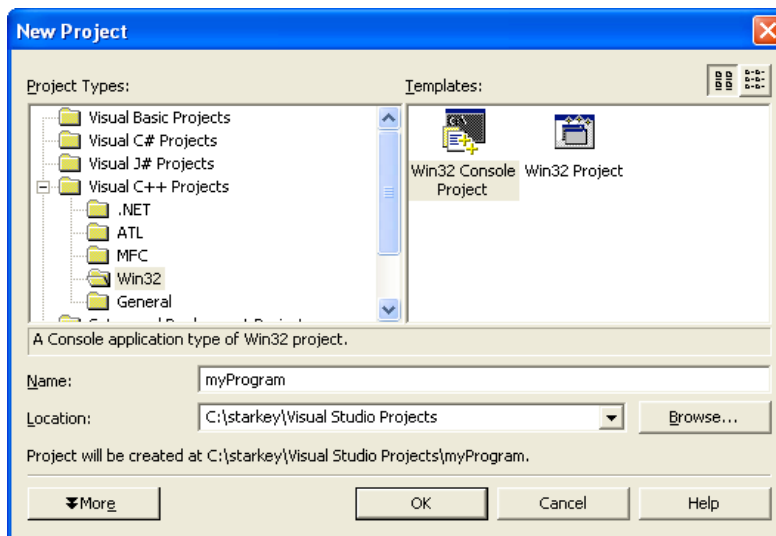


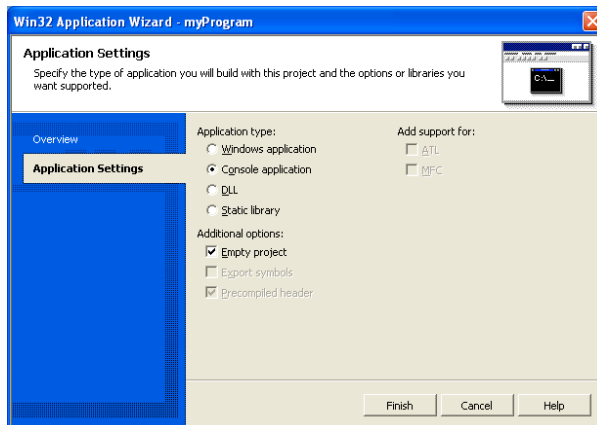
Instructions for Using MS Visual Studio.NET 2003 for C++ Console Applications

Creating a new project:

1. Open Visual Studio.NET
2. From the **Projects** tab, click the **New Project** button
3. From the New Project dialog box (shown below), do the following:
 - choose **Visual C++ Projects, Win32** from the left pane
 - choose **Win32Console Application** from the right pane
 - Enter a **name** and **location** in the appropriate text boxes
 - Click **OK**



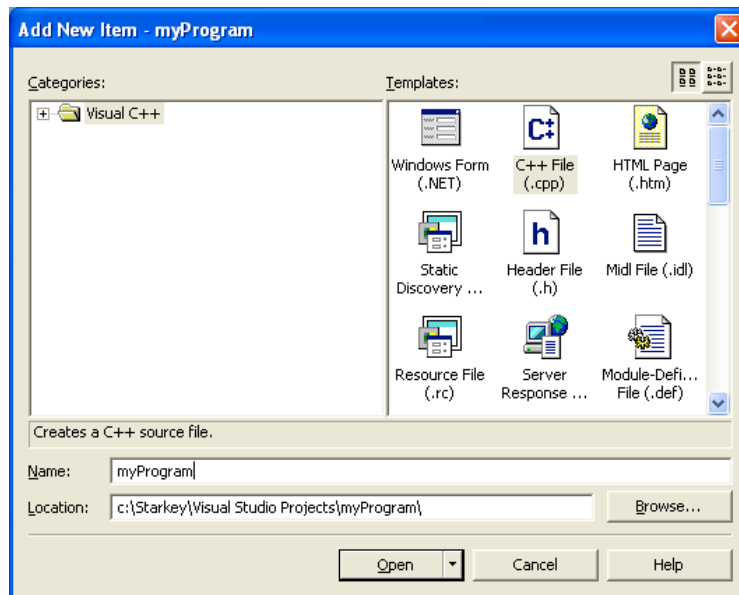
4. From the Win32 Application wizard dialog box that appears, click on the “**Application Settings**” tab and choose **Console application** and **Empty project**, as shown below, then click the Finish button.



An empty “solution” now exists. You will need to add file(s) in which to type your code.

Adding files to your solution:

1. From the menu bar, choose **File, Add New Item**. From the Add New Item dialog box (shown below), do the following:
 - choose **C++ File (.cpp)**
 - type a file name (If you do not include an extension as part of the name, the .cpp extension will be automatically appended to the name.)
 - click the **Open** button.



2. An empty code window appears, and you are ready to type your code. You may add additional files by repeating the above step. To add header files, simply choose the **Header File (.h)** icon in the Add New Item dialog box rather than the source file icon.

Compiling your program:

To compile and create an executable program, choose **Build** from the menu bar, and then select **Build Solution** or **Build Project**. (To compile only, you may choose **Compile** from the tool bar instead.) If the Build was successful, you are ready to execute your program. If errors were found during the Build process, a list of these errors will appear. You can double-click on each item in the error list to quickly move the cursor to the appropriate location in your code window.

Executing your program:

To execute, choose **Debug** from the menu bar, and then select “**Start Without Debugging.**”

Handy features in .NET:

On the text editor toolbar (which is visible with the default settings), there are buttons to “Comment out the selected lines” and “Uncomment the selected lines.”

If you “mess up” your window layout and cannot easily figure out how to put it right, you can restore the original layout as follows: From the **Tools** menu, choose **Options**, click “**Reset Window Layout**,” click **OK** on the pop-up dialog box, and click **OK** on the Options dialog box.