

Importing Existing Source Code Files

This example shows how to import two existing files (`myfile.h` and `myfile.cpp`) into your compiler. You use these steps to import source code files into your compiler, such as those provided for the problem sets. Some problem sets may one contain a `.cpp` file. **Note:** our first assignment does not have a `.h` file, other assignments, especially the final project may have a `.h` file along with the `.cpp` file.

Using Microsoft Visual C++

1. Open *Microsoft Visual C++* and create a new empty console application project, and name the project `Problem1a` (or a name that you prefer).
2. Delete the `Problem1a.cpp` file that was created located in the **Source Files** folder. Right click on the file and select **Remove**.
3. Extract the files for the assignment from Zip file and place them in your newly created project folder.
4. Right click on the **Header Files** folder located in the left panel. Select **Add > Existing File**. Then browse the folders on your computer to select the `myfile.h` file. Perform this step an additional time to add the `myfile.cpp` file to the **Source Files** folder.
5. Add the following include at the top of the `driver.cpp` file:

```
#include "stdafx.h"
```

6. Compile and run the program. If your console window closes before you can look at the output, place the following line before the return statement in the function `main()`:

```
cout << "Press any key to continue." << endl;  
getchar();
```

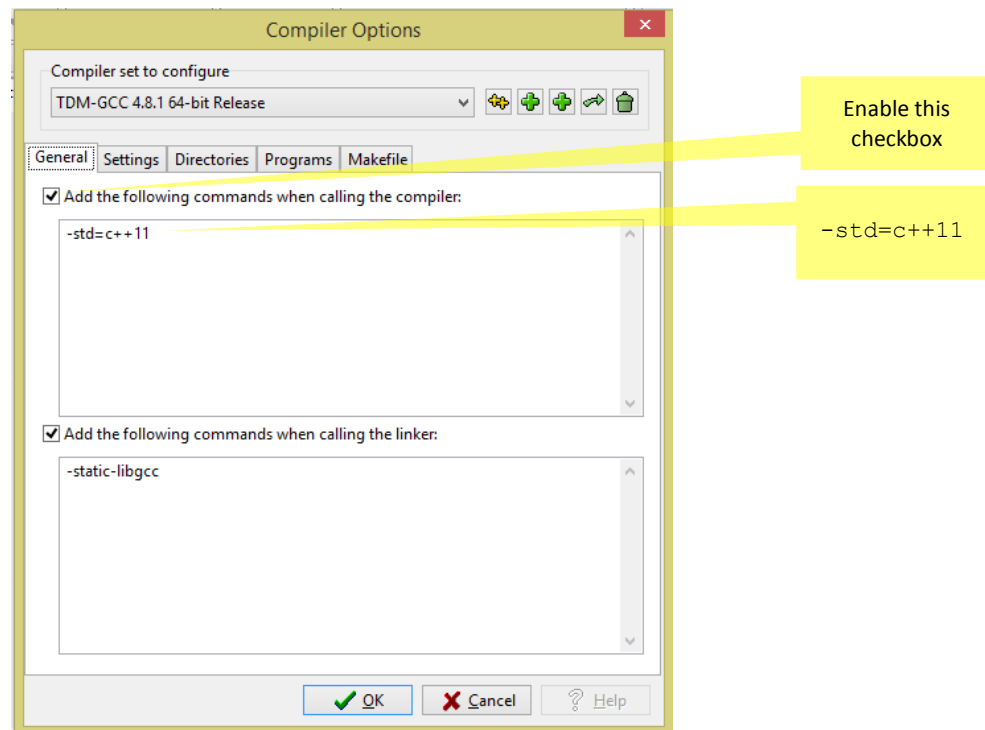
7. Finally, when submitting your program for an assignment, only submit the actual source code files: those ending end `.cpp` or `.h` that you modified. **Please do not submit the entire MS Visual C++ project folders.**

Using Bloodshed Dev-C++

1. Open *Dev-C++* and create a new empty console application project, and name the project `Problem1a` (or a name that you prefer).
2. Delete the `main.cpp` file that was generated. Right click on the file located in the left panel. Select **Remove from Project**.
3. Extract the files for the assignment from Zip file and place them in your newly created project folder.
8. Right-click on the **linkedList** folder located in the left panel. Select **Add to Project**. Then browse the folders on your computer and select the `myfile.h` file. Perform this step again to add the `myfile.cpp` file to the project.
9. Compile and run the program. If your console window closes before you can look at the output place the following line before the return statement in the function `main()`:

```
cout << "Press any key to continue." << endl;  
getchar();
```

10. It's not required, but if you would like to use C++11, you can enable Orwell Dev-C++ to compile C++11 code by adding a flag: **Tools > Compiler Options**, check *Add the following commands when calling the compiler* and add `-std=c++11` the textbook. Be sure to use lowercase letters.



- 11.** Finally, when submitting your program for an assignment, only submit the actual source code files: those ending end `.cpp` or `.h.` that you modified. **Please do not submit the entire Dev-C++ project folder or files ending in `.dev`.**