CSIT 256 – Configuring Irvine Library

First, acquire Microsoft Visual Studio Community 2019

See pic below.

Get the Library with the 'Revised' Template from Canvas

To get the author's library and a revised 32-bit Visual Studio 2019 Project, download Brower's: "Irvine_and_VS2019_Project.zip" from Canvas. (See pic)



Copy the **Irvine** folder inside of the "**Irvine_and_VS2019.zip**" file into **C:\Irvine** (see pics on next page(s))

Open the Solution file from Visual Studio

Option 1 – just work in "Project32_VS2019" folder

If you are going to make copies of the main.asm and hold it elsewhere, then you can open the *solution* file in "C:\Irvine\Project32_VS2019" from Visual Studio

Option 2 - copy to a new folder

If you want to maintain separate projects for separate labs, copy the complete contents of the "C:\Irvine\Project32_VS2019" into a new folder (such as "Lab i2")

Then open the solution file in the new folder from Visual Studio



There is an Irvine folder inside the .zip file. That needs to be copied to the root

Contents of C:\Irvine should be:

	> This PC > Local Disk (C:) > Irvine		~ 0	Search Irvi	,
^	Name ^	Date modified	Туре	Size	
	📕 ch03	9/3/2019 10:41 PM	File folder		
	📜 ch04	9/3/2019 10:41 PM	File folder		
	📜 ch05	9/3/2019 10:41 PM	File folder		
	📜 ch06	9/3/2019 10:41 PM	File folder		
	📜 ch07	9/3/2019 10:41 PM	File folder		
	📜 ch08	9/3/2019 10:41 PM	File folder		
	📜 ch09	9/3/2019 10:41 PM	File folder		
	📜 ch10	9/3/2019 10:41 PM	File folder		
	📕 ch11	9/3/2019 10:41 PM	File folder		
!	📙 ch12	9/3/2019 10:41 PM	File folder		
1	📕 ch13	9/3/2019 10:41 PM	File folder		
	📙 ch14	9/3/2019 10:41 PM	File folder		
i	📕 ch15	9/3/2019 10:41 PM	File folder		
I	📕 ch16	9/3/2019 10:41 PM	File folder		
I.	📕 ch17	9/3/2019 10:41 PM	File folder		
1	📜 Lib16	9/3/2019 10:41 PM	File folder		
	📕 Lib32	9/3/2019 10:41 PM	File folder		
	📜 Lib64	9/3/2019 10:41 PM	File folder		
	✓ Project32_VS2019	9/3/2019 10:46 PM	File folder		
	💭 b16.asm	9/3/2019 10:41 PM	Assembler Source	1 KB	
	💭 b32.asm	9/3/2019 10:41 PM	Assembler Source	1 KB	
	GraphWin.inc	9/3/2019 10:41 PM	Include File	5 KB	
	Irvine16.inc	9/3/2019 10:41 PM	Include File	6 KB	
1	🛍 Irvine16.lib	9/3/2019 10:41 PM	Object File Library	9 KB	
	Irvine32.inc	9/3/2019 10:41 PM	Include File	6 KB	
	Irvine32.lib	9/3/2019 10:41 PM	Object File Library	20 KB	
	Kernel32.Lib	9/3/2019 10:41 PM	Object File Library	271 KB	
	■ link16.exe	9/3/2019 10:41 PM	Application	356 KB	
	Macros.inc	9/3/2019 10:41 PM	Include File	10 KB	
	make16_vs2012.bat	9/3/2019 10:41 PM	Windows Batch File	2 KB	
	💿 make16_vs2013.bat	9/3/2019 10:41 PM	Windows Batch File	2 KB	

CSIT 256 – Configuring Irvine Library

After you have the Irvine library and the revised template, you are now ready to go into Visual Studio

When you start Visual Studio, *if you get a screen that asks you about setting up an account* select the option that is like "*Not Now*"

Pick a color scheme

Select Open a project or solution...

Visual Studio 2019								
Open recent		G	Get sta	arted				
Project.sln C:\Irvine\Project32_VS2019	9/3/2019 10:45 PM		*	Clone or check out code Get code from an online repository like GitHub or Azure DevOps				
			Ċ	Open a project or solution Open a local Visual Studio project or .sln file				
		8	2	Open a local folder Navigate and edit code within any folder				
			t ð	Create a new project				

Traverse to the C:\Irvine\Project32_VS2019 folder (or to the folder where you copied the contents of Project32_VS2019)

Then select Flog						
🔀 Open Project/Sol	ution				×	
← → • ↑ 🖡	> This PC > Local Disk (C:) > Irv	ine > Project32_VS2019	ン Search Project	t32_VS2019	م	
Organize 🔹 Ne	w folder			1 v		
📙 ch10 🥤	Name	Date modified	Туре	Size		
📜 ch11	.vs	9/3/2019 10:42 PI	M File folder			
📙 ch12	📙 Debug	9/4/2019 12:41 PI	M File folder			
📙 ch13	Project.sln	9/3/2019 10:42 PI	M Visual Studio Sol	ut	2 KB	
📙 ch14	Ti Project.vcxproj	9/3/2019 10:43 PI	M VC++ Project		5 KB	
• • • •						

Then select Project.sln



If you get the above warning, click OK

You should now see:



CSIT 256 – Configuring Irvine Library



Double click main.asm --- you should see:

Change the main.asm to look like the below.

main.asm ³	* + X				
1	TITLE Lab 01 (ma	in.asm)			
2					
3	; Program Description:	Lab 1 for Irvine Ch 1			
4	; Author:	your name here			
5	;	based on Kip Irvine's Template			
6	; Date Created:	9/5/2019			
7	; Last Modification Date:				
8					
9	INCLUDE Irvine32.inc				
10					
11	; (insert symbol definition	s here)			
12					
13	.data				
14	/· · · · · ·				
15	5 ; (insert variables here - flush left)				
16	messageToDisplay byte "Hello World!",0				
1/	. code				
10	main PROC	-toutiens have independ			
19	; (insert executable in	structions here indented)			
20	mov ody offsat massage	ToDisplay load adv with address of String to display			
21	call writeString	· display String			
22	call crlf	· \n			
23) ("			
25	exit	: exit to operating system			
26	main ENDP	p child to operating system			
27					
28	; (insert additional proced	ures here)			
29		•			
30	END main				

Select **Build** then **Build Solution**:

if no errors then select Debug then Start Without Debugging

×	File	Edit	View	Project	Build	Debug	Test	Analyze	
*	Build S	olution				Ct	rl+Shift	+B	
	Rebuild	d Solutio	on						
	Clean Solution								
	Build full program database file for solution								
	Run Code Analysis on Solution Alt+F11								
*	Build Project Ctrl+B								
	Rebuild	d Projec	t						
	Clean F	roject							
	Run Co	de Anal	ysis on F	roject					
	Project	Only						•	
	Batch E	Build							
	Config	uration	Managei						
₽	Compi	le				Ct	rl+F7		
	Run Co	de Anal	ysis on F	ile		Ct	rl+Shift	+Alt+F7	

2	File	Edit	View	Project	Build	Debug					
	Windows •										
	`										
►	Sta	rt Debu	gging		F5						
⊳	Sta	rt Witho	ut Debu	gging	Ctrl+F	5					
	Per	formand	e Profile	er	Alt+F2	e e					
e ^p	Att	ach to P	rocess		Ctrl+A	lt+P					
	Oth	ner Debu	ıg Targe	ts		•					
Ð	Ste	p Into			F11						
₽	Ste	p Over			F10						
	Тос	gle Bre	akpoint		F9						
	Nev	w Break	point								
సా	Del	lete All I	Breakpo	ints	Ctrl+S	hift+F9					
6	Dis	able All	Breakpo	oints							
	Cle	ar All D	ataTips								
	Exp	ort Dat	aTips								
	Imp	port Dat	aTips								
₽	Op	tions				[
يعر	C										