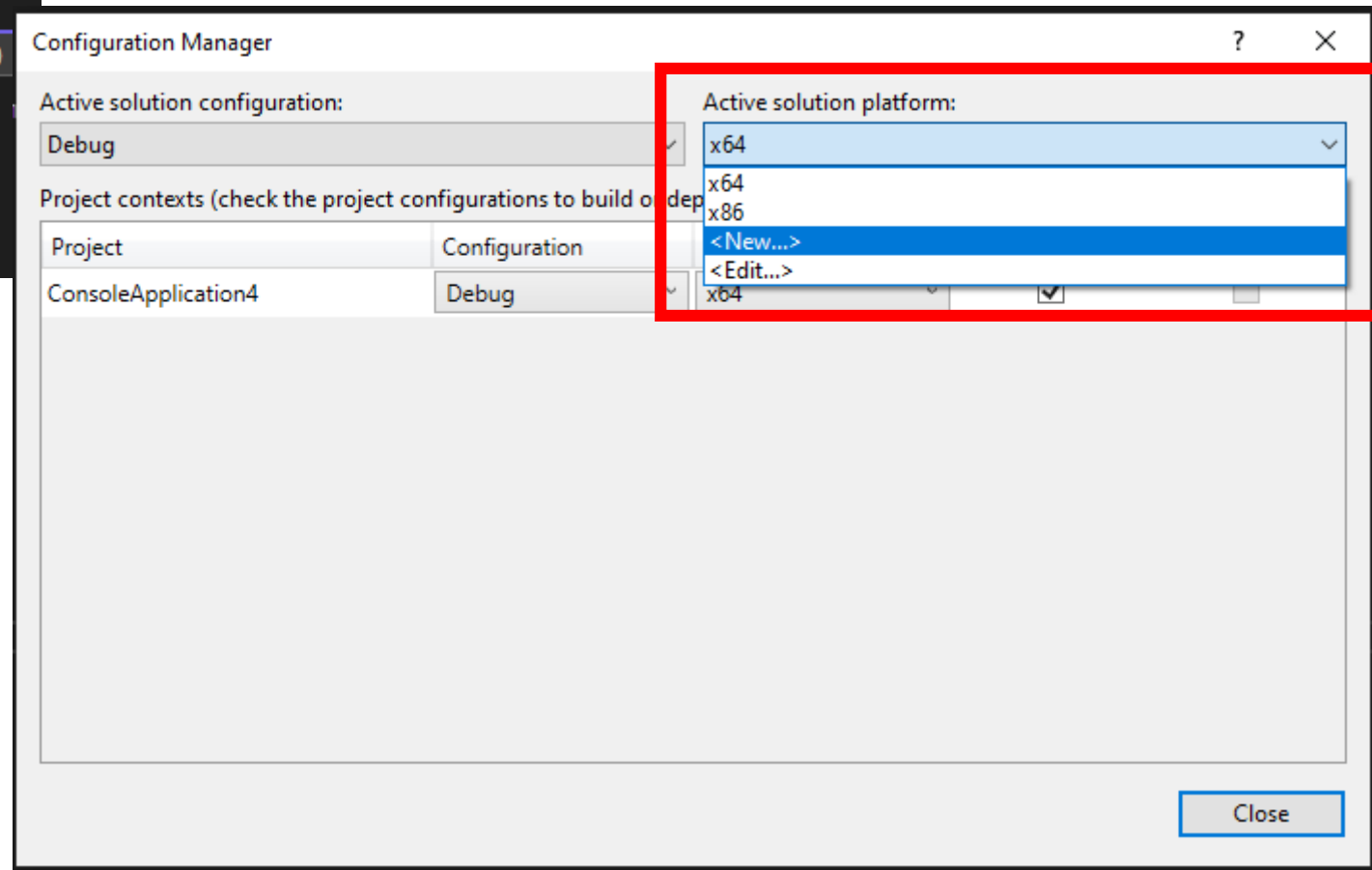
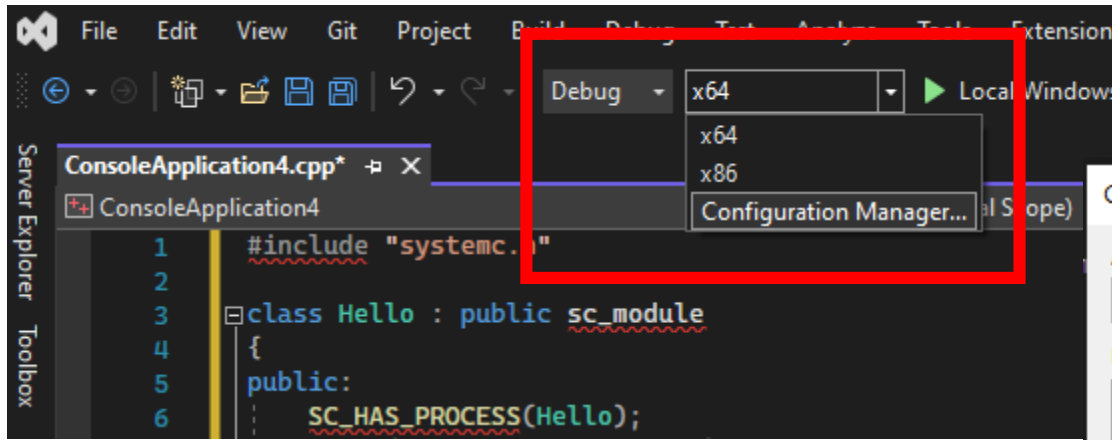
```
    return 0;
```

```
}
```

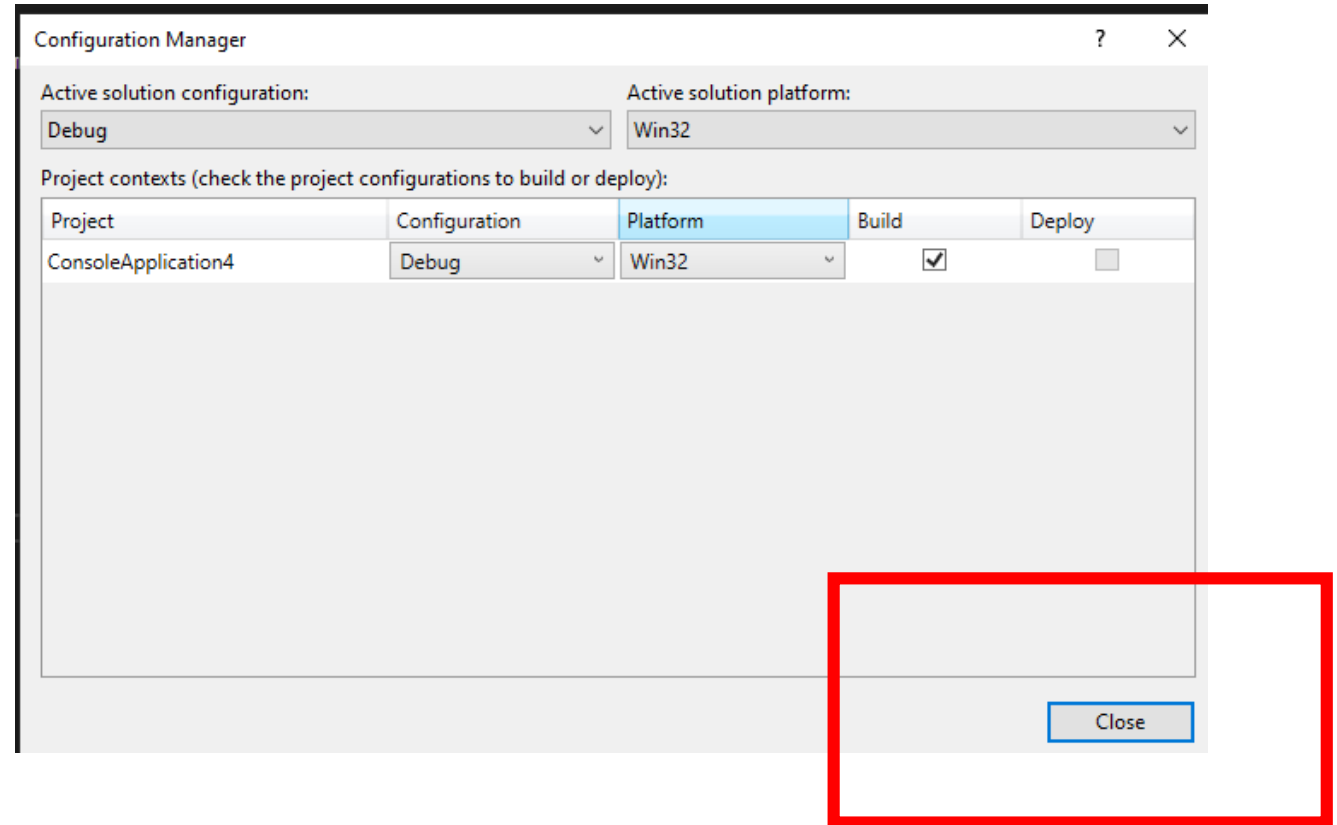
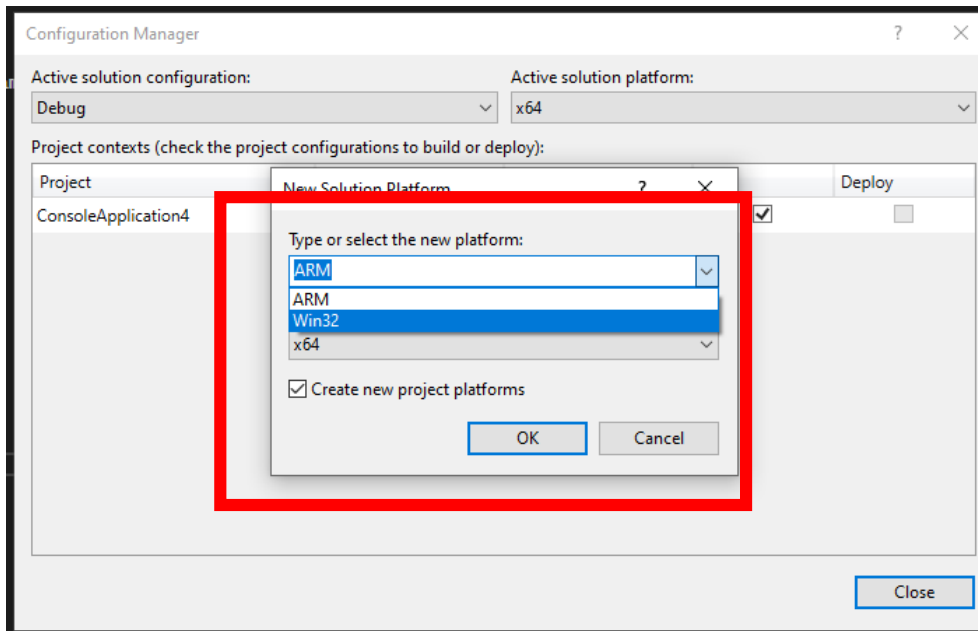


```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) ConsoleApplication4
1 #include "systemc.h"
2
3 class Hello : public sc_module
4 {
5     public:
6         SC_HAS_PROCESS(Hello);
7         Hello(sc_module_name mname);
8         void Show(void);
9 };
10
11 Hello::Hello(sc_module_name mname) : sc_module(mname)
12 {
13     SC_THREAD(Show);
14 }
15
16 void Hello::Show(void)
17 {
18     cout << "Hello, SystemC !" << endl;
19 }
20
21 int sc_main(int argc, char* argv[])
22 {
23     Hello* my = new Hello("my");
24     sc_start();
25     system("PAUSE");
26     return 0;
27 }
```

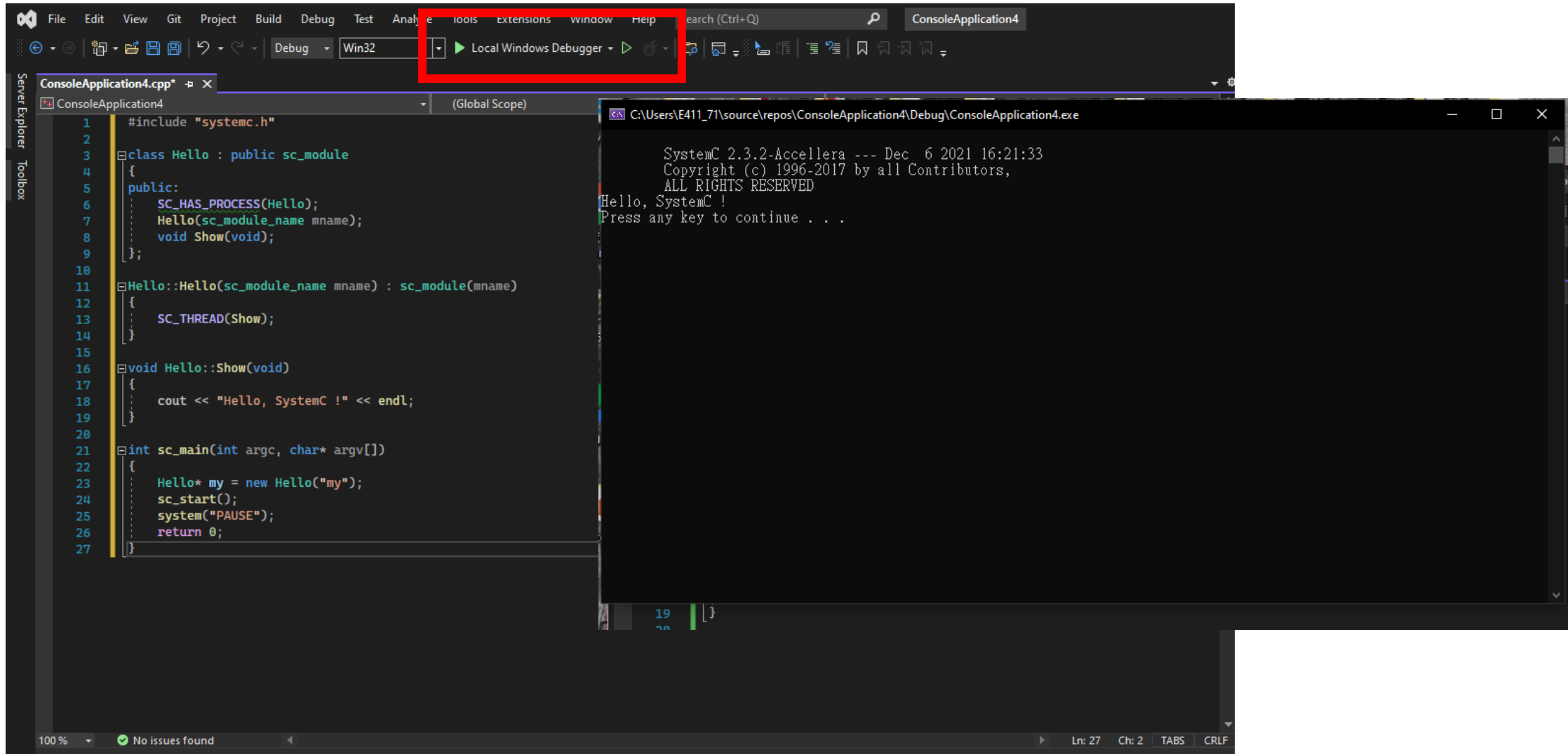
Change active solution platform



Choose Win32



Run project, the result displays on screen



Note

- In this ppt, I did not include the “stdafx.h” header file.
- Somehow ,it will show error if I include stdafx.h.