

Starting a Console project



GettingStarted



The source code of all examples in this book is available for free download at www.ineasysteps.com/resource-center/downloads

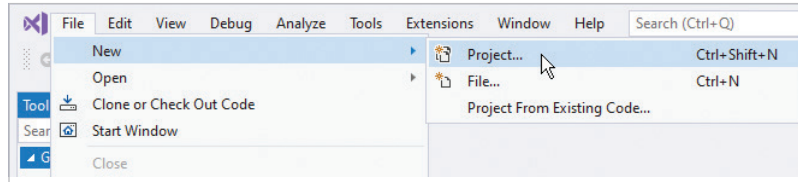


The default location for Visual Studio projects is a `C:\Users\username\source\repos` directory.

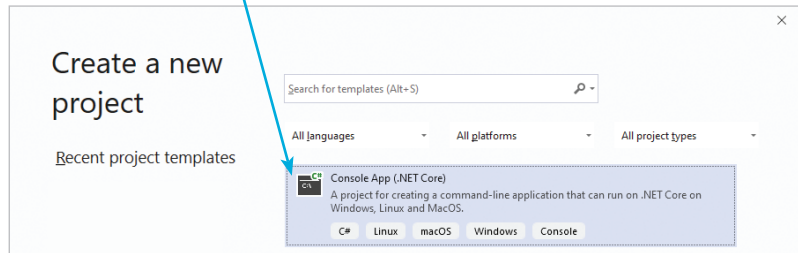


If the Code Editor window does not open automatically, click the **Program.cs** file icon in Solution Explorer to open the Code Editor.

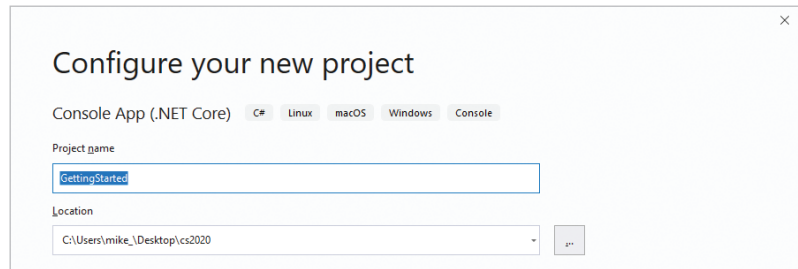
- 1 On the Menu Bar, click **File, New, Project...**, or press the **Ctrl + Shift + N** keys, to open the “New Project” dialog box



- 2 In the “Create a new project” dialog box, select the **C# Console App (.NET Core)** item and click **Next**



- 3 On the next dialog, enter a project name and location then click the **Create** button

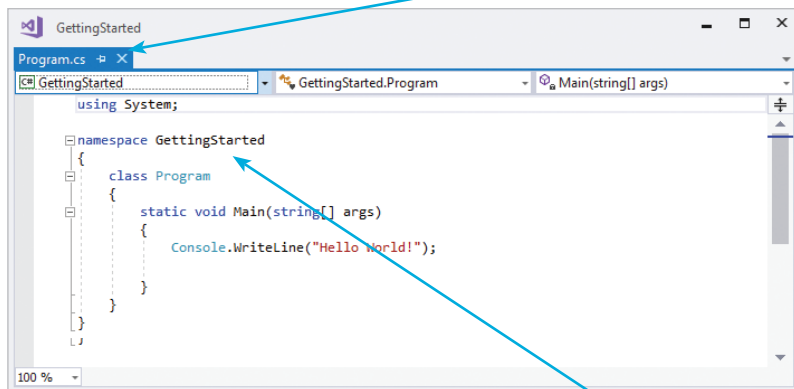


Visual Studio now creates your new project and loads it into the IDE. A **Code Editor** window appears, containing default skeleton project code generated by Visual Studio.

- 4 Drag the **Code Editor** window tab to undock the **Code Editor** window from the Visual Studio IDE frame

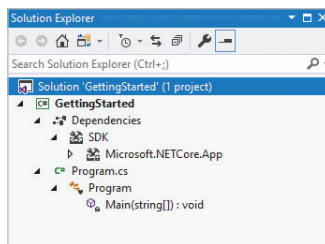
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The undocked window title displays the project name, and the tab displays the file name of the code as “Program.cs”.

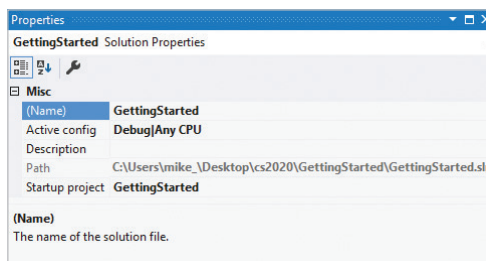


The code **namespace** is declared using your chosen project name – in this case it’s “GettingStarted”.

- 5 Select the **View, Solution Explorer** menu to open a **Solution Explorer** window, to discover all the items in your project



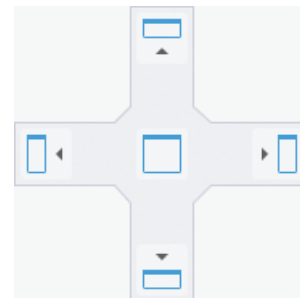
- 6 Select the **View, Properties** menu to open a **Properties** window, then select any item in the **Solution Explorer** window to see its properties appear in the **Properties** window



The **Code Editor** window is where you write C# code to create an application. The Visual Studio IDE has now gathered all the resources needed to build a default Console application. You can click the **Start** button on the toolbar to see Visual Studio build this application, but it will do nothing until you add some code.



You can drag the title bar of any window to undock that window from the Visual Studio IDE frame. When dragging, you can drop a window on the “guide diamond” (shown below) to dock the window in your preferred position.



Alternatively, you can run applications using the **Debug, Start Debugging** menu options, or press the **F5** shortcut key.