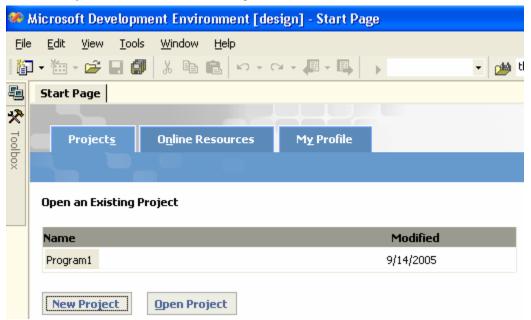
C Programming in Visual Studio .NET 2003

The following steps create a new Win32 Console Project in Visual Studio .NET 2003 which does not use precompiled headers and which is compiled as C code.



First, select 'New Project' from either the Start Page or the 'File/New' menu.

Second, select Win32 Console Project from the Visual C++ Projects and give the project a name and select 'OK'.

New Project					
Project Types:	Templates:				
Visual Basic Projects Visual C# Projects Visual J# Projects Visual J# Projects	Makefile MFC ActiveX MFC Project Control Application				
Visual C++ Projects Microsoft Office System Projects Setup and Deployment Projects					
Other Projects Visual Studio Solutions	MFC DLL MFC ISAPI Win32 Console Extension Dll Project				
A Console application type of Win32 project.					
Name: <enter name=""></enter>					
Location: H:\HomeDirs\	CSC 362 - Fall 2005				
Project will be created at H:\HomeDirs\\CSC 362 - Fall 2005\ <enter name="">.</enter>					
¥ Mor <u>e</u>	OK Cancel Help				

When the 'Win32 Application Wizard comes up,

Win32 Application Wizard - Program2				
Application Settings Specify the type of application you will build with this project and the options or libraries you want supported.				
Overview Application Settings	Application type: <u>W</u>indows application Console application DLL Static library Additional options: Empty project Export symbols Precompiled header 			
		Finish Cancel	Help	

click 'Application Settings' on the left side. Next, select 'Empty project' from 'Additional options' and then click 'Finish'.

This will create an empty Win32 Project without any precompiled headers. To create the required 'main' function, right-click 'Source Files' in 'Solution Explorer' and then select 'Add/Add New Item...' (or from the 'Project' menu, select 'Add New Item...').

$\triangleright \times$	Solution Explorer - Progra		\mathbf{x}		
	Solution 'Program2' Program2 References Source Files	1			
齨	Add Ne <u>w</u> Item		A <u>d</u> d ►	-	
:::	Add Existing Item	Ж	Cu <u>t</u>		
*	New Fol <u>d</u> er	Ē	Сору		
***	Add <u>C</u> lass	ß	<u>P</u> aste		
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			Rena <u>m</u> e		
		Properties			

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In the 'Add New Item' dialog box, select 'C++ File (.cpp)' from the 'Templates' section and then type the name of the file which is going to contain the 'main' entry point of the program. Be sure to append '.c' as the extension. For example:

Add New Item - Program2						
<u>C</u> ategories:		Templates:	00	5-5- 5-5- 5-5-		
. ⊕ 🦳 Vis	ual C++		++ File HTML Page (.cpp) (.htm)			
		Static Head	ader File Midl File (.idl)			
			Server Module-Defi ponse File (.def)	~		
Creates a C++ source file.						
Name: main.c						
Location:	Location: h:\HomeDirs\CSC 362 - Fall 2005\Program2\Browse					
Cancel Help						

When you click 'Open', Visual Studio will create the file you specified (with the '.c' extension), open it in the main window, and set the compiler to compile the code as C code instead of C++ code.

To verify that this is the case, select 'Properties' from the 'Project' menu. Under the 'Advanced' section in 'C/C++', you should see 'Compile As' set to 'Compile as C Code (/TC)'.

Pı	Program1 Property Pages				
2	onfiguration: Active(Deb	ıg)		Platform: Active(Win32)	Configuration Manager
ſ	🗎 Configuration Propertie	^		Calling Convention	cdecl (/Gd)
	General			Compile As	Compile as C Code (/TC)
	Debugging			Disable Specific Warnings	
	C/C++ General Optimization Preprocessor Code Generatio Language Precompiled He.			Force Includes	
				Force #using	
				Show Includes	No
				Undefine Preprocessor Definitions	
				Undefine All Preprocessor Definitions	No
			Г		
	Advanced				
	Command Line				

Finally, the following C function which, when used as the last call of a console application, will cause the program to pause and wait for the user to press a key before returning.

```
void pause()
{
    printf("%s", "Press any key to continue...");
    __getch();
}
```

(Please note that the _getch function is <u>not</u> ANSI C and is provided for convenience and use under the Visual Studio IDE only. See http://msdn.microsoft.com/library/default.asp?url=/library/en-us/vccore98/HTML/_crt_compatibility.asp for more information.)