

Microsoft Visual C++ 6.0 Tutorial

Introduction

Microsoft Visual C++ 6.0 (referred to as VC++) is a software development environment that allows a programmer to write, compile, link, execute, test, and debug C++ programs. This document describes how to use the VC++ environment.

Launching Microsoft Visual C++ 6.0

- Click on **Start** → **Programs** → **Microsoft Visual Studio 6.0** → **Microsoft Visual C++ 6.0**

Creating a New Workspace

- Click on **File** → **New** in the toolbar.
- In the new window that pops up, select the **Workspaces** tab. Select **Blank Workspace** in the list. On the right hand side, type **N:\EAS230** in the **Location** field (this only needs to be done the first time you use VC++), then type **Lab1** in the **Workspace Name** field, then verify that **N:\EAS230\Lab1** is in the **Location** field, then click **OK**.

Opening an Existing Workspace

- Click on **File** → **Open** in the toolbar.
- Select **N:\EAS230\Lab1\Lab1.dsw** and click **OK**.

Creating a New Project

- Click on **File** → **New** in the toolbar.
- In the new window that pops up, select the **Projects** tab. Select **Win32 Console Application** in the list. On the right hand side, type in **HelloWorld** in the **Project Name** field.
- Select **Add to current workspace**.
- Verify that **N:\EAS230\Lab1\HelloWorld** in the **Location** field and click **OK**.
- Select **An Empty Project** and click **Finish** in the next window.
- Click **OK** in the New Project Information window that pops up.

Opening an Existing Project

- Click on **File** → **Open Workspace**.
- In the window that pops up, go to **N:\EAS230\Lab1** and select the **Lab1.dsw** file and click **OK**. Your projects are opened when the workspace is opened.

Adding a New Source File to a Project

- Click on **File** → **New** in the toolbar.
- In the new window that pops up, select the **Files** tab. Select **C++ Source File** in the list.
- On the right hand side click **Add to project** and select **HelloWorld** and type in **HelloWorld.cpp** in the **File Name** field. Click **OK**.
- Click on the **File View Tab** in the **Workspace**.
- Click on the plus sign next to **HelloWorld files**, on the plus sign in front of **Source Files**, and then on **HelloWorld.cpp**.

Adding an Existing File to a Project

- Click on **File** → **Open** in the toolbar.
- In the window that pops up, go to **N:\EAS230\Lab1\HelloWorld** and select the **HelloWorld.cpp** file and click **Open**.
- Right click in the source code window and select **Insert File Into Project** → **HelloWorld**. You should see the file under Source Files in the Workspace.

Building and Running a Project

- Save the code
- Compile the code by clicking on **Build** → **Compile HelloWorld.cpp**.
 - If it compiles successfully, the window at the bottom of your screen will display **HelloWorld.obj – 0 error(s), 0 warning(s)**.
 - If there are error messages, see the section on **Debugging C++ Source Code** below.
- Link the code by clicking on **Build** → **Build HelloWorld.obj**.
 - If it links successfully, the window at the bottom of your screen will display **HelloWorld.exe – 0 error(s), 0 warning(s)**.
- Execute the code by clicking on **Build** → **Execute HelloWorld.exe**.
 - A window should popup with the output from your program in it:
 - *Hello World!!!*
 - *Press any key to continue*
 - **Note:** this line is put in automatically by VC++.

Debugging C++ Source Code

- If you have compiler errors, click the mouse in the window at the bottom of your screen. To see the error message first, scroll to the top of that window. If you double click on an error message, the statement corresponding to the error message will be identified by a blue arrow in the coding window.
- Return to the coding window and correct the error.
- Recompile the program.

Removing a File from a Project

- Click on the **File View Tab** in the **Workspace**.
- Click on the plus sign next to **HelloWorld files** and on the plus sign in front of **Source Files**.
- Make sure the source file is saved and then select the **HelloWorld.cpp** file and hit delete. This only removes the source file from the project and does not delete the actual source file.