Visual Studio 2017 Help Screenshots

Jim Fawcett Fall 2018

Opening Screen

Start Page → ×

원 Start Page - Microsoft Visual Studio Eile :: Edit View Project ▷ Debug Team Iools Test Analyze Window Help [2] Full Screen ○ - ○ [1] - ▲ : 바 말 ? - < - - ▶ Attach... - 第 =

Get Started

Build your first app in 5 minutes

Maximize your productivity with these tips and tricks for Visual Studio

Fake advantage of the newest technologies to deploy beautiful, low-cost and eliable websites

Develop modern, fully-native, Android and iOS app

Recent

This week

Toker.sln Y:\NotReleasedYet\Toker

CSE681WebTemplate.sln Z:\CSE681\Lectures\CSE681WebTemplate

CSE687WebpageTemplate.sln Z:\CSE687\Lectures\WebpageTemplate

CSE776WebPageTemplate.sln Z:\CSE776\Lectures\CSE776WebPageTemplate

HomeWebpageTemplate.sln Z:\WebPages\WebpageTemplate

This month

RegExHelper.sln C:\Users\jfawc\Desktop\RegExHelper

CSE775WebpageTemplate.sln Z:\CSE775\Lectures\WebpageTemplate

Open

Get code from a remote version control system or open something on your local drive. Checkout from:

Visual Studio Team Services

Open Project / Solution

當 🛛 Open Folder

🍓 Open Website

New project

Search project templates	÷ ۵
Recent project templates:	
🗃 Console App (.NET Framework)	C#
🛅 Windows Desktop Wizard	C++
🗂 ATL Project	C++
windows Console Application	C++
💭 WPF App (.NET Framework)	C#
🌐 Blank Node.js Web Application	TypeScript
Basic Node.js Express 4 Applicat	TypeScript
Blank Solution Visual Studi	o Solutions
WPF Browser App (.NET Framewo	rk) C#
👫 Class Library (.NET Framework)	C#

Developer News

Monitoring environmental conditions near underwater datacenters using Deep

V 🗹 🖸 Quick Launch (Ctrl+Q)

Solution Explorer

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- 4 ×

🔥 James W. Fawcett 👻 JF

Learning At Microsoft, we put our cloud and artificial intelligence (AI) tools in the hands of those working to solve global environmental challenge... NEW Tuesday, September 4, 2018

Using the New Xamarin.Forms Controls Toolbox

Xamarin.Forms empowers you to deliver the same experience to multiple platforms. Using a set of UI elements abstracted from common mobile app c... NEW Tuesday. September 4, 2018

Helping Go developers build better cloud apps faster

As GopherCon kicks off today with nearly 2,000 gophers gathering in Denver, we're excited to share our latest offerings and announcements fo... NEW Tuesday, September 4, 2018

TypeScript and Babel 7

Today we're excited to announce something special for Babel users. Over a year ago, we set out to find what the biggest difficulties users were ru... NEW Tuesday, September 4, 2018

Mobile CI/CD 101 with App Center

Mobile DevOps falls under the umbrella of enterprise DevOps, since mobile applications are primarily a user interface for interacting with exte... NEW Tuesday, September 4, 2018

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More news...

Solution Explorer Team Explorer Class View

Node.js Interactive Window Error List Output Find Symbol Results

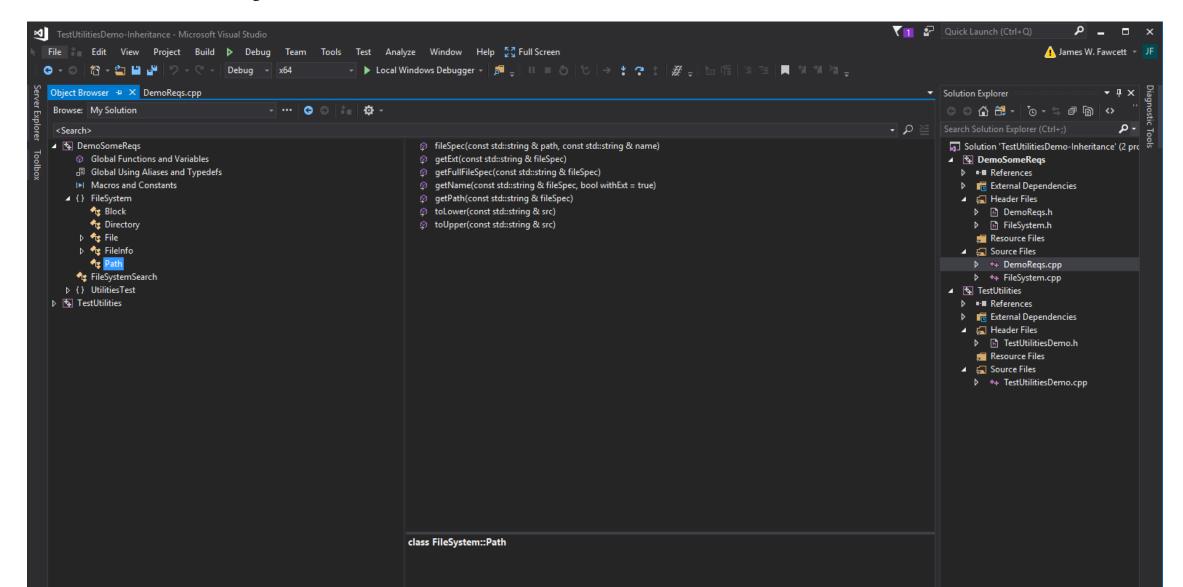
View Existing Projects

Perhaps code you've downloaded from College Server

View

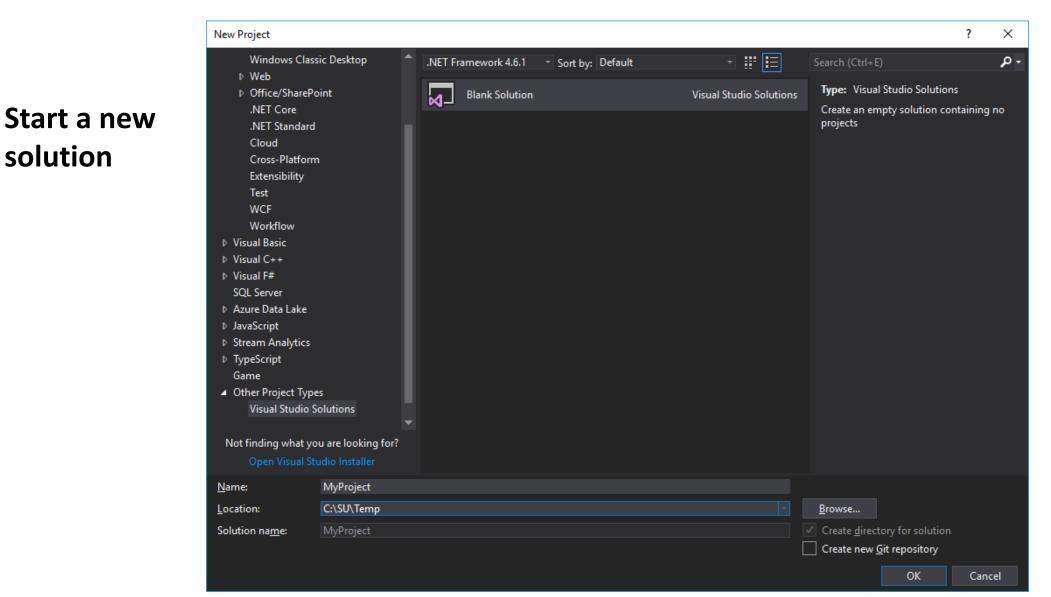
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🕺 📰 🛛 Server Expl	orer Ctrl+Alt+S		Solution 'TestUtilitiesDemo-Inheritance'
🛆 Cloud Exp	orer Ctrl+ Ctrl+X	Project #1 Requirements // ingle-user TestHarness //	▲ ▲ DemoSomeReqs ▶ ■•■ References
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📕 🗖 Bookmark	Window Ctrl+K, Ctrl+W		🖌 📮 Header Files
🗧 💭 Call Hierar	hy Ctrl+Alt+K	ct Oriented Design, Fall 2018 //	DemoReqs.h
🖉 😨 🛛 Class View	Ctrl+Shift+C	///////////////////////////////////////	▷ FileSystem.h Resource Files
E Code Defi	ition Window Ctrl+ D		A source Files
🗧 🚛 🛛 Object Bro	vser Ctrl+Alt+J		> ++ DemoReqs.cpp
10 Error List	Ctrl+∖, E		> ++ FileSystem.cpp
11 🕞 Output	Ctrl+Alt+O		▲ 1 TestUtilities ▶ ■■ References
12 📋 Task List	Ctrl+∖, T		 Figure 1 (1997) Fig
13 🛱 Toolbox	Ctrl+Alt+X		🖌 🗐 Header Files
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15 Find Resul	s)		🚝 Resource Files 🔺 🚛 Source Files
16 Other Win	lows)	, s/StringUtilities.h"	> source rines > ++ TestUtilitiesDemo.cpp
17 Toolbars)		
Full Screer צא	Shift+Alt+Enter		
19 📄 All Window		st;	
21 🕤 Navigate F		r <itest>;</itest>	
22 Next Task			
23 Previous T	sk	gv[])	
24 🔑 Properties	Vindow F4		
25 Property P			
26			
27 🛱 if	(argc < 2)		
28 {			
29	std::cout << "\n Plea	ase enter path to Project Directory\n";	
	return 1;		
31 }			
L 1 4	d::string path = argv[

View > Object Browser



Start a new solution

File > New > Project > Other Project Types



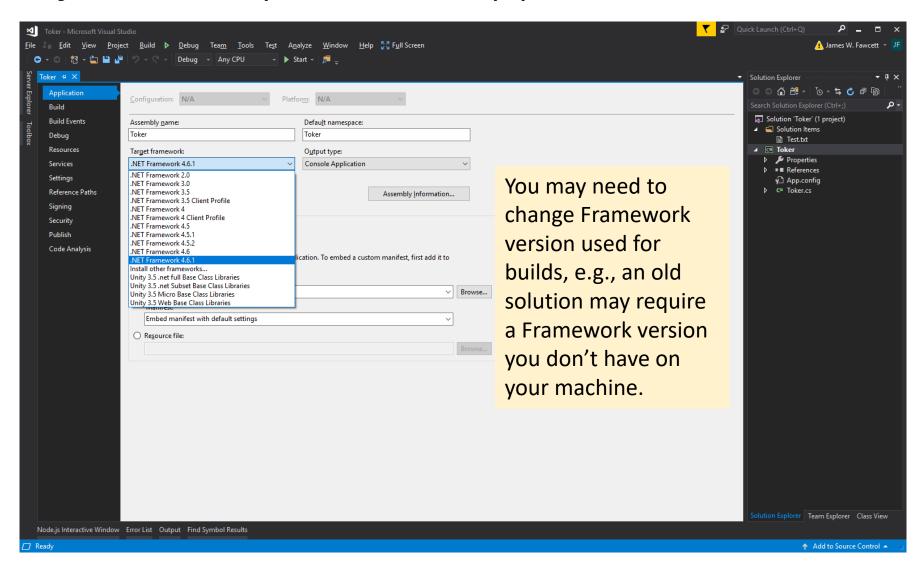
Starting and Building Projects

Perhaps to add a project to an existing solution

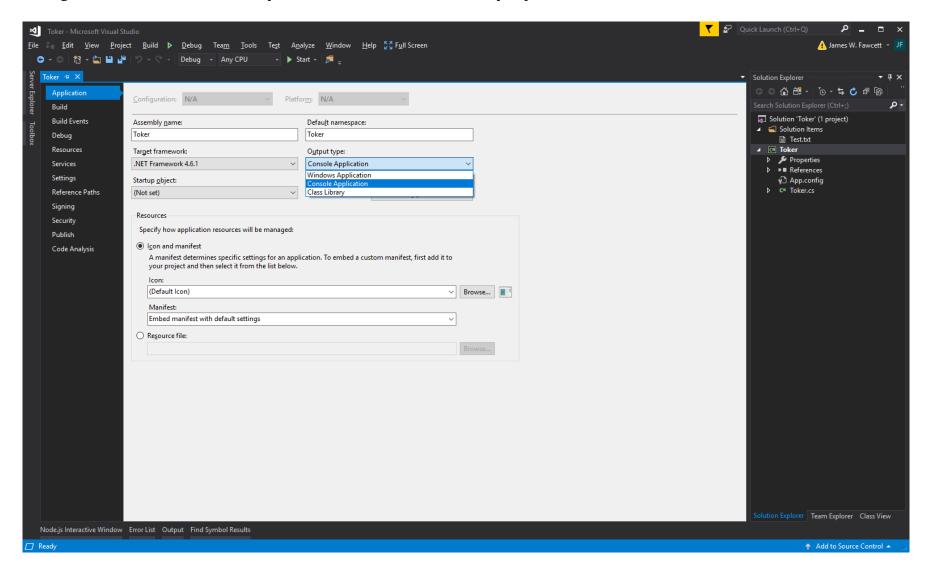
File > New > Project > C#

New Project					? ×
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			WPF App (.NET Framework)	Visual C#	Type: Visual C# A project for creating a command-line
Windows Univ			Windows Forms App (.NET Framework)	Visual C#	application
Windows Classic Desktop ▷ Web ▷ Office/SharePoint .NET Core .NET Standard		C *	Console App (.NET Framework)	Visual C#	
			Class Library (.NET Framework)	Visual C#	
Cloud Cross-Platforr		 □	Shared Project	Visual C#	
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Solution na <u>m</u> e:	ConsoleApp1				Create <u>d</u> irectory for solution Create new <u>G</u> it repository
					OK Cancel

C# Project > Properties > Application



C# Project > Properties > Application



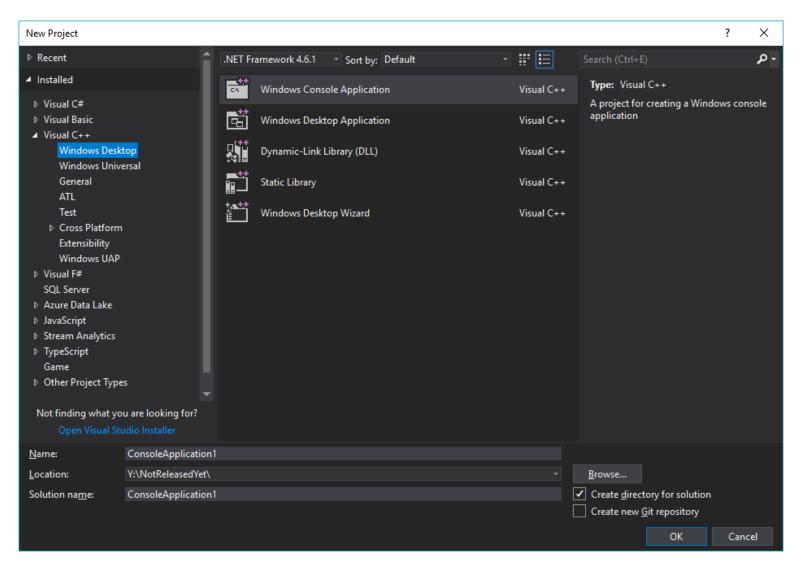
C# Project > Properties > Build

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See Toker - X Application Build	✓ Platform: Active (Any CPU) ✓		C C C C C C C C C C C C C C C C C C C
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			Solution Explorer Team Explorer Class View
Node.js Interactive Window Error List Output Find Symbol Resu			
Error HRESULT E_FAIL has been returned from a call to a COM compo	onent. The tab has been closed.		🔶 🛧 Add to Source Control

C# Project > Properties > Debug

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Server Explorer Toolbox	Build Events	Start action			G Solution 'Toker' (1 project)
ollox	Debug	<u>S</u> tart project			Test.txt
	Resources	O Start external program:	<u>B</u> rowse		 ▲ Comer Toker ▶ Description
	Services	○ Start browser with U <u>R</u> L:			▶ ■ ■ References
	Settings Reference Paths	Start options		Dut command	v∰ App.config ▷ C* Toker.cs
	Signing	Command line arguments:		Put command	
	Security			line arguments	
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	Code Analysis	Working directory:	Bro <u>w</u> se	here	
		Use remote machine	bro <u>m</u> sem	nere	
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					Solution Explorer Team Explorer Class View
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File > New > Project > C++



C++ Project > Properties > General

DemoSomeReqs	s Property Pages							? ×	
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<	>	Th	ne current target platform of the proje	ject.					
						ОК	Cancel	Apply	

C++ Project > Properties > Configuration Type

figuration:	Active(Debug)		~	Platform:	Win32		\sim	Configuration	Manager.												
Configurat	tion Properties	~	General																		
Genera			Target Platform			Windows 10															
Debug			Windows SDK Version			10.0.16299.0															
	Directories		Output Directory			<pre>\$(SolutionDir)\$(Configuration)\</pre>															
C/C++ Linker Manifest Tool			Intermediate Directory	1		\$(Configuration)\															
			Target Name			\$(ProjectName)															
			Target Extension			.exe															
 XML Document Generator Browse Information Build Events Custom Build Step Code Analysis 		Extensions to Delete of	n Clean		*.cdf;*.cache;*.obj;*.obj.enc;*.ilk;*.ipdb;*.	iobj;*.resource	s;*.tlb;*.tli;*.tlh;*.	tmp;*.rsp;*													
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			Enable Managed Incre	mental Build	I	No															
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			Configuration Type			Application (.exe)															
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					Common Language R	untime Supp	ort	Dynamic Library (.dll)													
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C++ Project > Properties > Configuration Type

DemoSomeReqs Property Pages		? ×
Configuration: Active(Debug)	V Platform: Win32	 Configuration Manager
 ✓ Configuration Properties General Debugging VC++ Directories ▷ C/C++ ▷ Linker ▷ Manifest Tool ▷ XML Document Generator ▷ Browse Information ▷ Build Events ▷ Custom Build Step ▷ Code Analysis 	General Target Platform Windows 10 Windows SDK Version 10.0.16299.0 Output Directory 10.0.10240.0 Intermediate Directory 10.0.10586.0 Target Name 10.0.14393.0 Target Extension 10.0.16299.0 Build Log File 8.1 Platform Toolset sinherit from parent or project Enable Managed Incremental Build No V Project Defaults Configuration Type Application (.exe) Use of MFC Use Standard Windows Librar Character Set Use Unicode Character Set Common Language Runtime Support No Common Language Runt .NET Target Framework Version No Whole Program Optimization No Whole Program Optimization Windows Store App Support No	<pre>ct defaults> ries time Support</pre>
< >>		OK Cancel Apply

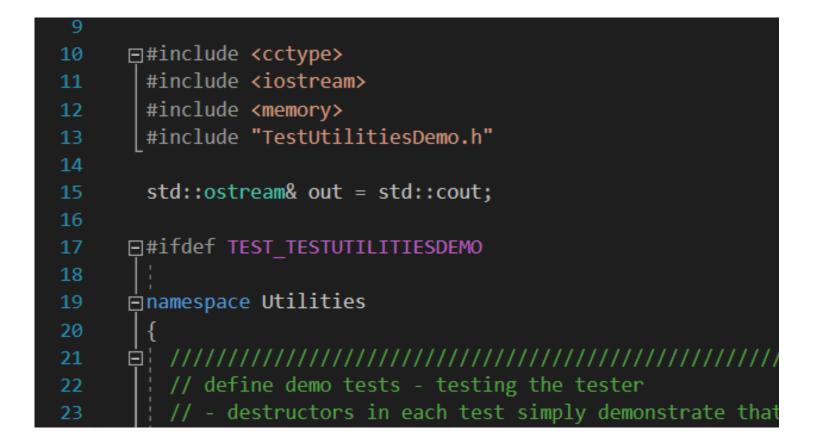
C++ Project > Properties > Debugging

DemoSomeReqs	Property Pages						?	×
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 ▷ C/C++ ▷ Linker ▷ Manifer ▷ XML Do ▷ Browsee ▷ Build Ev 	Directories st Tool ocument Generator Information vents n Build Step	Command Argument Working Directory Attach Debugger Type Environment Merge Environment SQL Debugging Amp Default Accelera	tor		\$(TargetPath) \$(ProjectDir) No Auto Yes No WARP software accelerator		nts here	
<	>	The command line argun	ients to pass	to the application.		ОК	Cancel A;	nnhu
						UK	Cancer A	pply

C++ Project > Properties > C/C++

TestUtilities Prop	erty Pages				?	×
Configuration:	Active(Debug)	✓ Platform: Wi	/in32		 Configuration Mar 	iager
 ✓ C/C++ Gen Opt Preg Cod Lan Pred Out Brow Adv All (Con Linker Manifes XML Do Browse Build Ev 	ging Directories eral imization processor de Generation guage compiled Headers put Files wse Information vanced Dptions nmand Line st Tool ocument Generator Information vents o Build Step	Preprocessor Definitions Undefine Preprocessor Definitions Undefine All Preprocessor Definitions Ignore Standard Include Paths Preprocess to a File Preprocess Suppress Line Numbers Keep Comments	MBCS No No No No	This is where you defin compile a package's Te (see next slide)	<mark>ne whether to</mark>	
<	>	Preprocessor Definitions Defines a preprocessing symbols for your s	source file.			
				ОК	Cancel	Apply

Option to compile package's main function



C++ Project > Properties > C/C++

onfiguration: Active(Debug)	V Platform: W	/in32	 Configuration Manage
 Configuration Properties General Debugging VC++ Directories C/C++ General Optimization Preprocessor Code Generation Language Precompiled Headers Output Files Browse Information Advanced All Options Command Line Linker Manifest Tool XML Document Generator Browse Information Build Events Custom Build Step Code Analysis	Precompiled Header Precompiled Header File Precompiled Header Output File	Not Using Precompiled Headers stdafx.h \$(IntDir)\$(TargetName).pch	Precompiled headers seem to cause more problems than the modest improvement in build times warrant, so I usually don't use them.
	Precompiled Header Create/Use Precompiled Header : Enables	creation or use of a precompiled header during	the build. (/Yc, /Yu)

C++ Project > Properties > Linker > Input

DemoSomeReq	s Property Pages						?	×
Configuration:	Active(Debug)	 ✓ Platform: 	Win32		~	Configuration	Manag	er
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⊳ Browse ⊳ Build E	n Build Step	Additional Dependencies Specifies additional items to add to th	e link command line. [i.e. ke	rnel32.lib]	OK	Cancel	Apt	ply

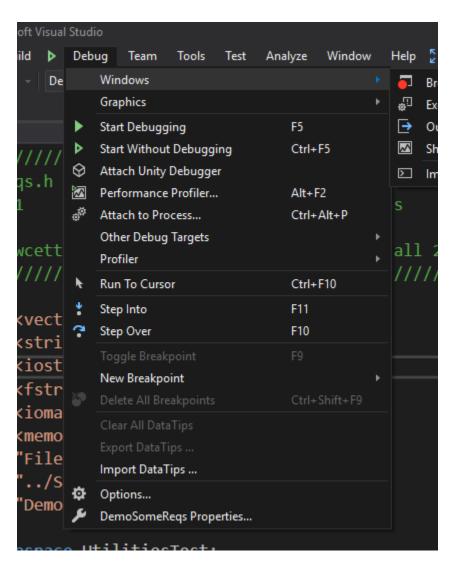
C++ Project > Properties > Linker > System

DemoSomeReqs Property Pages							? >	×		
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< >	The /SUBSYSTEM option function) that the linker v		rating system how to r	un the .exe file.The choice of subsystem af	fects the entry of OK	coint symbol (or	r entry poin	.t		

Build > Configuration Manager

Configuration Manager				?	×		
Active solution configuration:		Active solution platform:					
Debug	х64		~				
P <u>r</u> oject contexts (check the project co	nfigurations to build or de	ploy):					
Project	Configuration	Platform	Build	Deploy			
DemoSomeReqs	Debug ~	x64 ~	✓				
TestUtilities	Debug ~	x64 ~	✓				
	he projects in a s e platform.	solution normall	y target the				
				Clos	e		

Debug



Degugging Commands

F5: jump to next breakpoint

F10: step next

F11: step into function

^F10 : run to cursor

Set or remove breakpoint by clicking on margin

I added Run to Cursor to the Debug menu, as shown in the next slide.

Tools > Customize > Commands

Customize		?	×		Requirements	S	//	2	\sim	
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O Toolbar:	CMake Cache		^	Add	Command			?	×	<
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