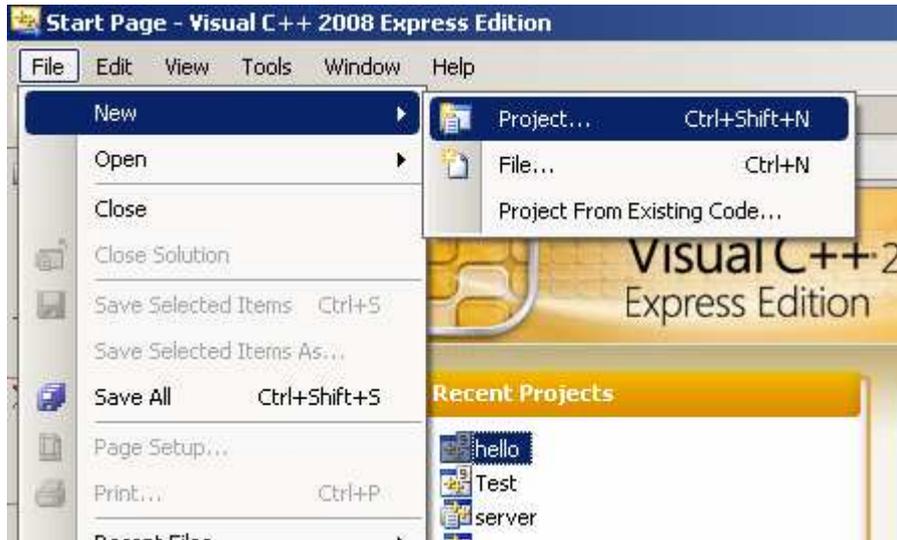


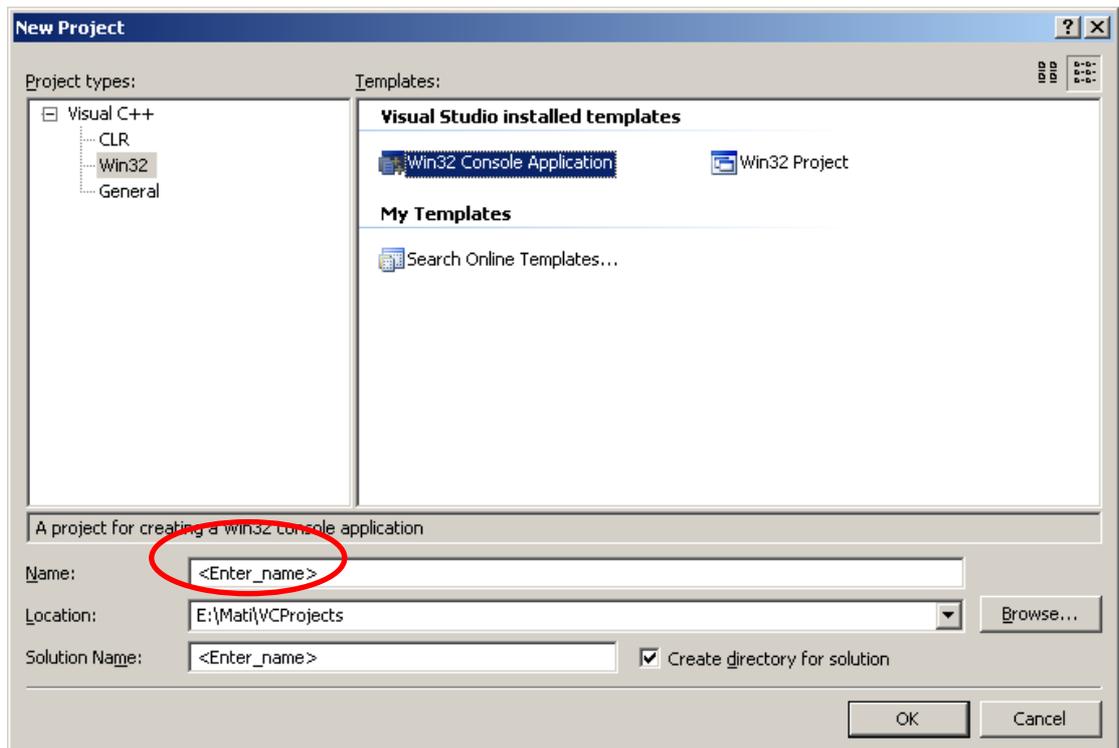
Using Visual C++ Express Edition

- **Create a new console project**

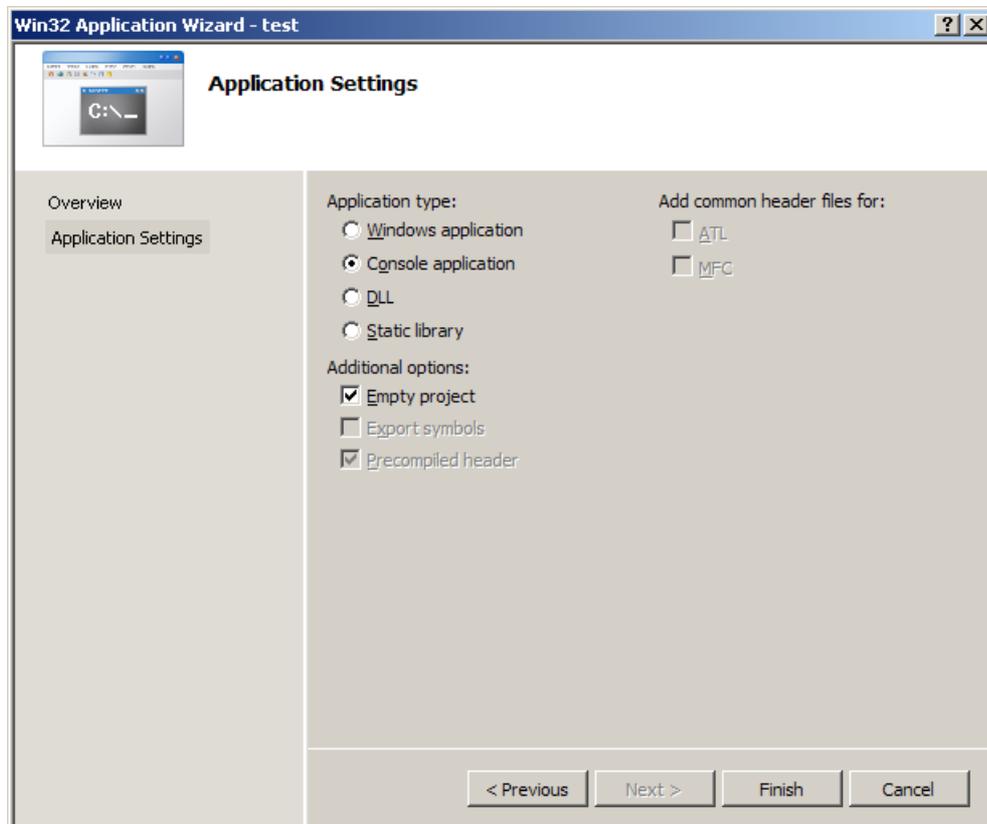
1. On the **File** menu, point to **New**, and then click **Project...**



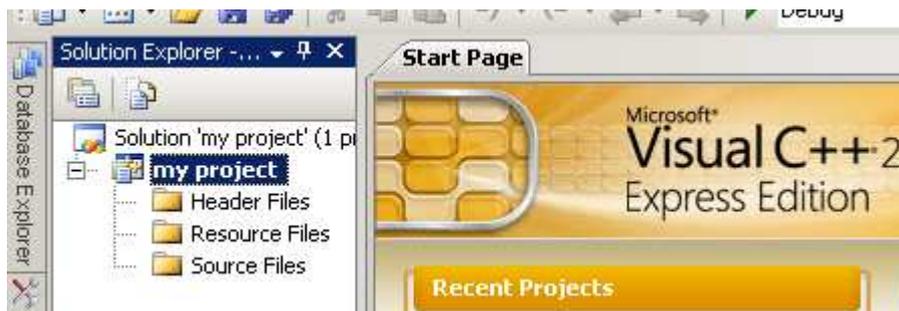
2. A window will open that will let you choose the type of your project. In **project types**, under **Visual C++**, choose **Win32** and then **Win32 Console Application** under **Visual Studio installed templates**.



3. You will now need to choose a name for your project. This name will be the name of your executable file. Enter your project's name at the designated place (circled in the above picture).
Visual C++ Express Edition has default values for the directory where your project will reside and for the solution name, which will be the same as the project's name. You may change both; just make sure you remember where you placed your files.
4. Click **OK**
5. Next you will need to make minor modifications to your project's default settings. In the application wizard's welcome window choose **Application Settings**. Make sure your application's type is set to **console application** and check the **Empty Project** box under **Additional options**.



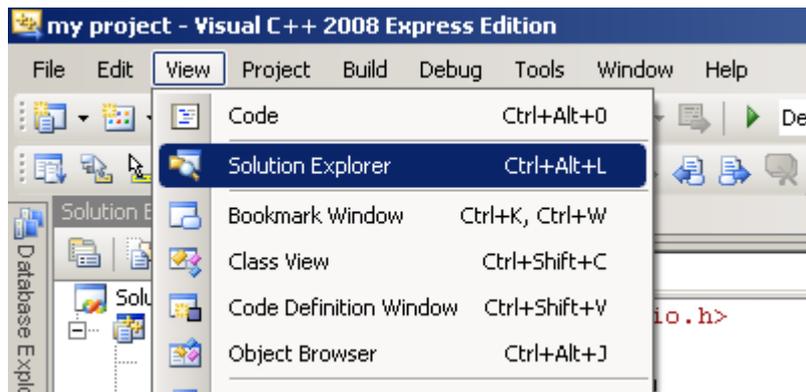
6. Click **Finish** to create your project.



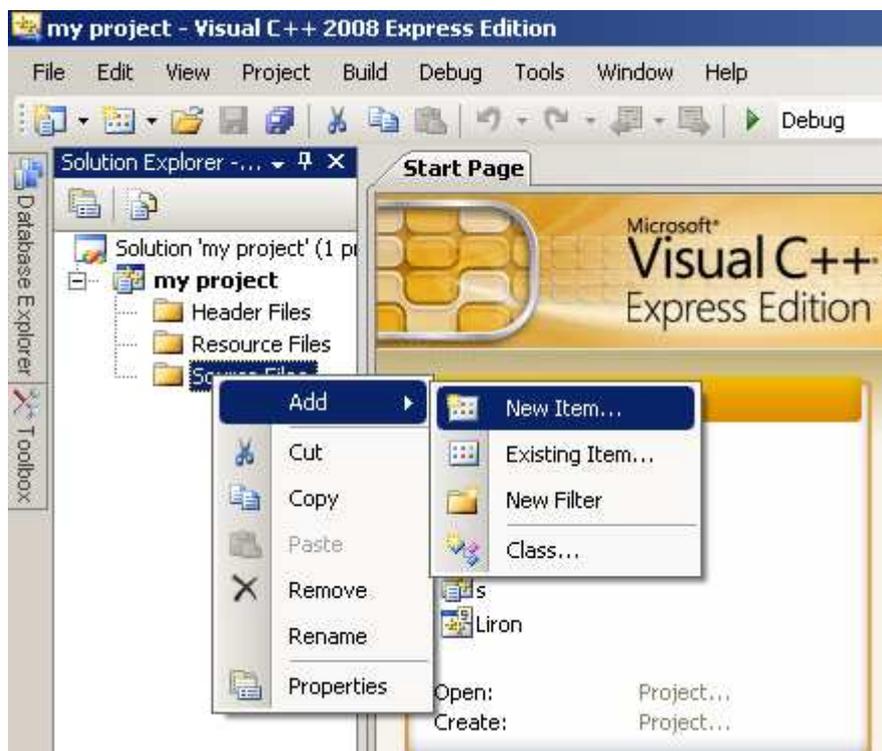
- **Adding code to your project**

Once you've created a project you will now need to add code to it. There are two options, either you write new code or that you want to add a preexisting file to your project. If you're writing new code you will first need to create a new file where you will edit your code. We will explain how to add a preexisting file later.

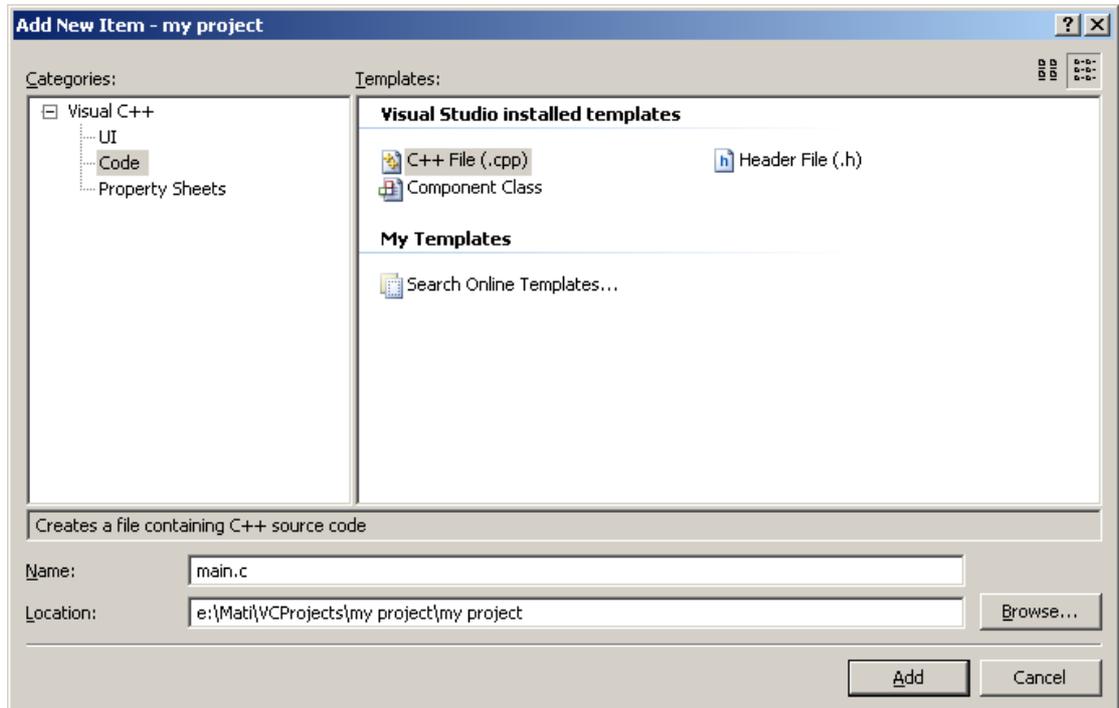
1. Make sure the **solution explorer** is visible. If it's not go to **View->Solution Explorer**.



2. Right-click on the **Source Files** folder in the **Solution Explorer** view and point to **Add** then click **New Item**.

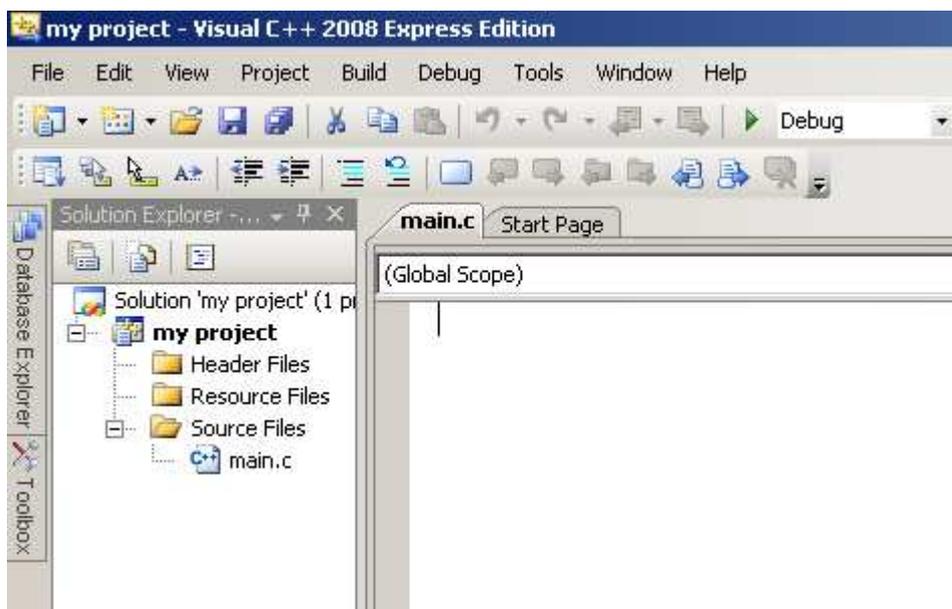


3. From the **Add New Item** window choose **Code** then **C++ File** and give your file a name (e.g. main.c)



IMPORTANT: remember to give you're a file '.c' extension (the default is '.cpp' and we don't want that).

4. Your file should appear under the **Source Files** folder and a tabbed window appears where you'll edit your code.

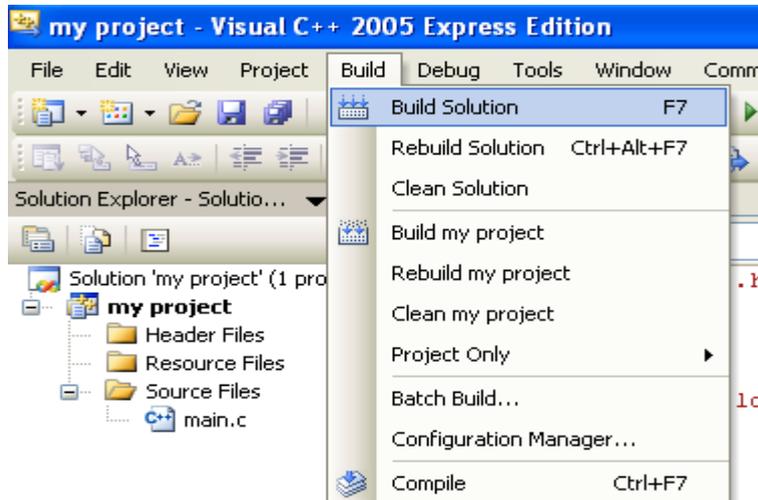


5. You can now write your program in the editor window.

6. If you want to add an existing file to your project, in step 2 choose add existing instead of add new and then browse for the file you wish to add.

- **Compiling and Running your application**

1. To build (compile) your program choose **Build->Build Solution**, or simply press the F7 key.



2. The **Output** view displays information about the build process (e.g. success, errors, warnings).

```
Output
Show output from: Build
1>Copyright (C) Microsoft Corporation. All rights reserved.
1>Linking...
1>LINK : E:\Mati\VCProjects\my project\Debug\my project.exe not found or not built by the last inc
1>Embedding manifest...
1>Microsoft (R) Windows (R) Resource Compiler Version 6.0.5724.0
1>Copyright (C) Microsoft Corporation. All rights reserved.
1>Build log was saved at "file:///e:/Mati/VCProjects/my project/my project/Debug/BuildLog.htm"
1>my project - 0 error(s), 0 warning(s)
===== Rebuild All: 1 succeeded, 0 failed, 0 skipped =====
```

3. If the build failed you will need to fix your errors and build again. This process should continue until there are no errors and warning.
4. In order to execute (run) your application choose **Start Without Debugging** under the **Debug** menu, or simply use the keyboard shortcut **Ctrl+F5**. If you want to debug your application please refer to the [debugger tutorial](#).

Note: Please notice that there are other options for creating projects, files and working with them. For example, you can use keyboard shortcuts, or click on links in the **start page**.

We encourage you to explore the tool you are working with to find what works best for you.