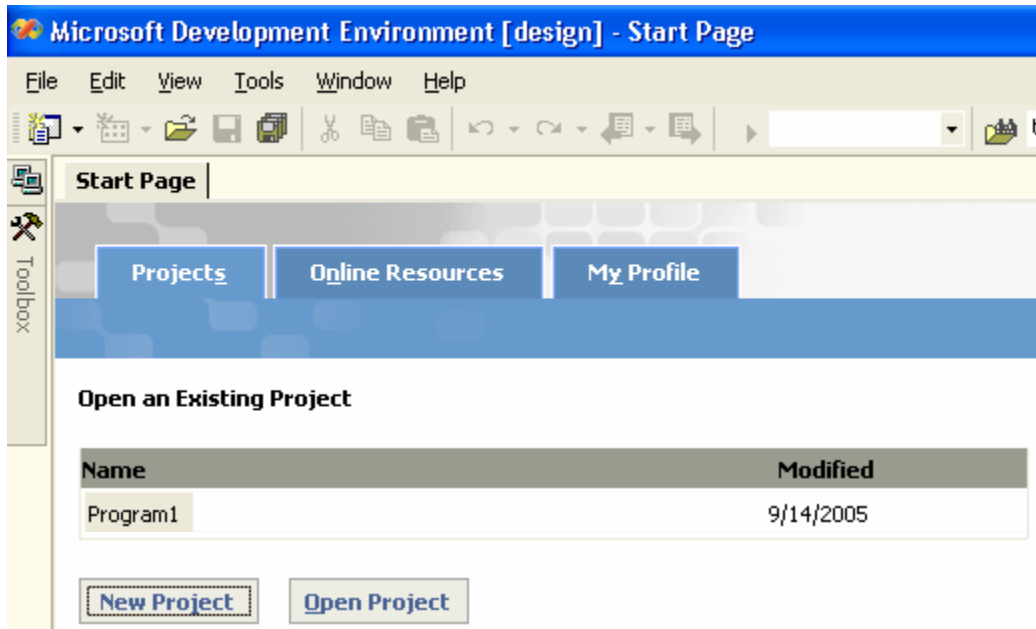


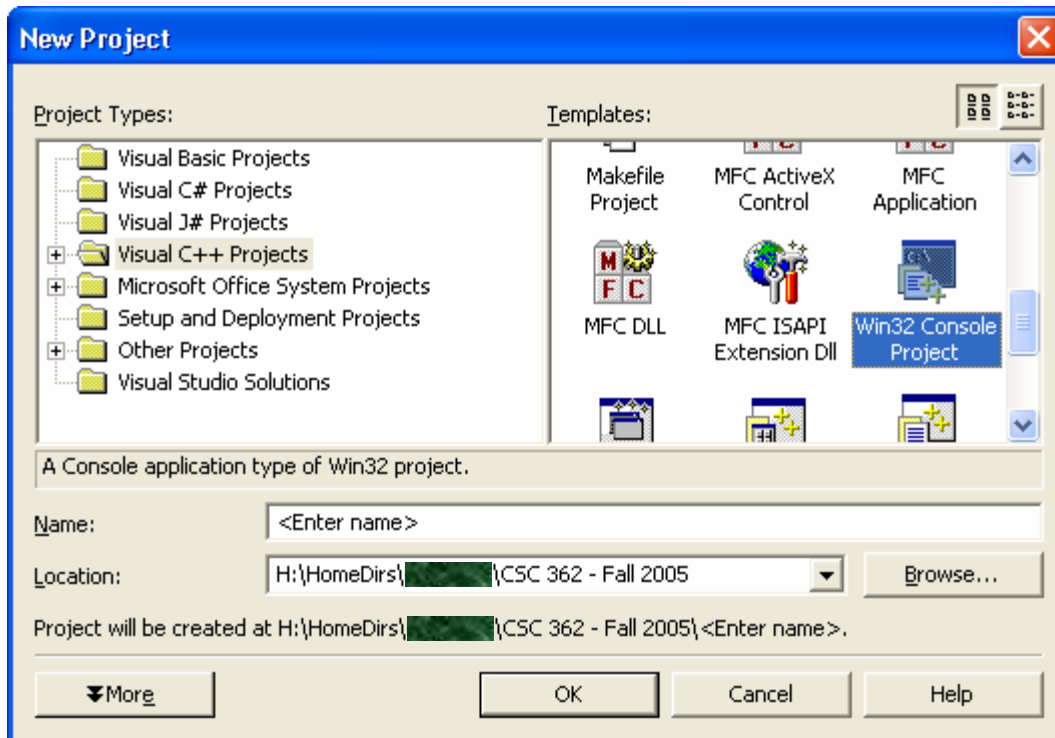
C Programming in Visual Studio .NET 2003

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.

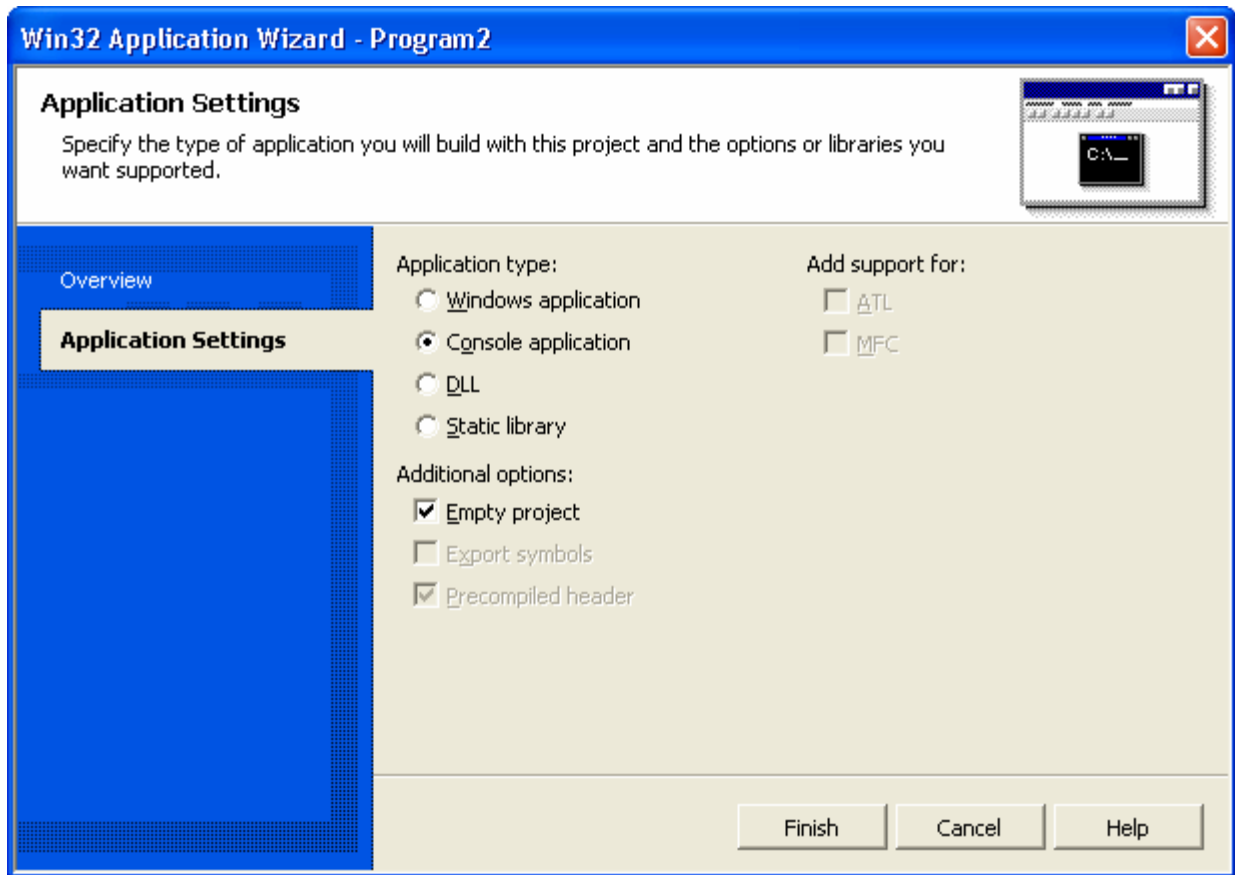
First, select 'New Project' from either the Start Page or the 'File/New' menu.



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

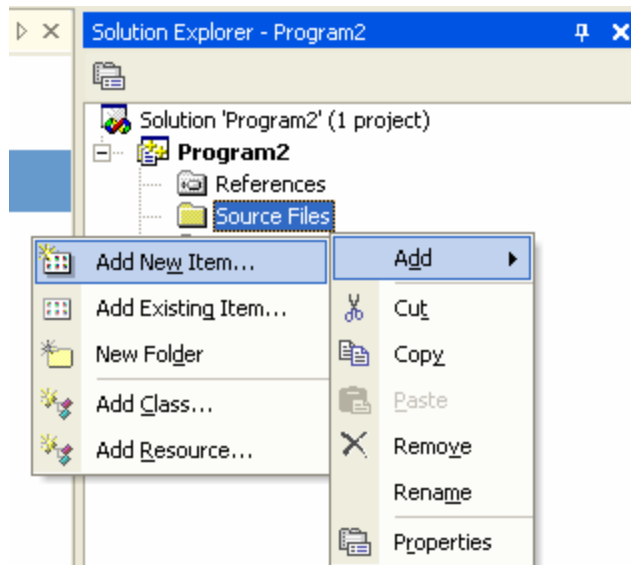


When the 'Win32 Application Wizard comes up,

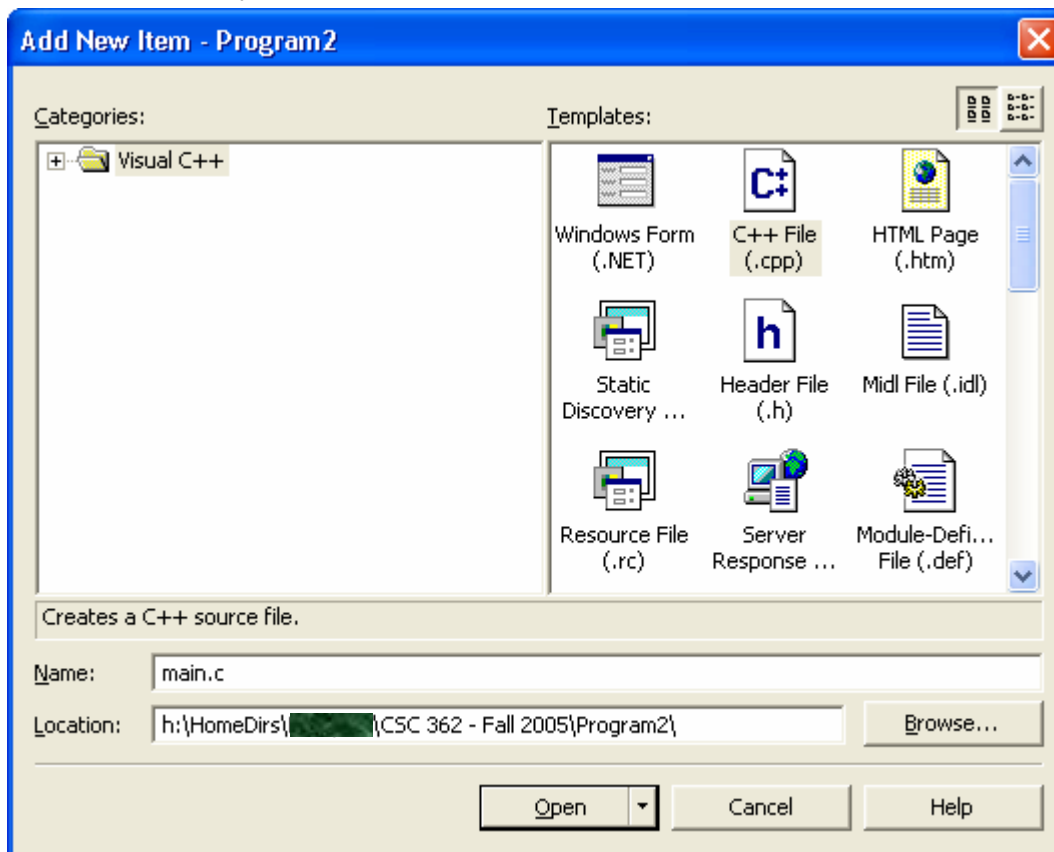


click 'Application Settings' on the left side. Next, select 'Empty project' from 'Additional options' and then click 'Finish'.

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...').

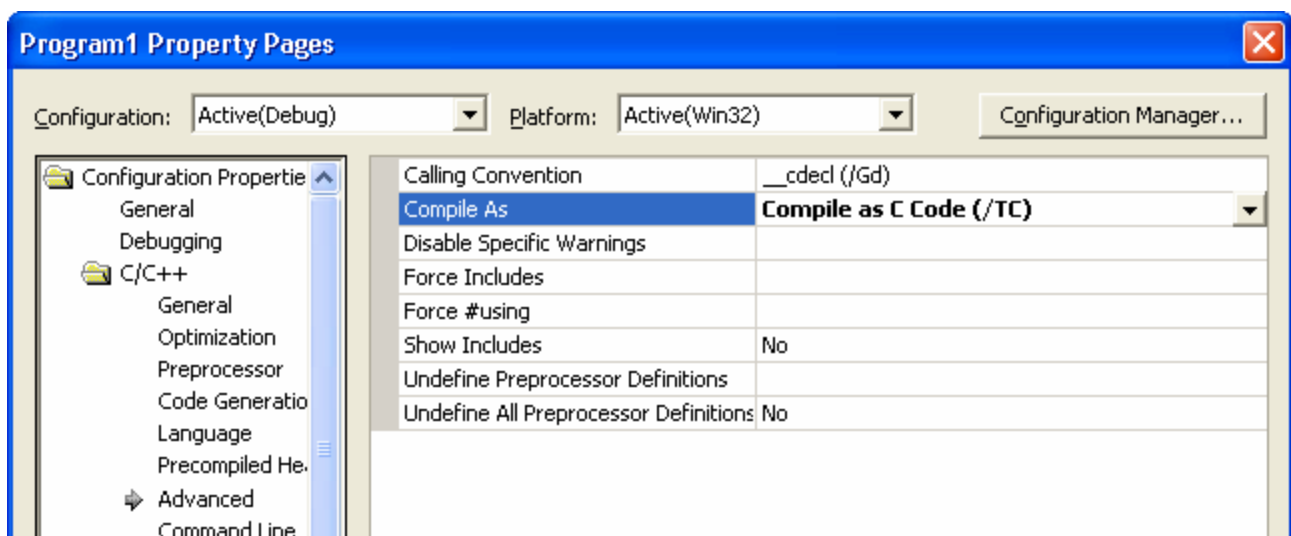


In the 'Add New Item' dialog box, select 'C++ File (.cpp)' from the 'Templates' section and then type the name of the file which is going to contain the 'main' entry point of the program. Be sure to append '.c' as the extension. For example:



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)'.



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 not 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.)