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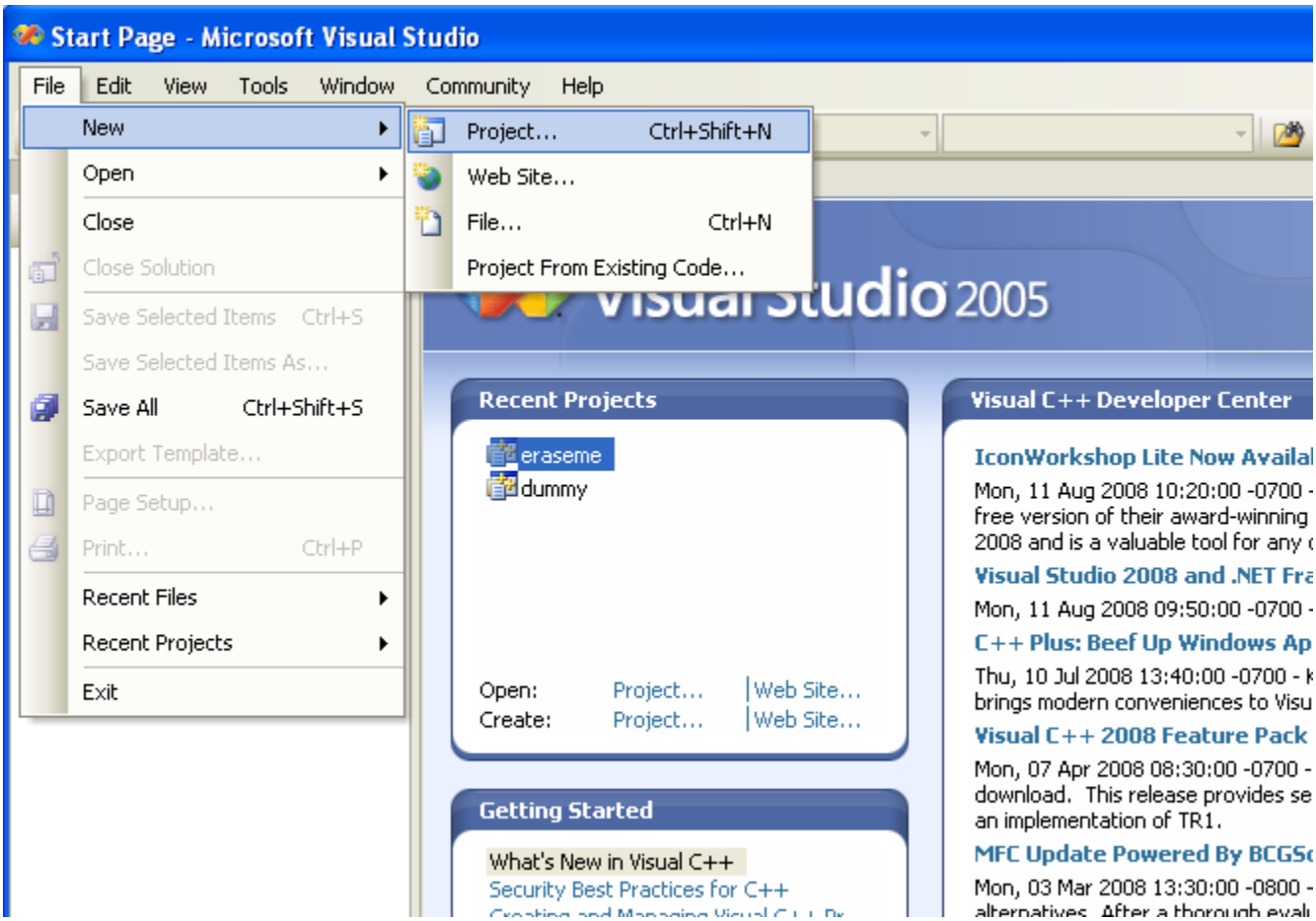
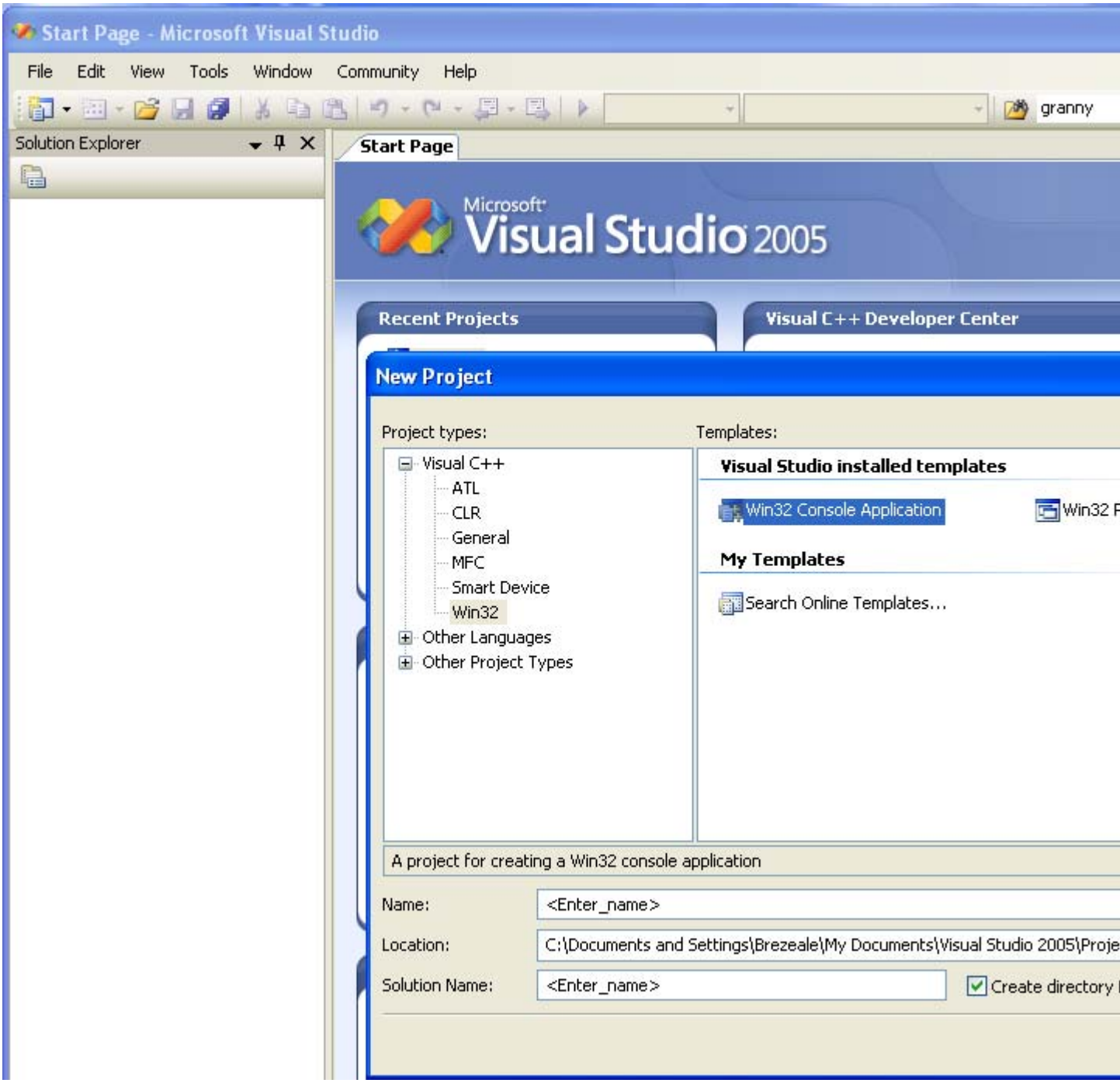
Creating a Project in Visual Studio

Open Visual Studio. Somewhere during this process you may be asked to choose your language. These directions assume you have chosen C++.

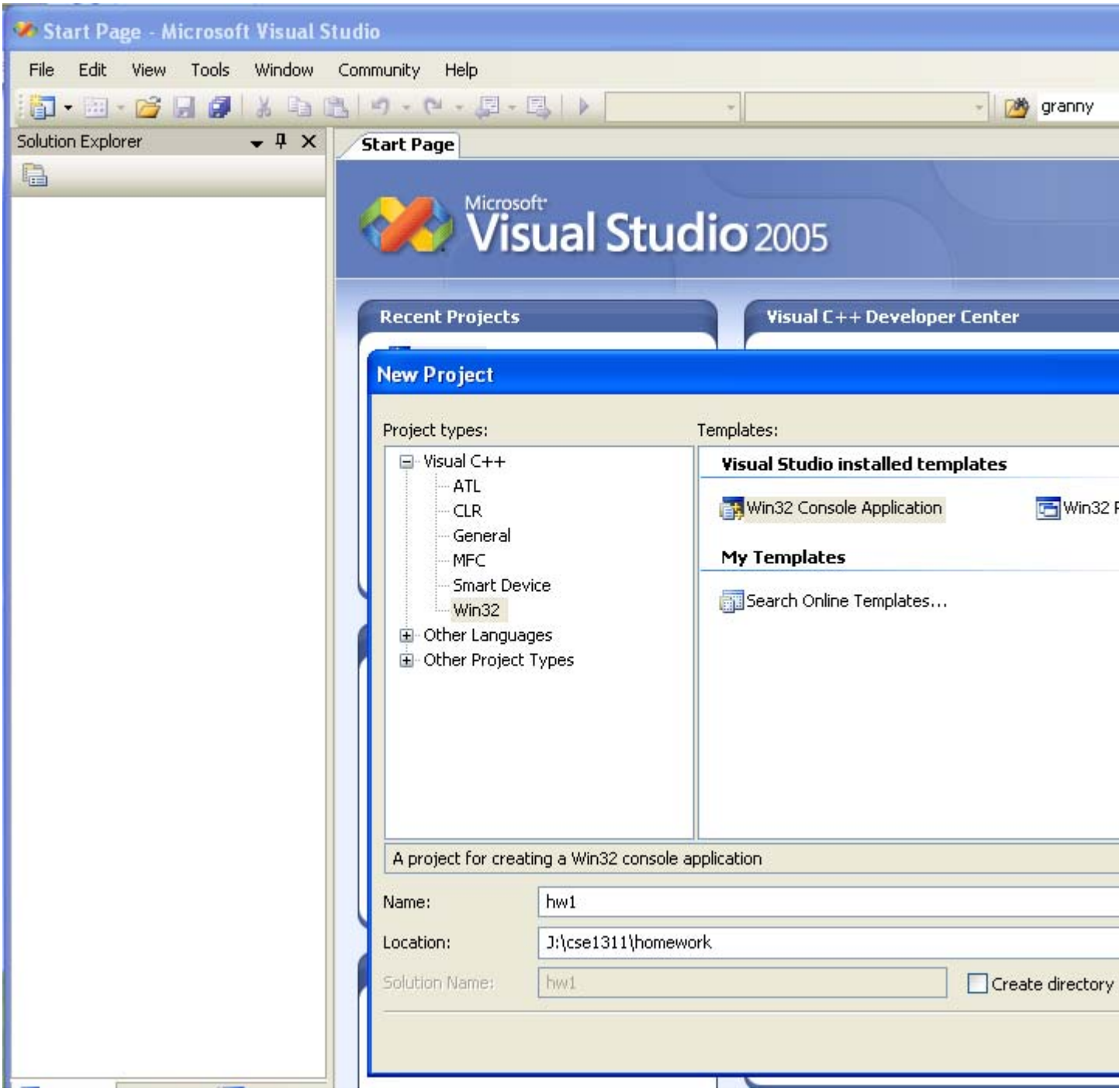
1) Create a project by choosing File >> New >> Project…



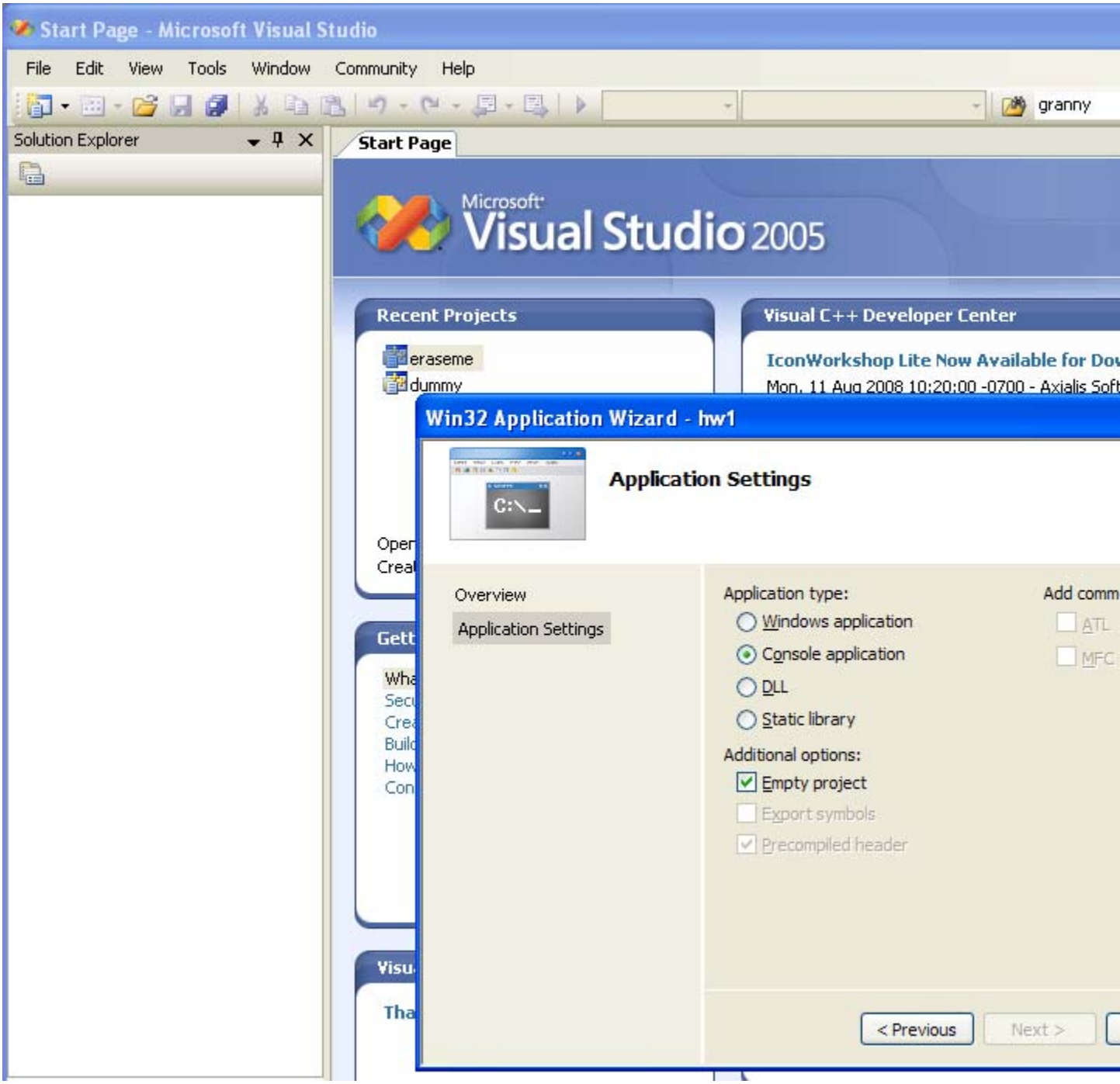
2) Choose the **Win32** project type and the **Win32 Console Application**.



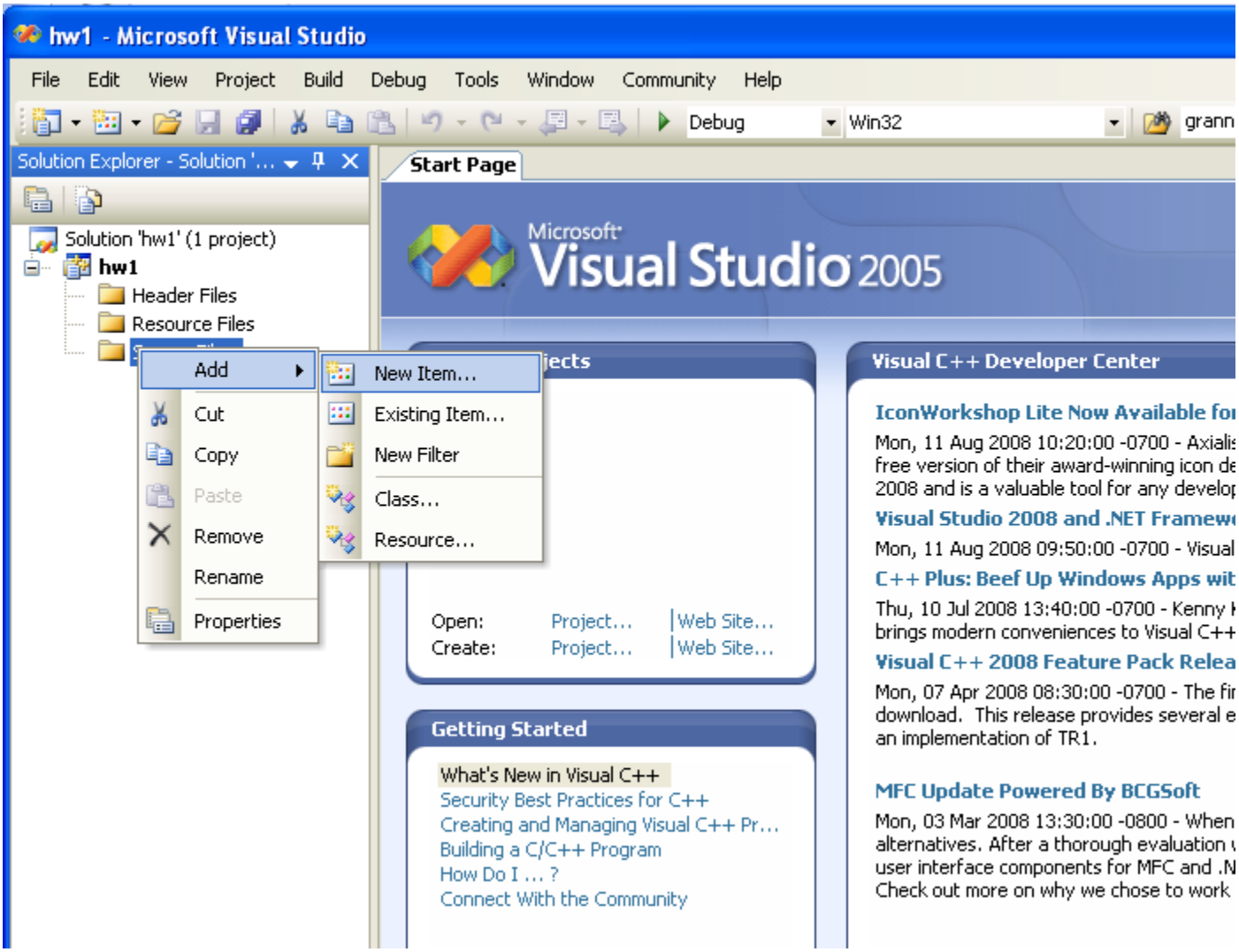
3) I usually unclick **Create directory for solution**. Then I choose a Name (e.g., hw1) for my project and change the Location for the files that will be part of the project. It's important that those using the labs change the project location to something more permanent, such as your J drive or an external storage location such as a flash drive.



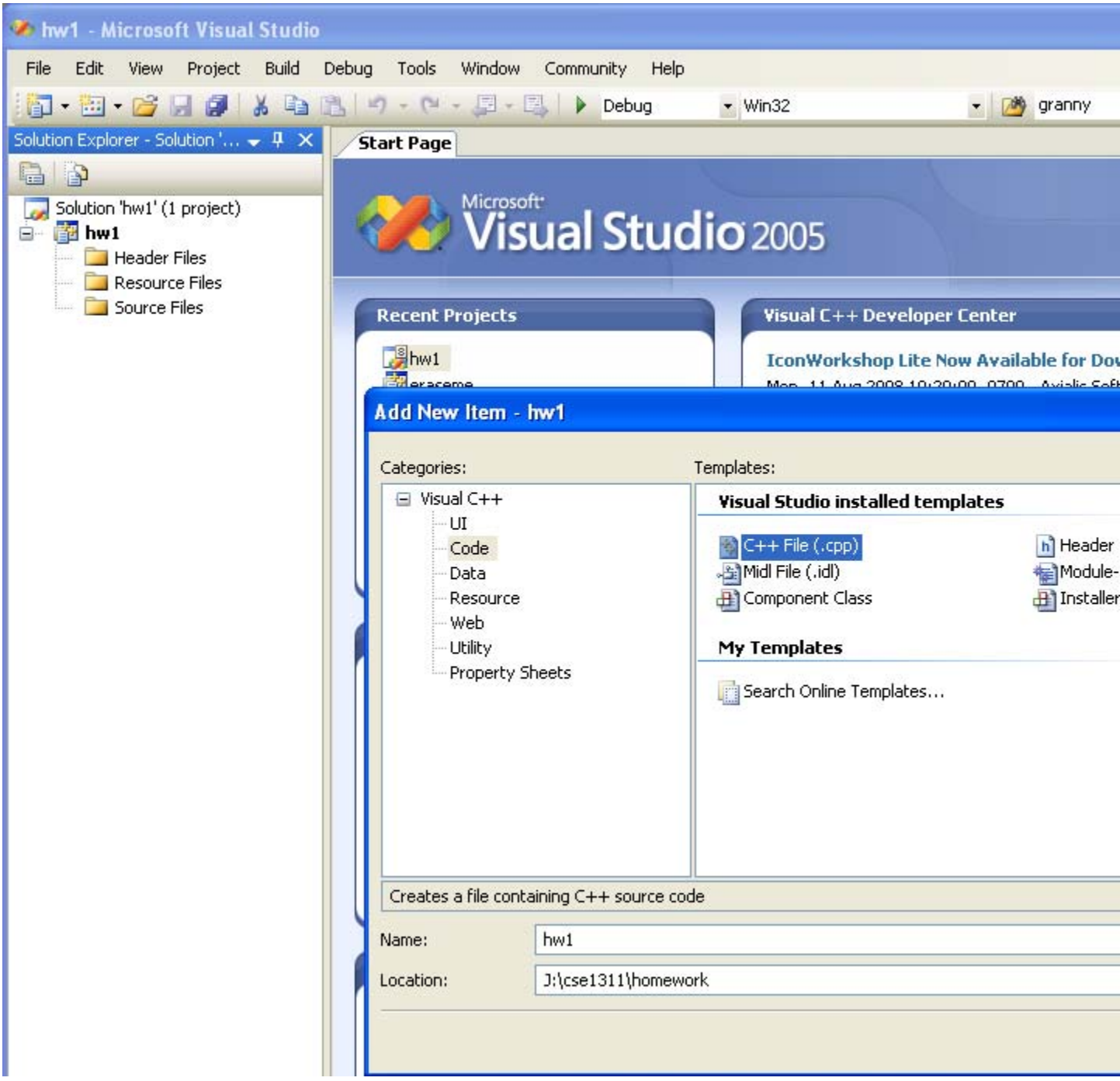
4) Choose **Application Settings**. Then choose **Console application** and **Empty project**, followed by **Finish**.



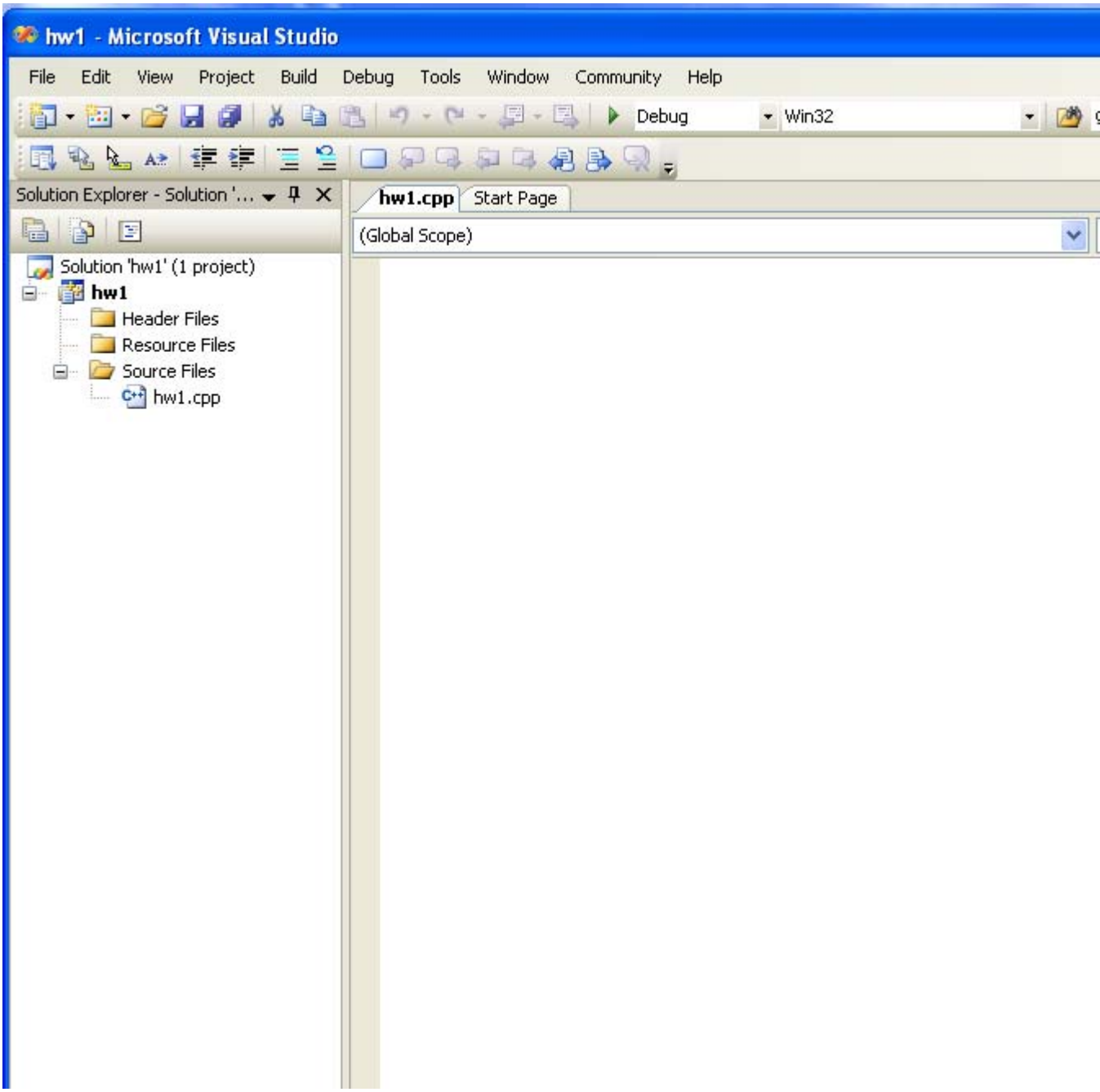
5) At this point, you are now ready to add a file to your project. Right click on **Source Files** and choose Add >> New Item…



6) Choose **Code** and then **C++ File (.cpp).** At the bottom of the form, enter the name of your file (e.g., hw1) and then click **Add**.

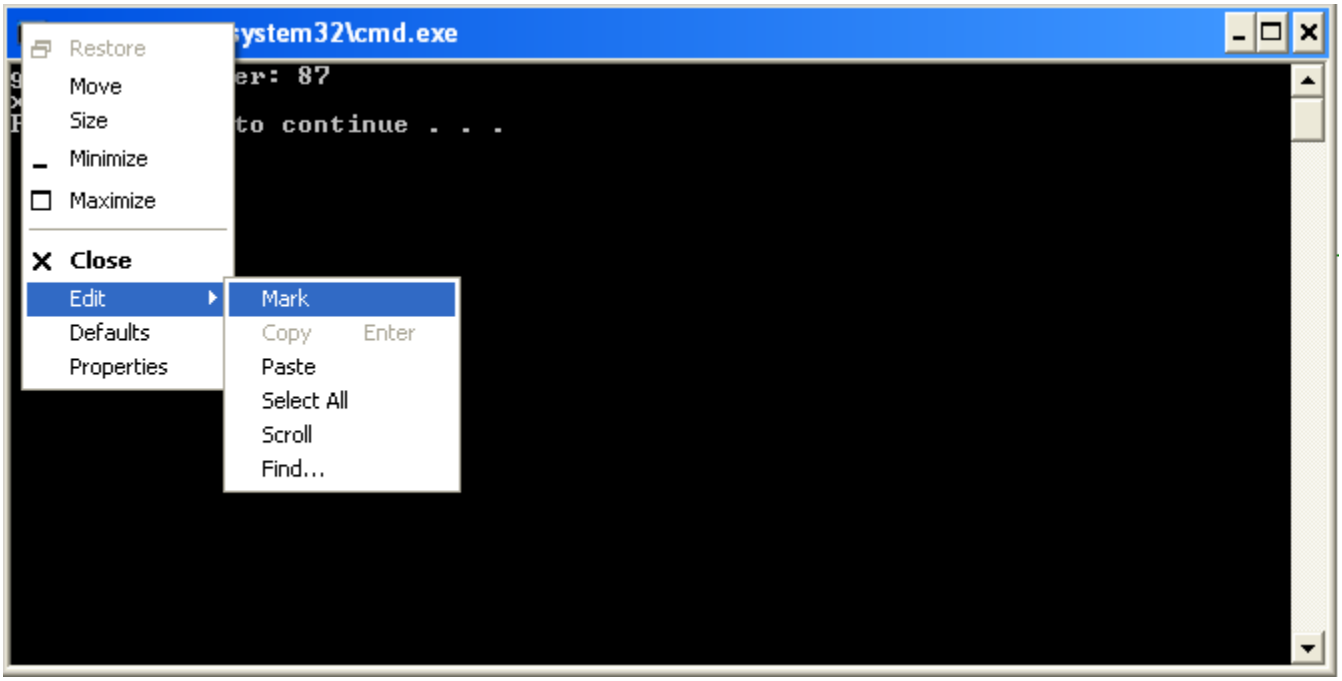


7) You are now ready to type (or paste) your program in the pane on the right.



8) To compile your program, choose Build >> Build Solution (or F7). If it compiles, then you can run it by choosing Debug >> Start Without Debugging (or Ctrl + F5). This will launch a console window.

9) To save your output, left-click the upper of the console window and choose Edit >> Mark. Then highlight the text by pressing and holding the left mouse button, followed by right-clicking to end. You can now paste the text with Ctrl-v.



Produce Assembly Language Output

This assumes the project is called HW.

- Project >> HW Properties
- Configuration Properties >> C/C++ >> Output Files
- change Assembler Output from

  No Listing

  to

  Assembly With Source Code

Output ends up in Debug (or Release) directory

Statically Link

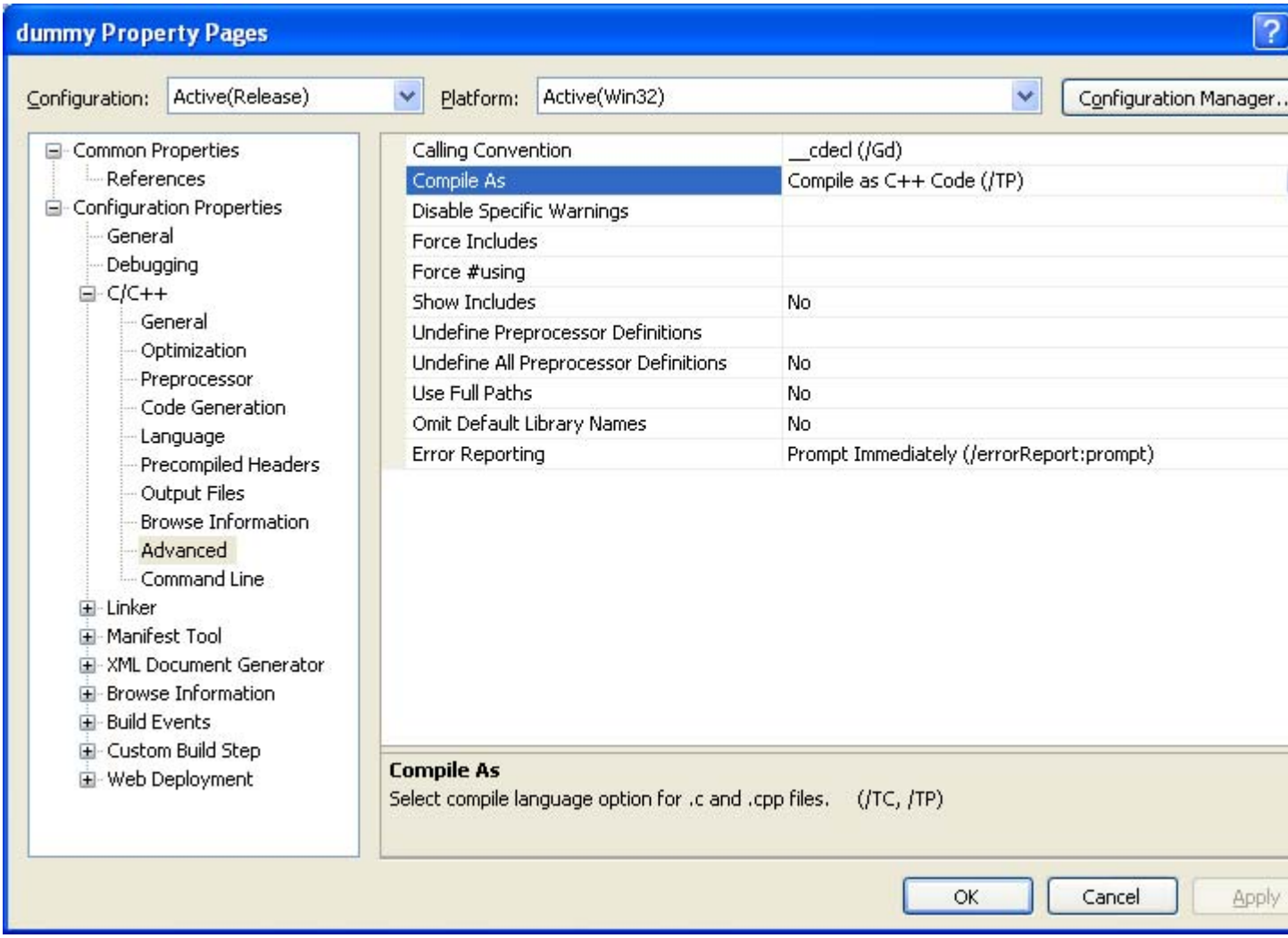
If you wish to run your program (the executable) on another machine, you may need to produce a statically linked executable. To do this (assuming your project is called myhomework):

1. go to Project -> myhomework Properties -> Configuration Properties -> C/C++ -> Code Generation
2. change the value of Runtime Library from "Multi-Threaded DLL" to "Multi-Threaded”

Compile as a C89 Source Code

To compile your program based on C89 rules, (assuming your project is called myhomework):

1. go to Project -> myhomework Properties -> Configuration Properties -> C/C++ -> Advanced
2. change “Compile As” to “Compile as C Code”


dummy Property Pages
Configuration: Active(Release)
Platform: Active(Win32)
Configuration Manager...
Common Properties
References
Configuration Properties
General
Debugging
C/C++
General
Optimization
Preprocessor
Code Generation
Language
Precompiled Headers
Output Files
Browse Information
Advanced
Command Line
Linker
Manifest Tool
XML Document Generator
Browse Information
Build Events
Custom Build Step
Web Deployment
Calling Convention
__cdecl (/Gd)
Compile As
Compile as C++ Code (/TP)
Disable Specific Warnings
Force Includes
Force #using
Show Includes
No
Undefine Preprocessor Definitions
Undefine All Preprocessor Definitions
No
Use Full Paths
No
Omit Default Library Names
No
Error Reporting
Prompt Immediately (/errorReport:prompt)
Compile As
Select compile language option for .c and .cpp files. (/TC, /TP)
OK
Cancel
Apply