# Visual C++ 2012 Tutorial

## For Introduction to Programming with C++ By Y. Daniel Liang

### 1 Introduction

Visual C++ is a component of Microsoft Visual Studio 2012 for developing C++ programs. A free version named *Visual Studio Express* can be downloaded from Supplement II.A. This section introduces how to create a project, create a program, compile and run the program in Visual C++ Express 2012 Edition.

### 2 Getting Started with Visual C++

Visual C++ is easy to install. If you need help with installation, please refer to Supplement II.A on the Companion Website.

Suppose you have installed Visual C++ 2012 Express Edition. You can launch Visual C++ from the Windows Start button by choosing *VS Express for Desktop*. The Visual C++ 2012 Express user interface appears, as shown in Figure 1.



#### Figure 1

The Visual C++ user interface is a single window that performs editing, compiling, debugging, and running programs.

### 3 Creating a Project

To create C++ programs in Visual C++, you have to first create a project. A project is like a holder that ties all the files together. Here are the steps to create a project:

- 1. Choose File, New, Project to display the New Project window, as shown in Figure 2.
- 2. Choose C++ under the Template and select Win32 Console Application in the middle column. Type <u>bookexample</u> in the Name field and <u>c:\smith</u> in the Location field. Click OK to display the Win32 Application Wizard window, as shown in Figure 3.
- 3. Click *Next* to display the application settings window, as shown in Figure 4.
- 4. Select *Console application* in the Application type section and check *Empty project* in the Additional options section. Click *Finish* to create a project. You will see the project named <u>bookexample</u> in the Solution Explorer, as shown in Figure 5.

New Project				? ×
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▲ Templates ▲ Visual Basic Windows	Ē	Win32 Project	Visual C++	A project for creating a Win32 console application
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<ul> <li>Visual C+</li> <li>Visual C++</li> <li>Visual Studio</li> <li>Samples</li> <li>Online</li> </ul>	Solutions	Makefile Project	Visual C++	
<u>N</u> ame:	bookexample			
Location:	c:\smith		-	Browse
Solution na <u>m</u> e:	bookexample			Create directory for solution Add to source control

### Figure 2

You need to create a project before creating programs.

Vin32 Application Wizard - b	ookexample
Welco	ome to the Win32 Application Wizard
Overview Application Settings	These are the current project settings: • Console application Click <b>Finish</b> from any window to accept the current settings. After you create the project, see the project's readme.txt file for information about the project features and files that are generated.
	<previous next=""> Finish Cancel</previous>

Win32 Application Wizard creates a project for Win32 applications.

	Win32 Application Wizard - bo	okexample		2 ×
	C:\_	tion Settings		
Choose Empty	Overview Application Settings	Application type:	Add common header files for:	
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## Figure 4

Win32 Application Settings window lets you set the application type.

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A project is created for C++ console applications.

### 4 Creating a C++ Program

After you create a project, you can create programs in it. Here are the steps to create a C++ program for Listing 1.1:

- Right-click the bookexample project in the Solution Explorer to display a context menu. Choose Add, Add New Item from the context menu of the bookexample project (see Figure 6) to display the Add New Item window, as shown in Figure 7.
- 2. Choose Code under Visual C++ on the left column and C++ File (.cpp) in the middle column. Enter <u>Welcome</u> in the Name field and <u>c:\smith\bookexample\bookexample</u> in the Location field. Click Add to create the file, as shown in Figure 8.
- 3. Enter the code for Welcome.cpp exactly from Listing 1.1, as shown in Figure 9.

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Toolbox		Solution Explorer         Search Solution Explorer (Ctrl+;)         Solution 'bookexample' (1 project)         Build         Project Only         Scope to This	₽× ₽-
		Build Customizations	
	New Item         Ctrl+S           Image: The second s	ihift+A Add Alt+A References B: Class Wizard C	trl+Shift+X
	Y Class Shift+	Alt+C Debug	
		Projec 🖬 Add Solution to Source Control Root N 💥 Cut C D Paste C	<b>trl+X</b> trl+V

You can open the Add New Item window from the project's context menu.

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<ul> <li>Installed</li> </ul>		Sort by: Default	• # E	Search Installed Templates (Ctrl+E)
▲ Visual C++ UI		C++ File (.cpp)	Visual C++	Type: Visual C++
Code Web		Header File (.h)	Visual C++	creates a me containing C++ source code
Test Utility		Component Class	Visual C++	
Property S	heets			
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	114	cevenentel bookevemintel		Browse

# Figure 7

You can specify the file type, name, and location to create a file.



Welcome.cpp is created in the project.



Figure 9

The source code for Welcome.cpp is entered.

5 Compiling a C++ Program

After you create a program, you can compile it. You may do so by choosing *Build*, *Compile*, or press *Ctrl+F7*, or choose *Compile* in the context menu for Welcome.cpp, as shown in Figure 10.



### Figure 10

Choose the Compile command to compile the program.

### 6 Running a C++ Program

To run the program, press Ctrl+F5. You will see the output displayed in a DOS window, as shown in Figure 11.

Welcome	to C++!	
Press a	ny key to continue	- 1 <b>4</b>
		-

### Figure 11

The output is displayed in a DOS window.

NOTE:

#### <Side Remark: compile and run>

The *Run* command invokes the *Compile* command if the program is not compiled or was modified after the last compilation.

NOTE: <Side Remark: one main function>

Each project can have only one file that contains a main function. If you need to create another file with a main function, you have two options:

- Remove the current file that contains a main function from the project by choosing *Remove* from the context menu of the program, as shown in Figure 12. (Note that you can add an existing file to the project by choosing *File*, *Add Existing Item*.)
- Create a new project for the new program.



#### Figure 12

You can remove a file from a project.

#### \*\*\*END NOTE

#### 7 Including Header File from Different Directories

In Chapter 9, you will learn header files. You need to add the header files in the Header Files node under the project node.

If a header file is in a directory that is different from the program directory, you need to add the directory in the project properties. For example, suppose Test.cpp needs to include Circle.h and Circle.h is in <u>c:\teacher</u>. Follow the steps below to add c:\teacher in the project property dialog box:

 Right-click on Test.cpp in the Solution explorer to display a context dialog box, as shown in Figure 13.

- 2. Choose *Properties* to display Project Properties dialog box, as shown in Figure 14.
- 3. Choose General under C/C++ on the left column. Enter c:\teacher in the Additional Include Directories field.



You can customize project properties in VC++.



<u>C:\teacher</u> is added in the path.