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":

New Project



Right click on the Project1 and choose Properties option:



Then:

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Project1 Property Pages

figuration: Active(Deb	ug) V Platform: Active(Win3a	2) ~	Configuration Manager					
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General	Stack Commit Size							
Input	Enable Large Addresses							
Manifest File	Terminal Server							
Debugging	Swap Run From CD	No						
System	Swap Run From Network	No						
Optimization	Driver	Not Set						
Embedded IDL	Diver	Not Set						
Windows Metad	ata							
Advanced								
All Options								
Command Line								
Manifest Tool								
XML Document Ger	erator							
Browse Information								
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▷ Custom Build Step
 ▷ Code Analysis

Delay Sign

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CLR Unmanaged Code Check

Build Events

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

OK

Cancel

v

Apply

? X

3. Add a new item:

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Choose the Windows Form:

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And now it will say the below error:



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



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:

EProject) - ((Slobal Scope)	 Ø Main(array<string*)** a<="" li=""> </string*)**>
<pre>#include "MyForm.h" Huging namespace System; using namespace System::Windows::Forms; [STAThreadAttribute]</pre>		
<pre>evoid Main(arraysString'>* arp) { Application::EnableVisualStyles(); Application::SetCompatibleTextRender Project1::MyTorm form; Application::Bun(%form); } }</pre>	Microsoft Visual Studie This project is out of date: Project1 - Debug Win32	×
	Would you like to build it? Ves No Cancel Do not show this dialog again	

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.

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

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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!