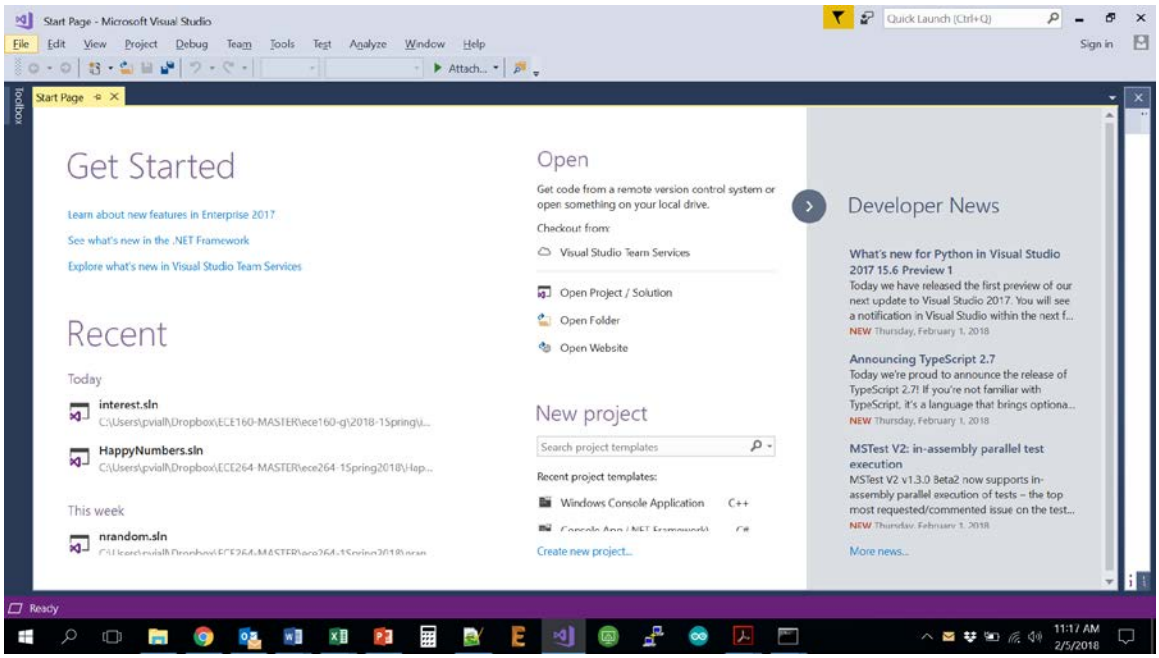
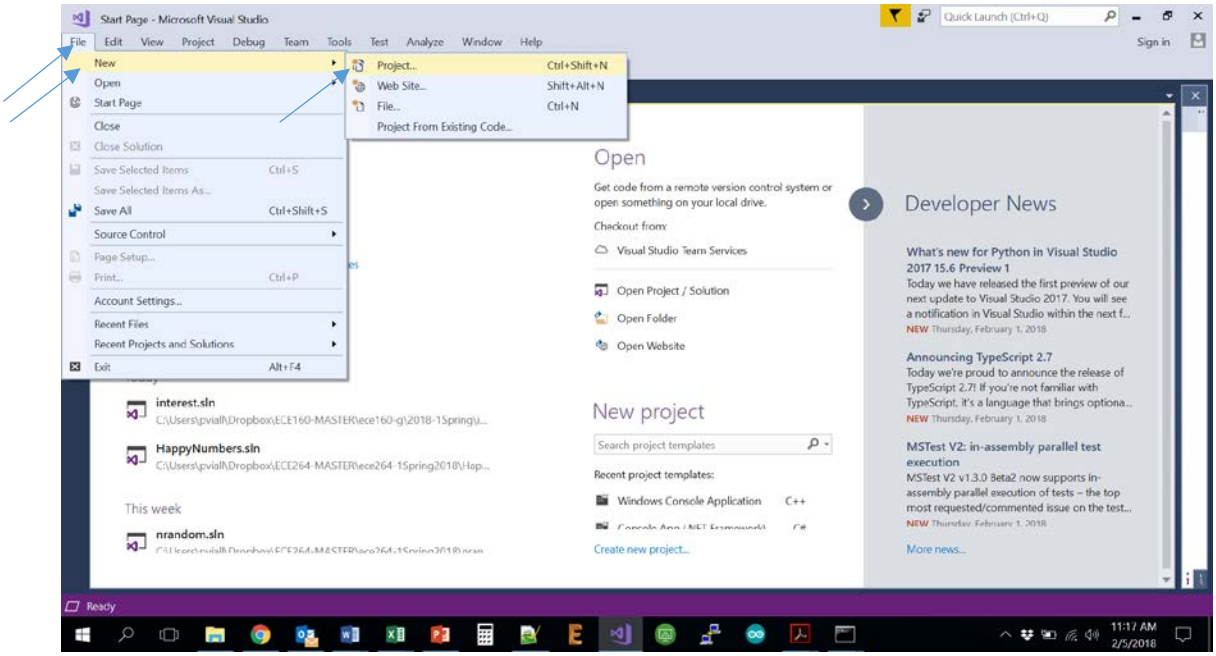
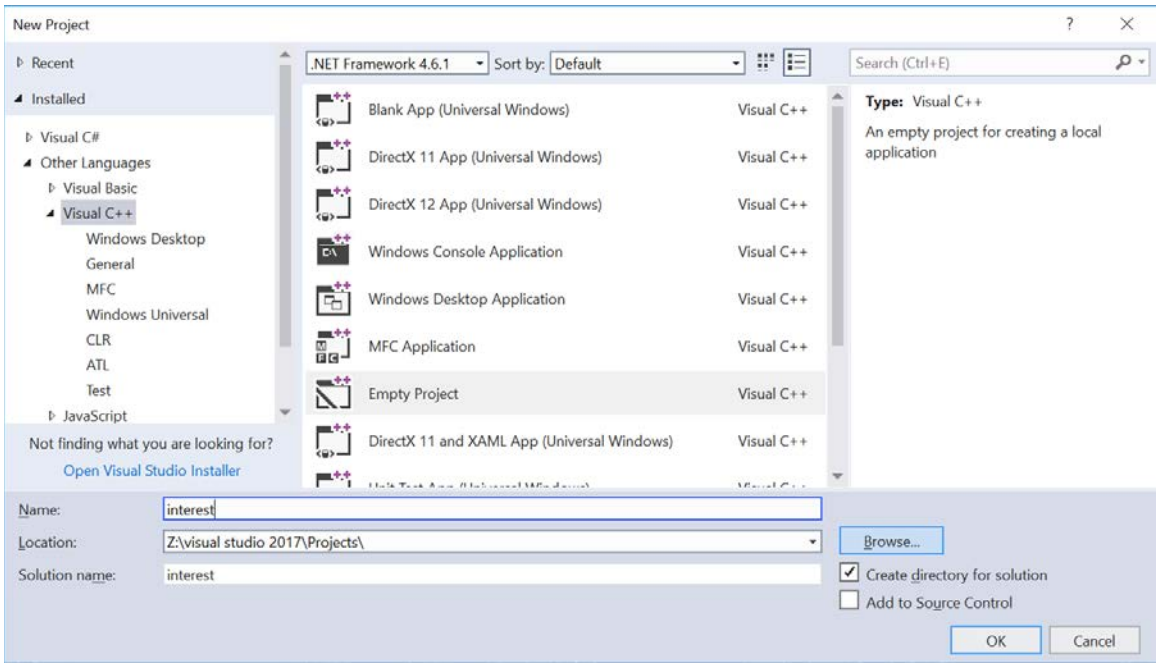


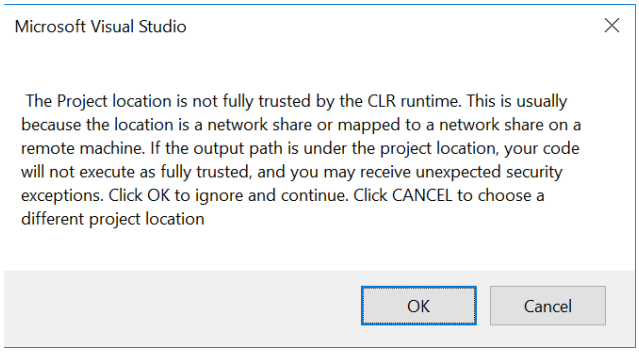
1. Launch Visual Studio 2013



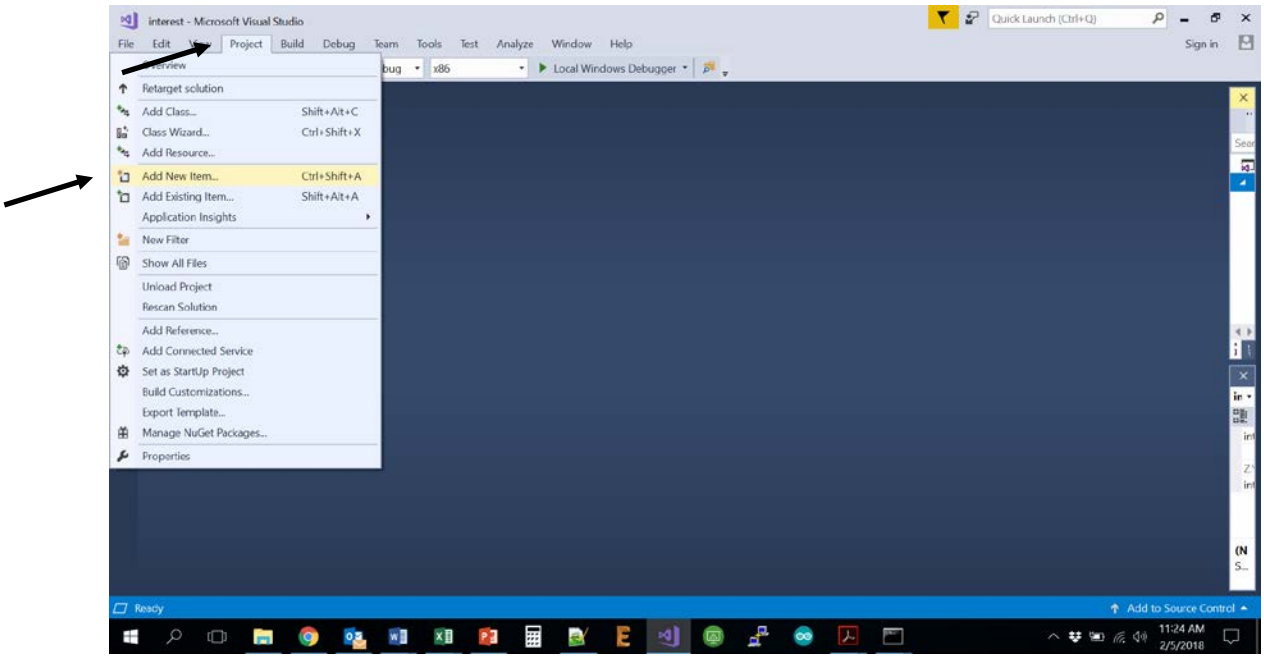
2. Select File/New/Project



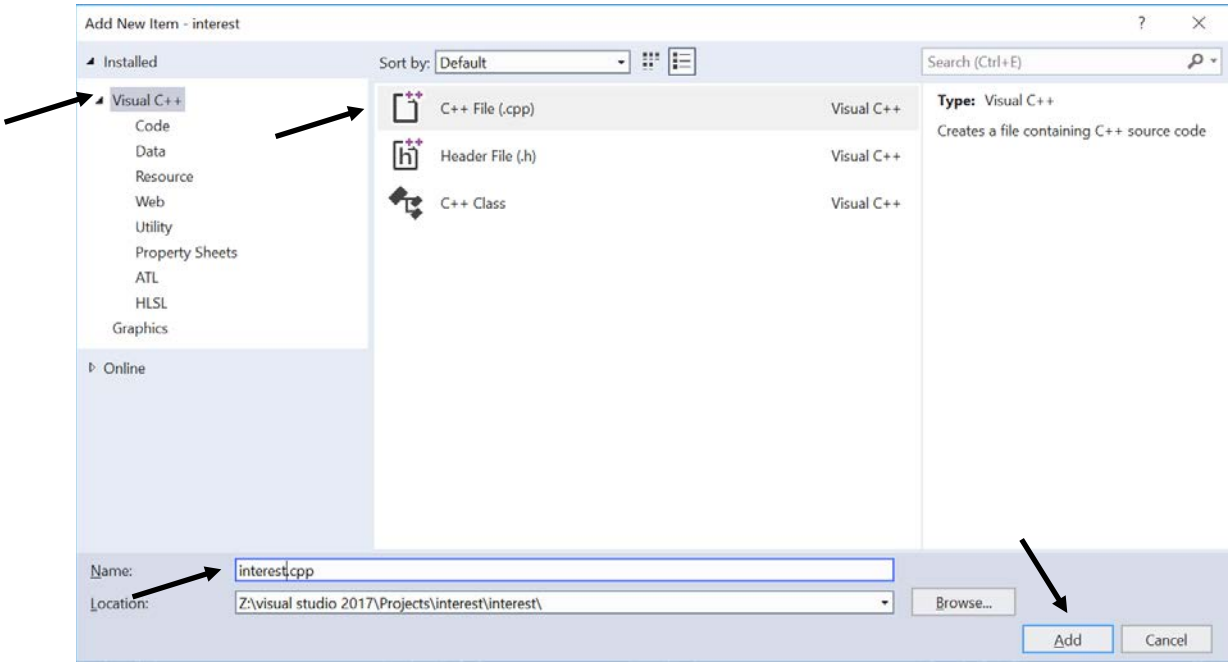
3. In the “New Project” dialog box, under “Installed/Templates”, click “Visual C++”, then select (click) “Win32 Console Application”. Under “Name:” type in the name of your project (`interest` for the first program. Insure “Location:” contains `z:\visual studio 2017\Projects`. If it contains something like: \\vnx-cifs.umdar.umassd.edu\users$\yourname\visual studio 2017\Projects, you should change it. The solution name should automatically be set to the same as the project name. Insure that “Create directory for solution” is checked. When all is complete, click OK.



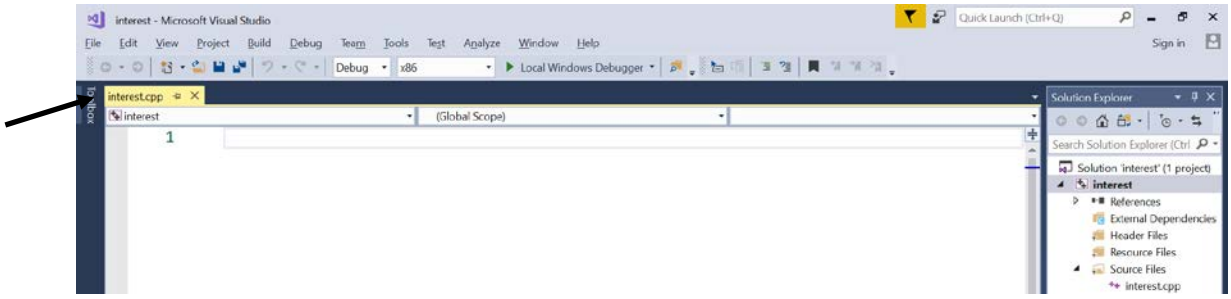
4. It is possible you will get a warning dialog box similar to what's above. If you do, just click OK.



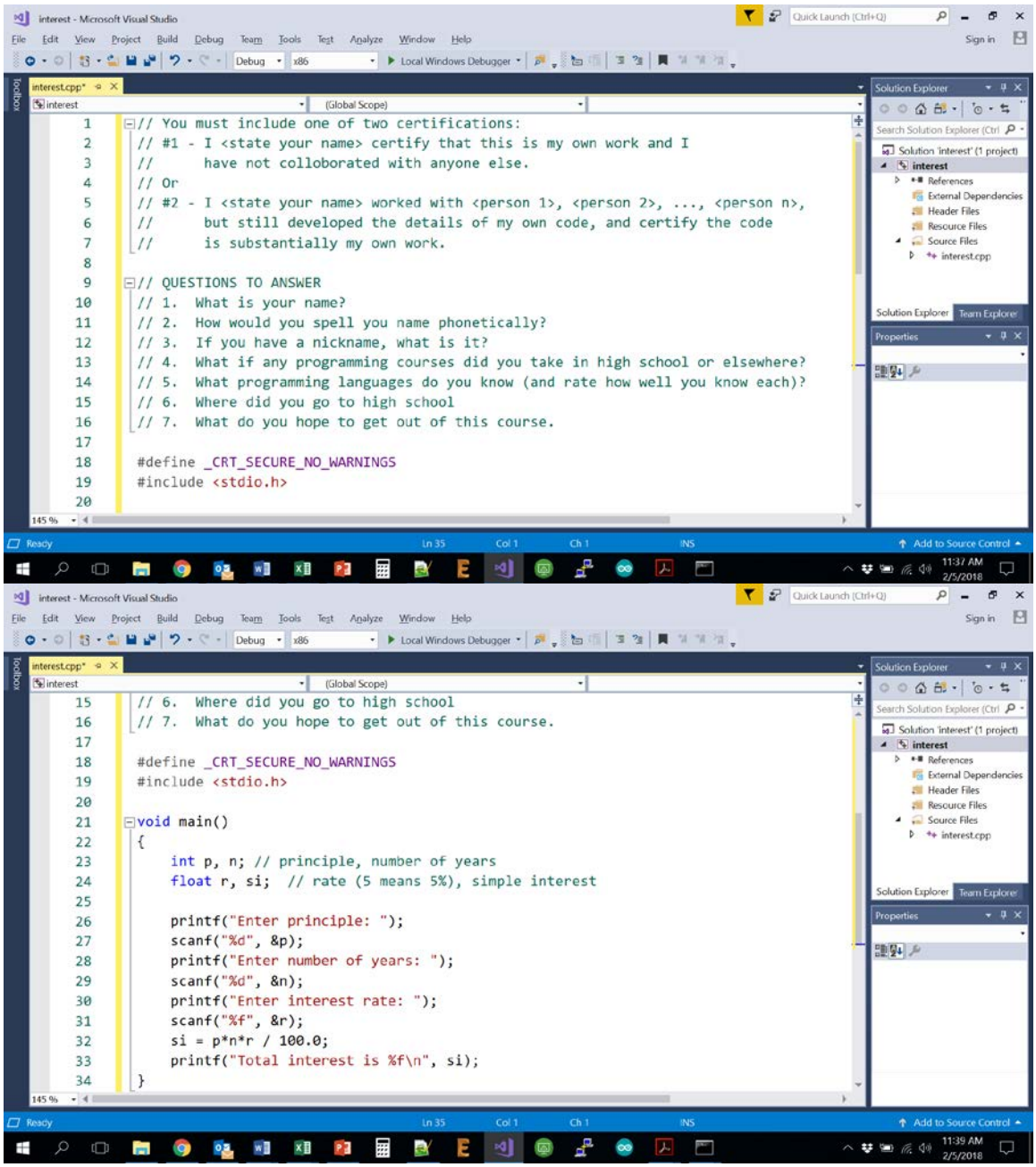
6. Click “Project”, Click “Add New Item…”



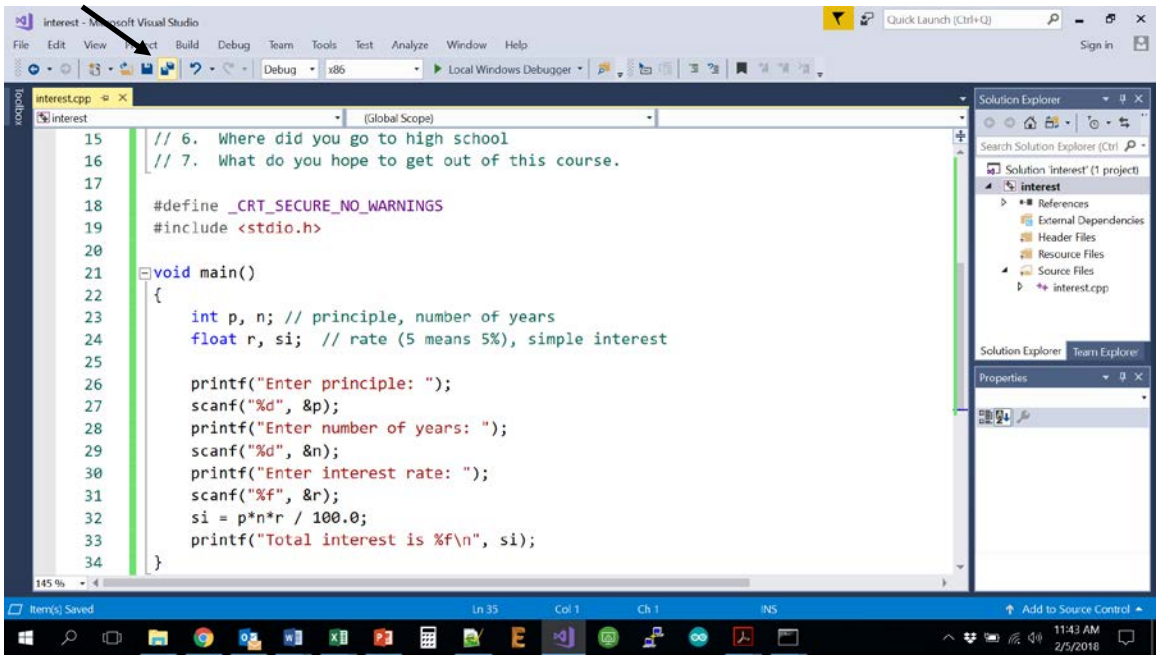
7. Within the ‘Add New Item” dialog box, insure “Visual C++’ is selected and “C++ File (.cpp)” is selected. The "Name" box will initially say Source.cpp. Type a name for your .cpp file (`interest.cpp` for your first program). Click “Add”.



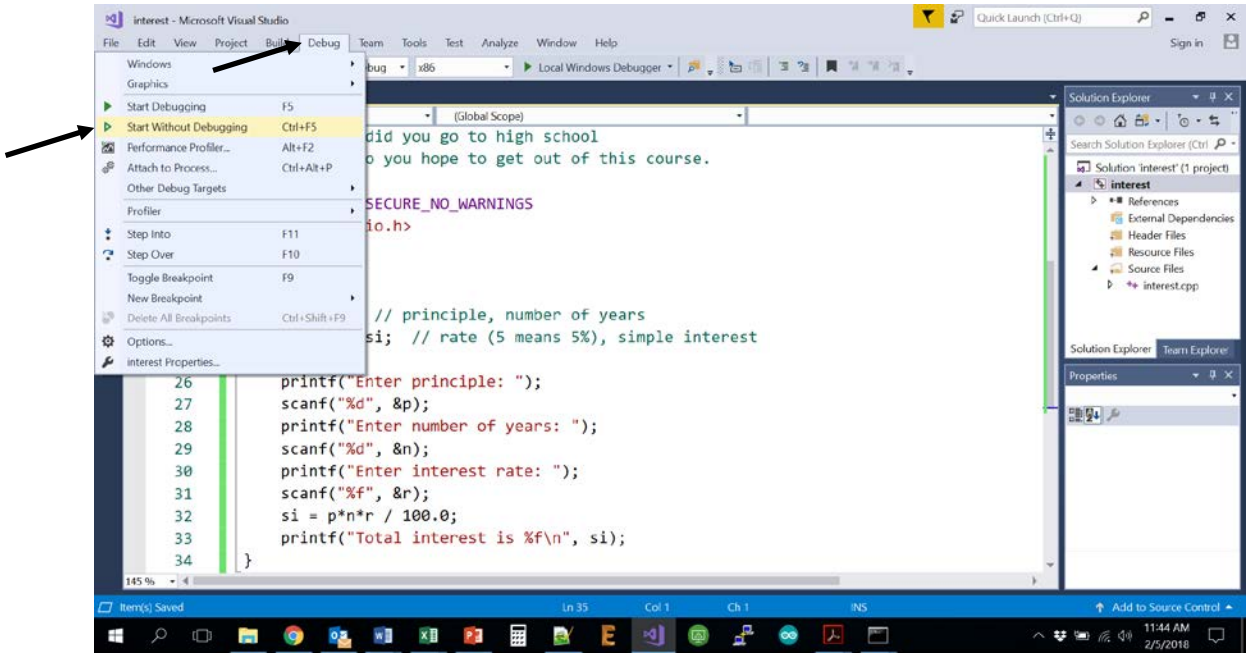
8. This is the main “work” screen where you will enter your program (note the tab with interest.cpp). Depending on the exact configuration of your computer, it is possible that the left and right panes will be reversed.



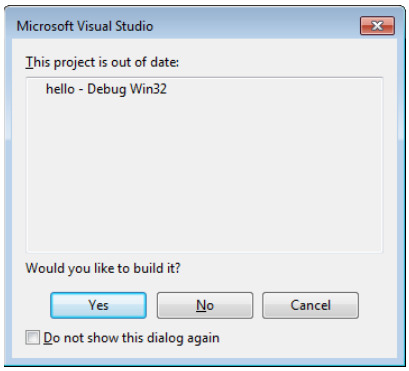
9. Enter the program shown on the two screens above. There are several comments/questions that are a part of this lab, and I am expecting you to answer. Note the "*" in the tab after filename interest.cpp indicates that the file has not been saved.



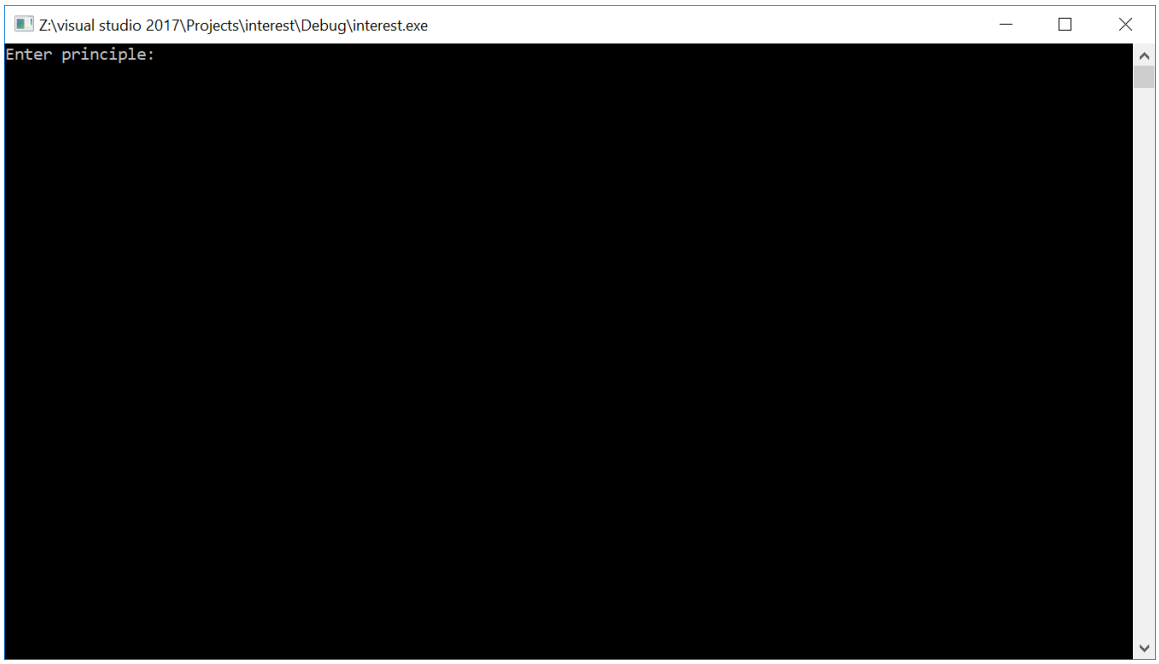
10. To save your program, click on the “save all” icon (or click File/Save all). Note the "*" disappears.



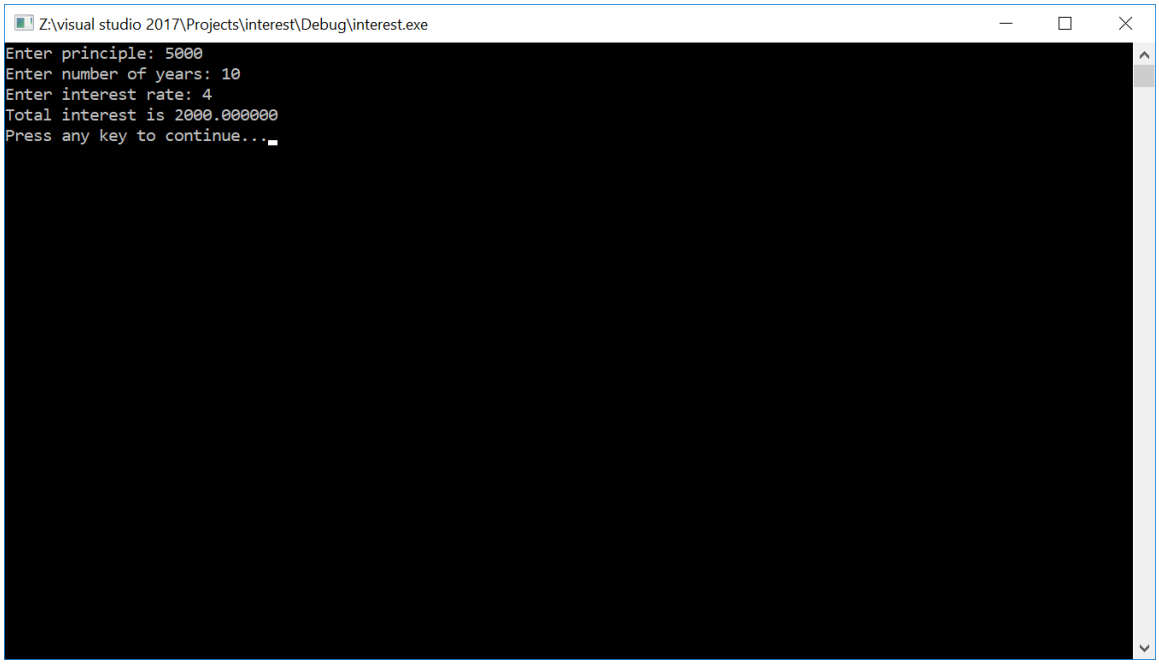
11. To run your program, click on Debug/Start Without Debugging (or press Ctrl/F5).



12. If you see a box like this, click ‘Yes”; you may optionally check “Do not show this dialog again” to avoid seeing this in the future.



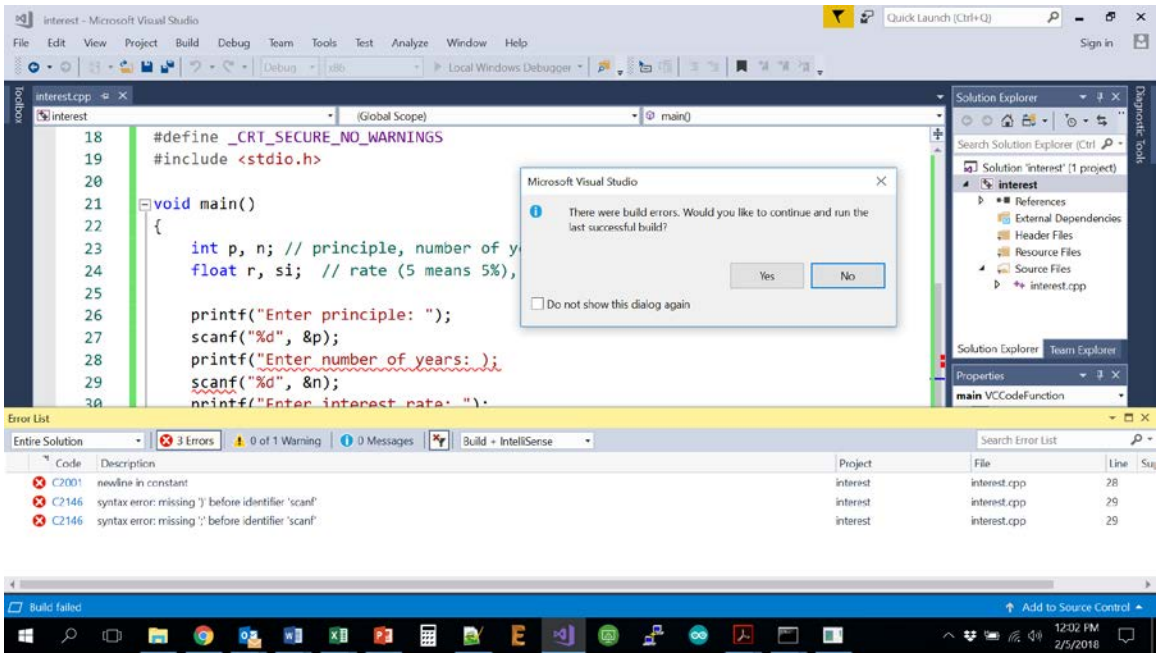
13. If you have entered the program correctly without any errors, you will see a “Build; 1 succeeded…” message in the “Output” window, and then a command prompt window open that shows the result of your program running…in the case of the sample interest.cpp program, it will look like the above.



14. Enter a set of data, and look at the result. The underlined info above is what the use enters.

DEALING WITH PROBLEMS

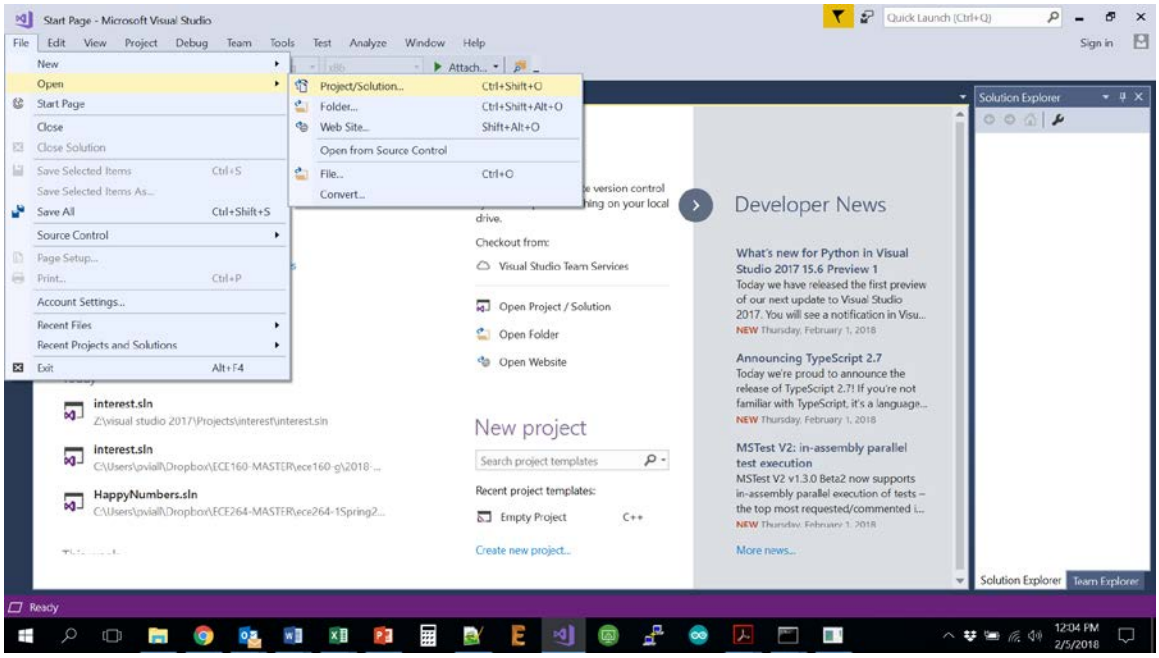
It is possible (likely) that your program will not run the first time, because of a syntax or other error. For example, if I were to leave the closing quote out of the printf statement on line 28, when I try to Debug/Start Without Debugging, I would get errors as follows:



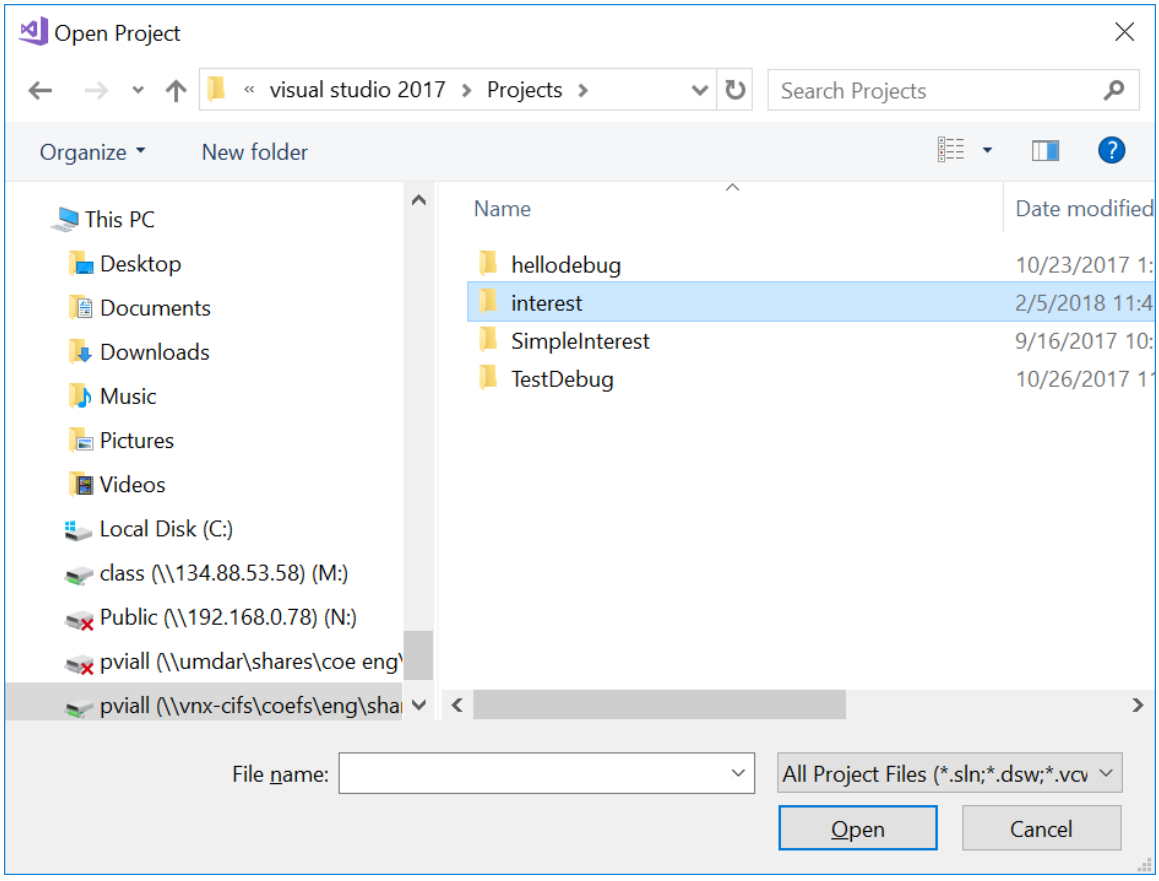
In general you should always click 'No' to this dialog box (saying that there were build errors), unless you have a very good reason for continuing. Have a look at the errors that are shown in the error list. The compiler tries to help you with where your error is, but sometimes the actual error is on the line previous to where the compiler says it is. Note also that one mistake may cause many errors. In this particular case, one missing quote mark causes 3 errors. It is possible that one mistake may cause many (dozens or hundreds) of errors.

Fix any error(s) and try running the program again.

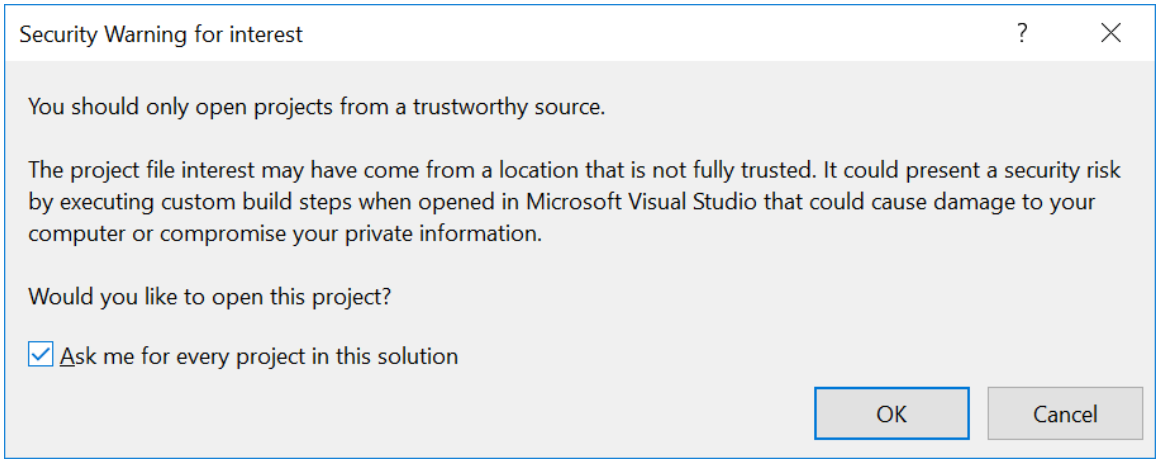
OPENING AN EXISTING PROJECT



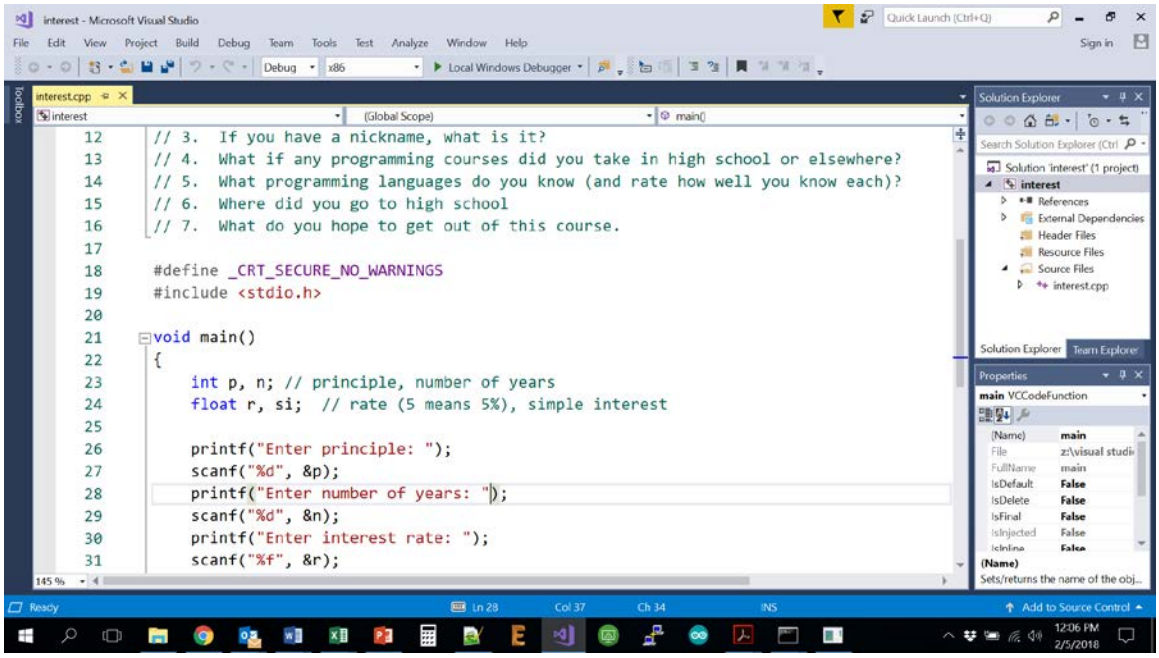
1. Click File / Open / Project/Solution.



2. If needed drill down to Z:\, Visual Studio 2017, Projects, interest. Click on interest.sln (NOT the .cpp file). Click Open.



You may get a warning dialog. As long as you are opening it from your M:, U:, or Z: drive (and you are the one who created it), you can click OK.



4. The project will load, and should be in the same state as when it was last saved.

SUBMITTING A PROJECT:

1. Unless otherwise told, you should submit only the .cpp file (or .txt file). For this project, run Windows explorer, and drill down to Z:\Visual Studio 2017\projects\interest\interest.

2. Right click on the interest.cpp file, and select, "Copy"

3. Drill down to your M: drive folder. If your user name is jkirk, the folder would be M:\ECE-160\jkirk. Once in this folder, right click and select paste.

4. You may use the "CheckSubmit.exe" program found in M:\ECE-160\public to check the submission. Double click on the file name, fill in your username and select the assignment you with to check.