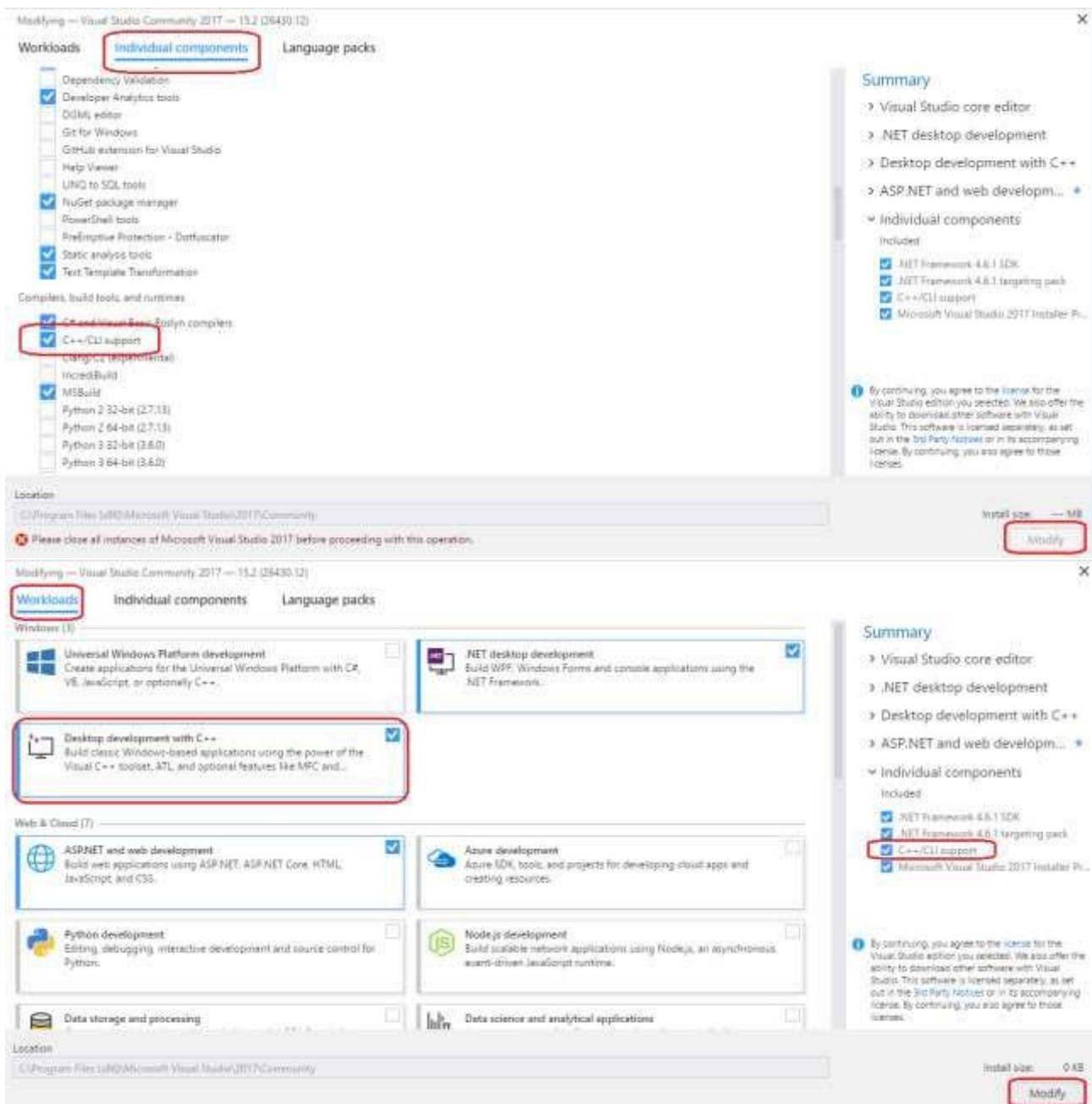
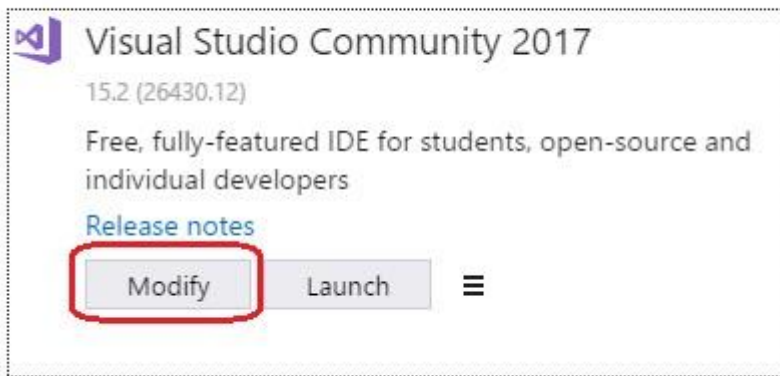
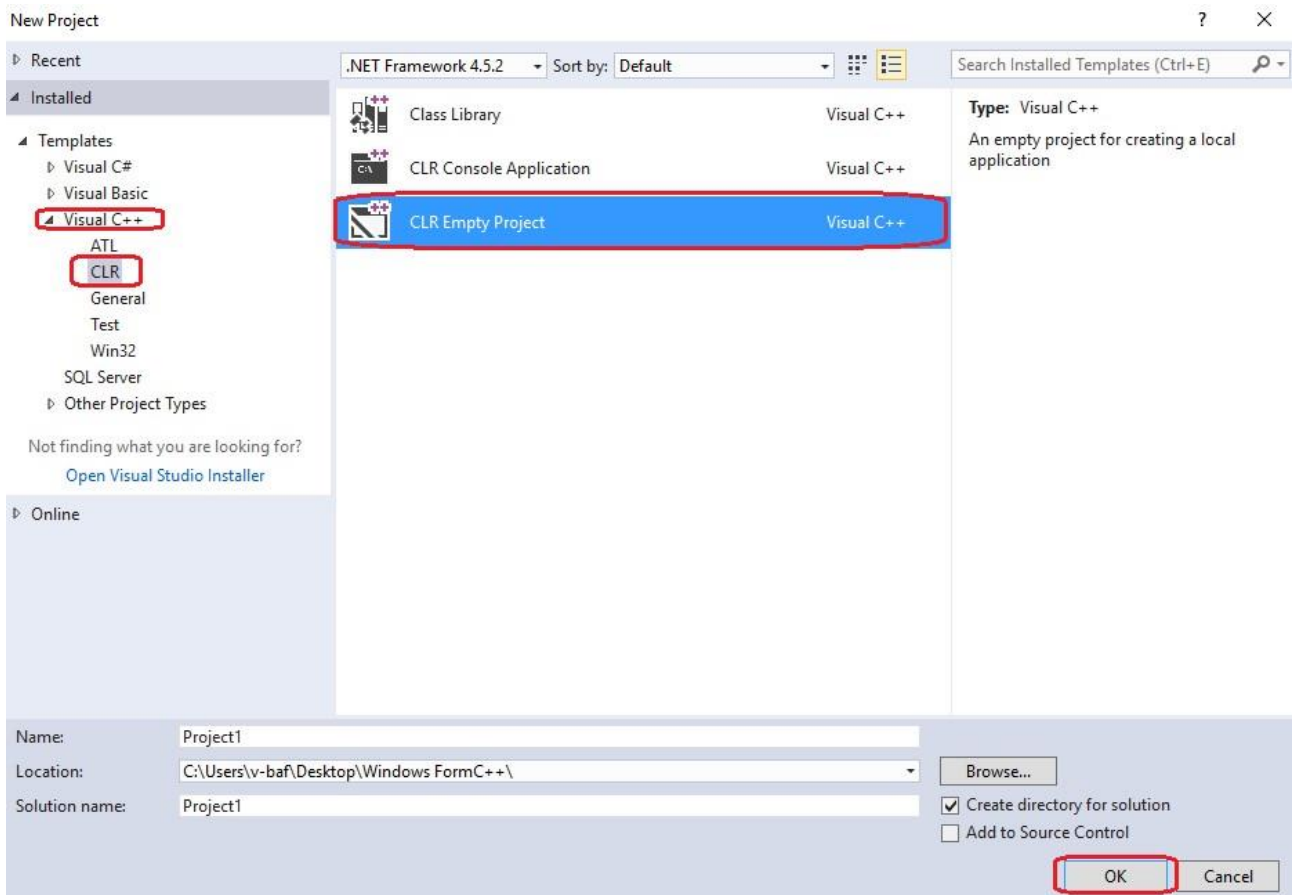


## 1. Make sure your Visual Studio 2017 have installed C++ package with C++/CLR:

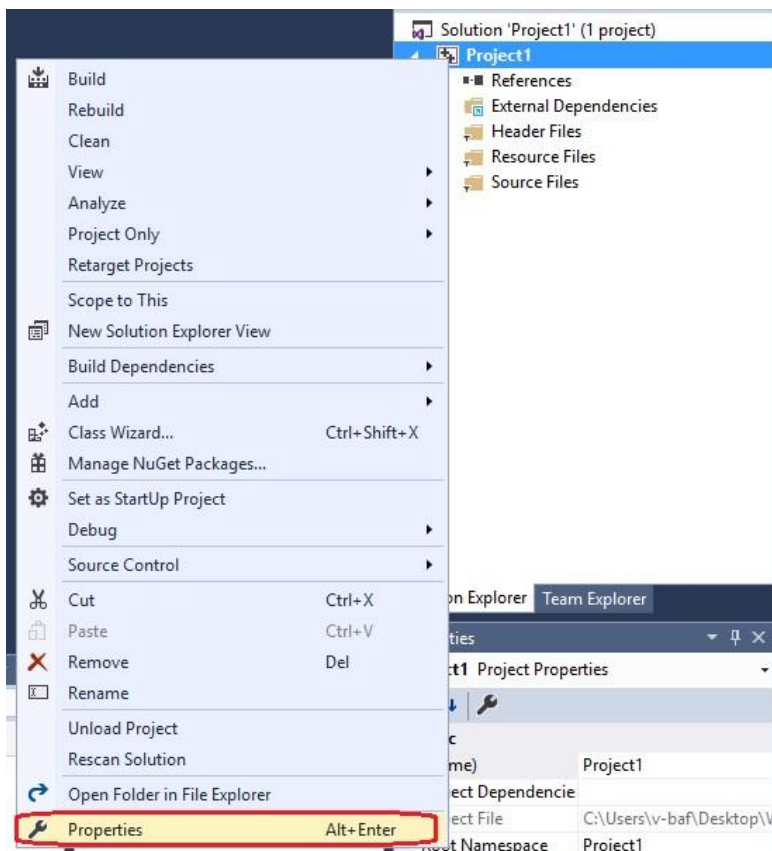
Installed



## 2. If you have installed all the package and components, then open Visual Studio 2017 and create a new project. Name it whatever you want. In this example, our project is named “Project1”:



Right click on the Project1 and choose Properties option:



Then:

Configuration: Active(Debug) Platform: Active(Win32) Configuration Manager...

Configuration Properties

- General
- Debugging
- VC++ Directories
- Linker
  - General
  - Input
  - Manifest File
  - Debugging
  - System**
  - Optimization
  - Embedded IDL
  - Windows Metadata
  - Advanced
  - All Options
  - Command Line
- Manifest Tool
- XML Document Generator
- Browse Information
- Build Events
- Custom Build Step
- Code Analysis

**SubSystem** Windows (/SUBSYSTEM:WINDOWS)

Minimum Required Version	
Heap Reserve Size	
Heap Commit Size	
Stack Reserve Size	
Stack Commit Size	
Enable Large Addresses	
Terminal Server	
Swap Run From CD	No
Swap Run From Network	No
Driver	Not Set

**SubSystem**  
The /SUBSYSTEM option tells the operating system how to run the .exe file. The choice of subsystem affects the entry point symbol (or entry point function) that the linker will choose.

OK Cancel **Apply**

Configuration: Active(Debug) Platform: Active(Win32) Configuration Manager...

Configuration Properties

- General
- Debugging
- VC++ Directories
- Linker
  - General
  - Input
  - Manifest File
  - Debugging
  - System
  - Optimization
  - Embedded IDL
  - Windows Metadata
  - Advanced**
  - All Options
  - Command Line
- Manifest Tool
- XML Document Generator
- Browse Information
- Build Events
- Custom Build Step
- Code Analysis

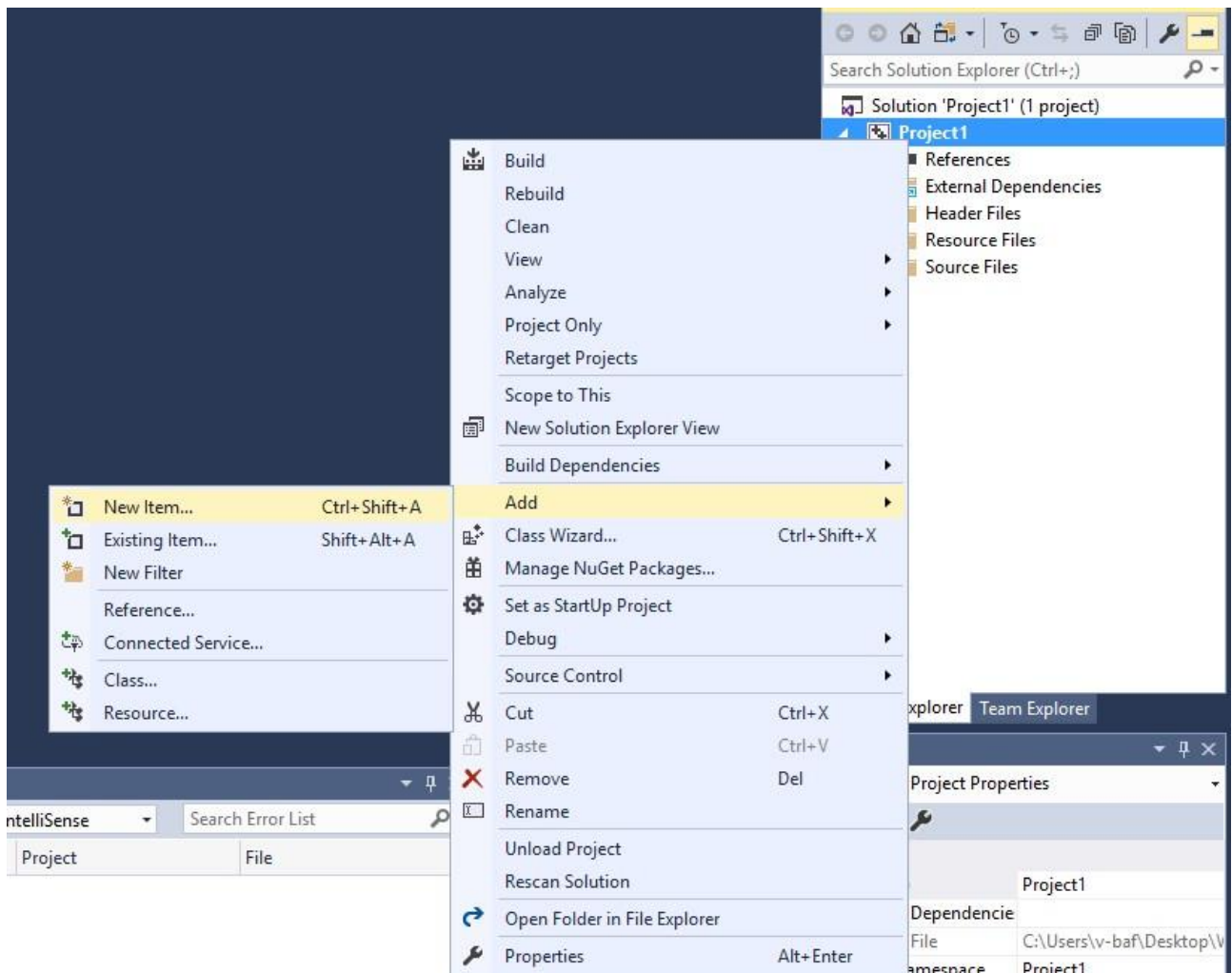
**Entry Point** Main

No Entry Point	No
Set Checksum	No
Base Address	
Randomized Base Address	Yes (/DYNAMICBASE)
Fixed Base Address	No (/FIXED:NO)
Data Execution Prevention (DEP)	Yes (/NXCOMPAT)
Turn Off Assembly Generation	No
Unload delay loaded DLL	
Nobind delay loaded DLL	
Import Library	
Merge Sections	
Target Machine	MachineX86 (/MACHINE:X86)
Profile	No
CLR Thread Attribute	
CLR Image Type	Default image type
Key File	
Key Container	
Delay Sign	
CLR Unmanaged Code Check	

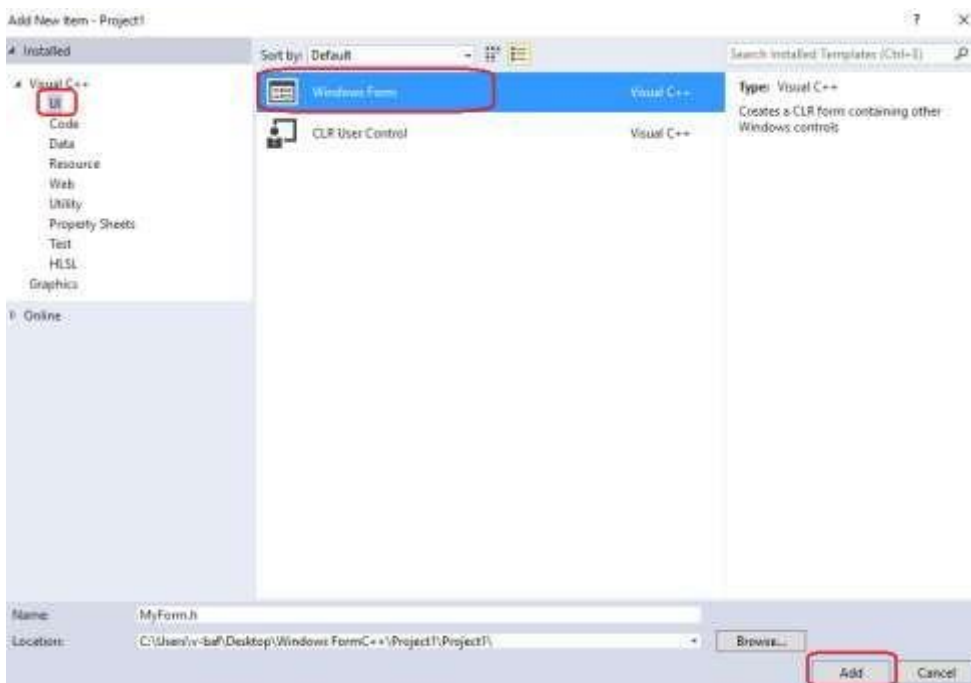
**Entry Point**  
The /ENTRY option specifies an entry point function as the starting address for an .exe file or DLL.

OK Cancel **Apply**

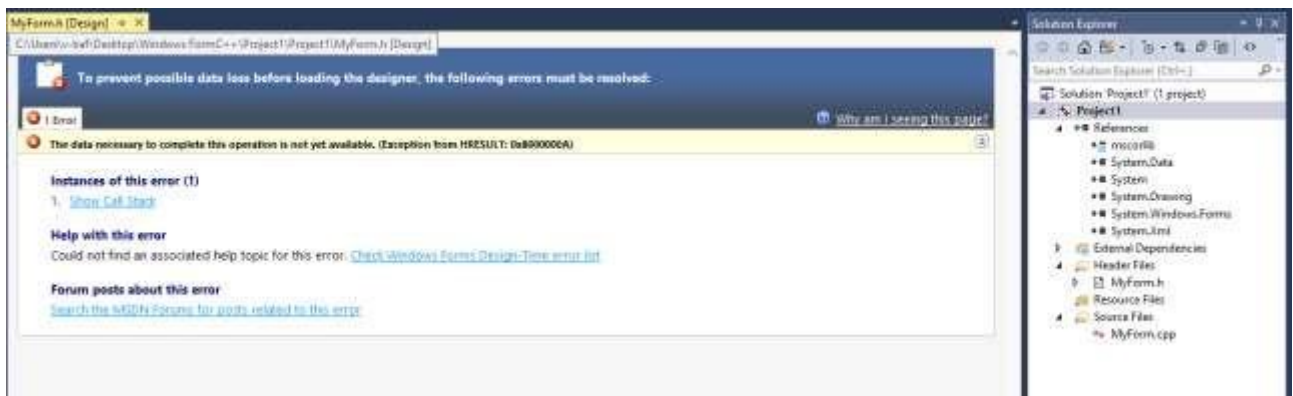
### 3. Add a new item:



Choose the Windows Form:



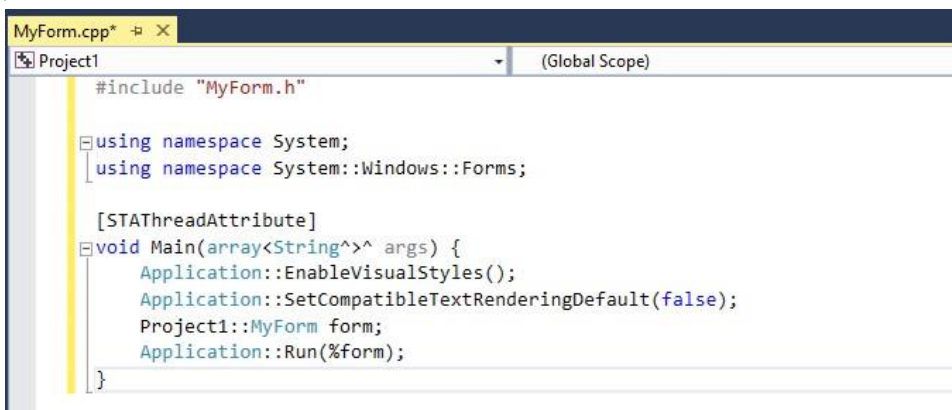
And now it will say the below error:



Don't worry, close it and add the following code to the MyForm.cpp:

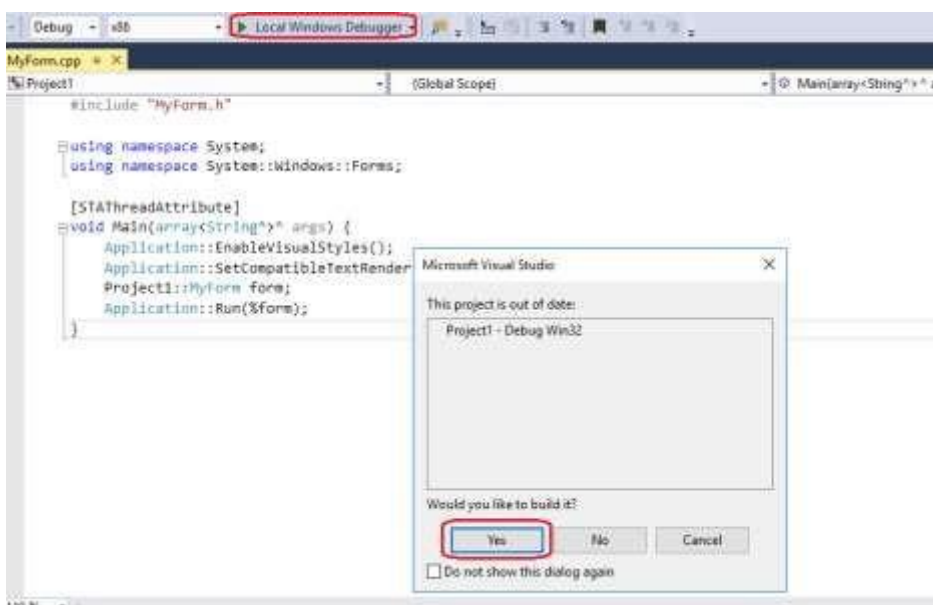
```
using namespace System;
using namespace System::Windows::Forms;

[STAThreadAttribute]
void Main(array<String^>^ args) {
    Application::EnableVisualStyles();
    Application::SetCompatibleTextRenderingDefault(false);
    /*your project name here*/Project1::MyForm form;
    Application::Run(%form);
}
```



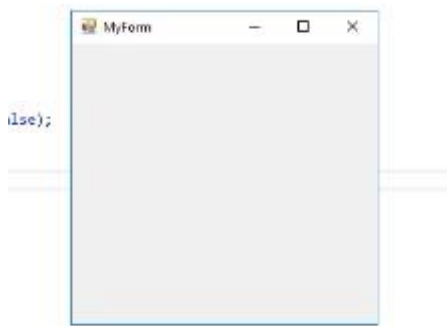
Then save it and close the Visual Studio 2017, then reopen your Project1.

#### 4. When you reopen your Project1, you need to debug it first:

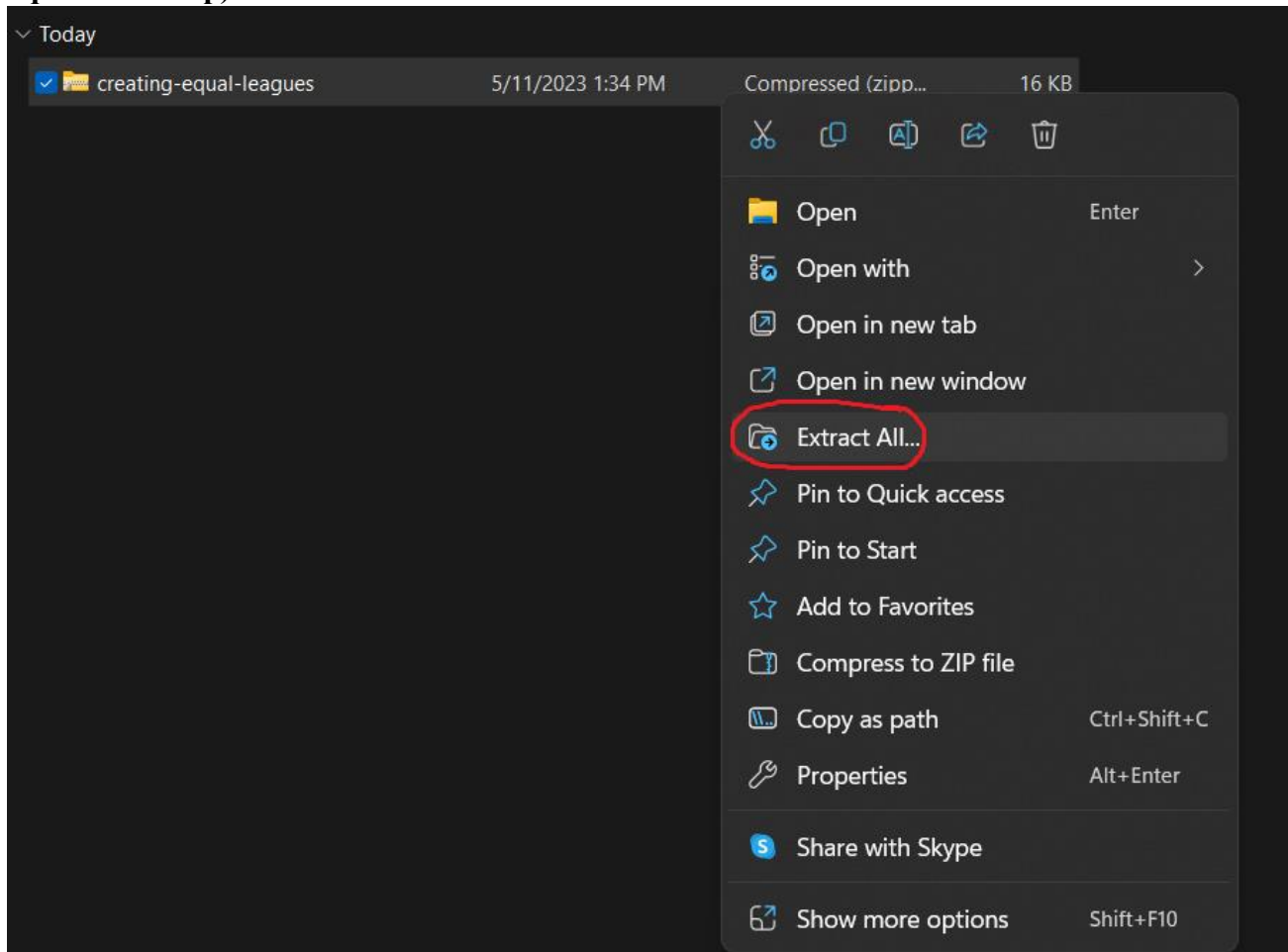


And the display:

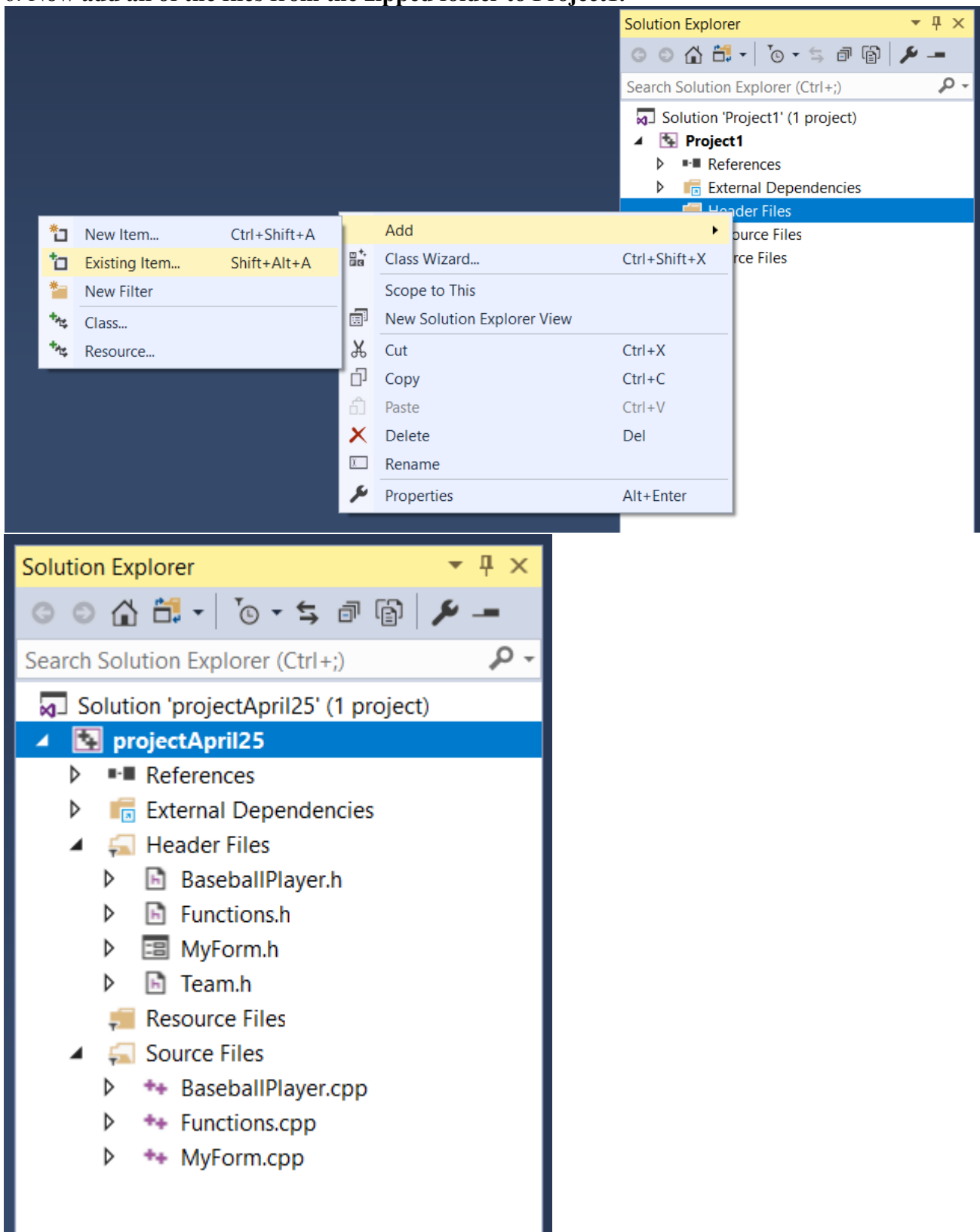




**5. Now go ahead and extract all of the files from the .zip folder you downloaded (creating-equal-teams.zip) so that we can access them.**



6. Now add all of the files from the zipped folder to Project1.



**DO NOT** worry about MyForm.h. That will appear after you build the solution. Also, make sure the text files from the zipped folder are found in the folder that your Project1 is in.

**That should be all!**