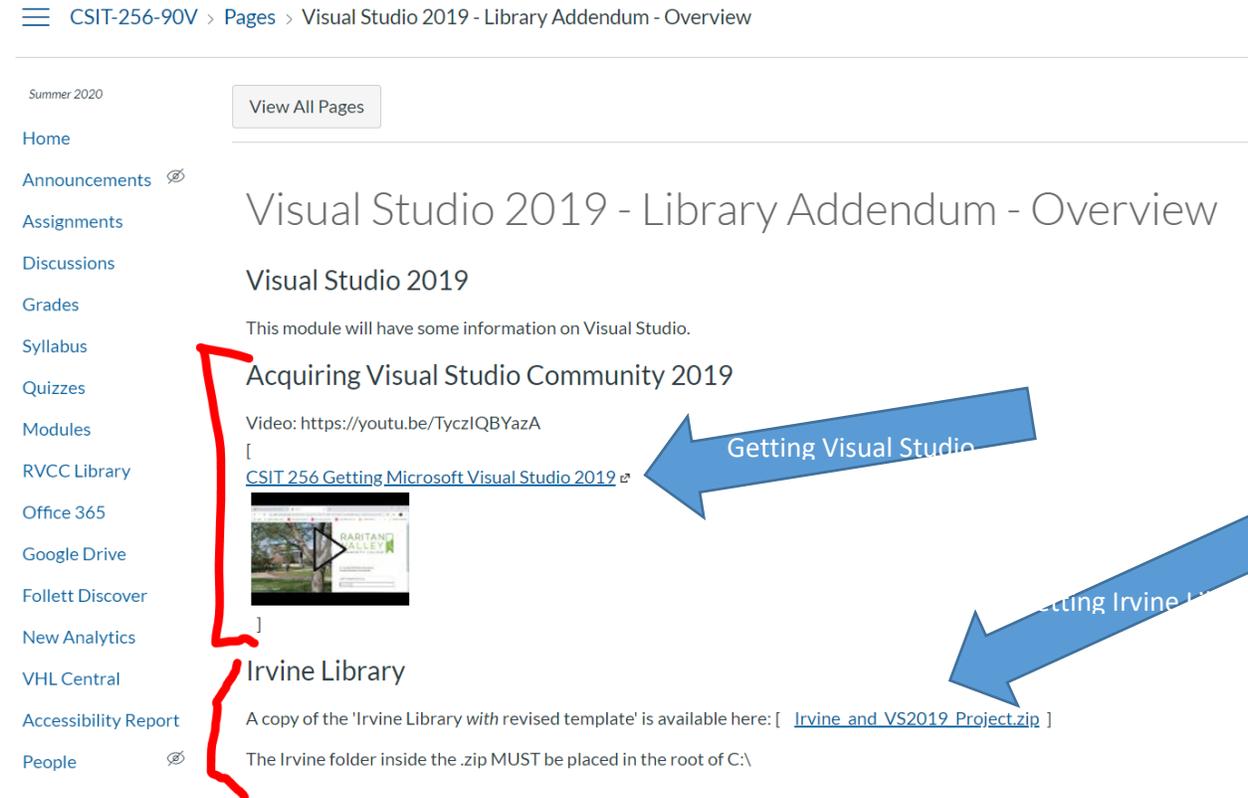


First, acquire Microsoft Visual Studio Community 2019

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

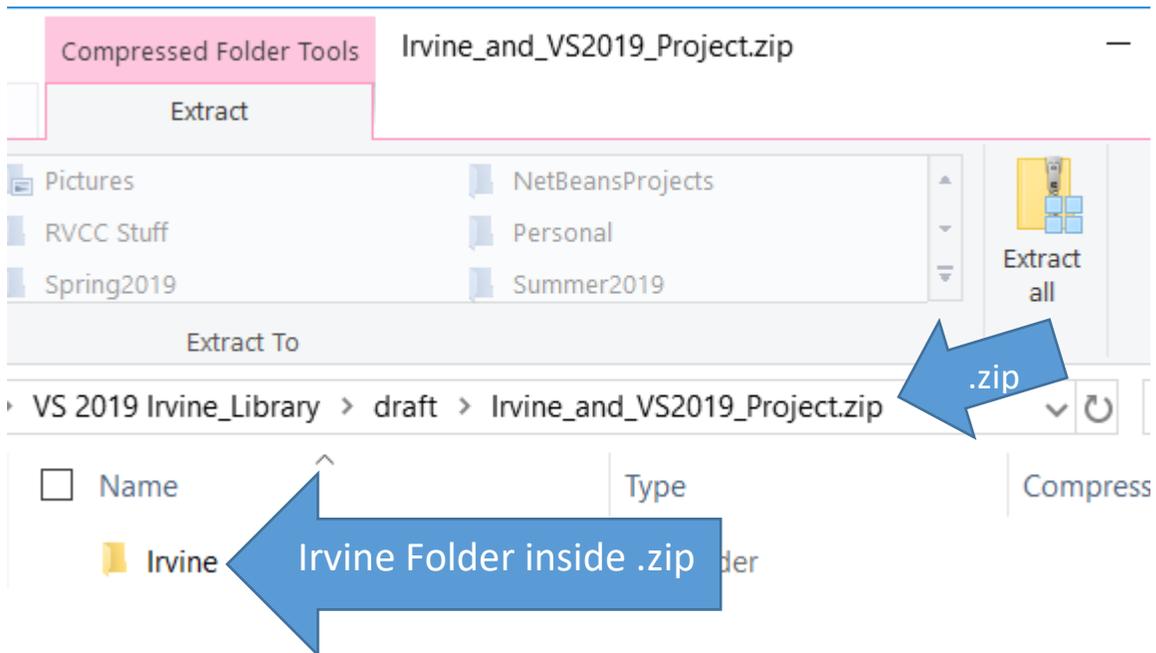
Option 2 – copy to a new folder

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")

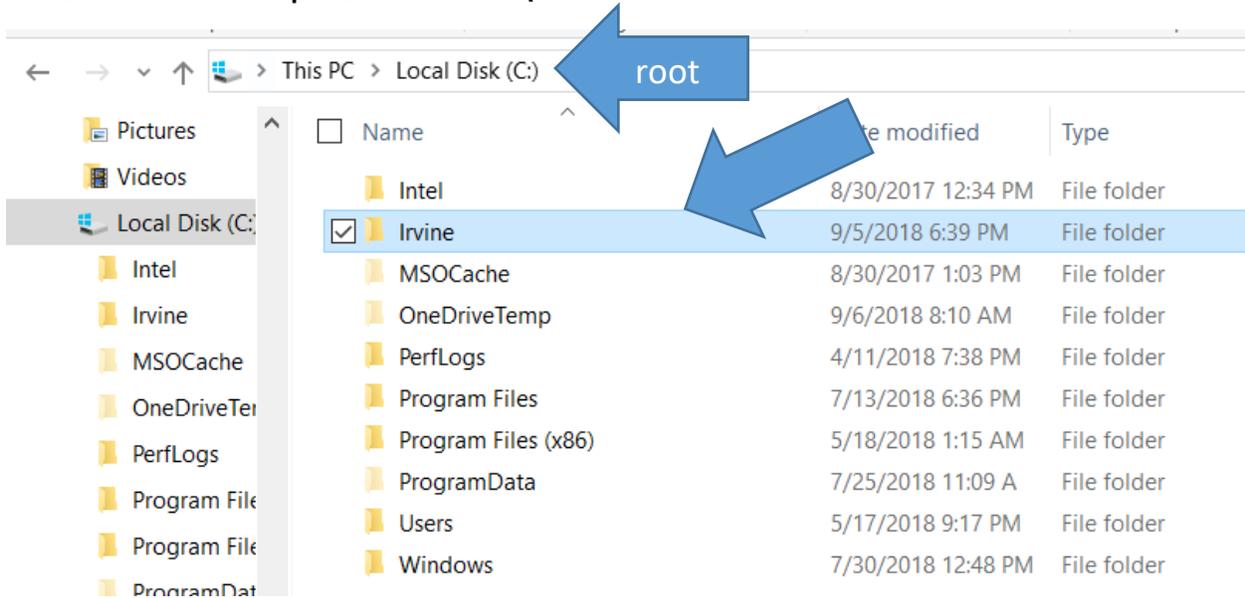
Then open the solution file in the new folder from Visual Studio

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

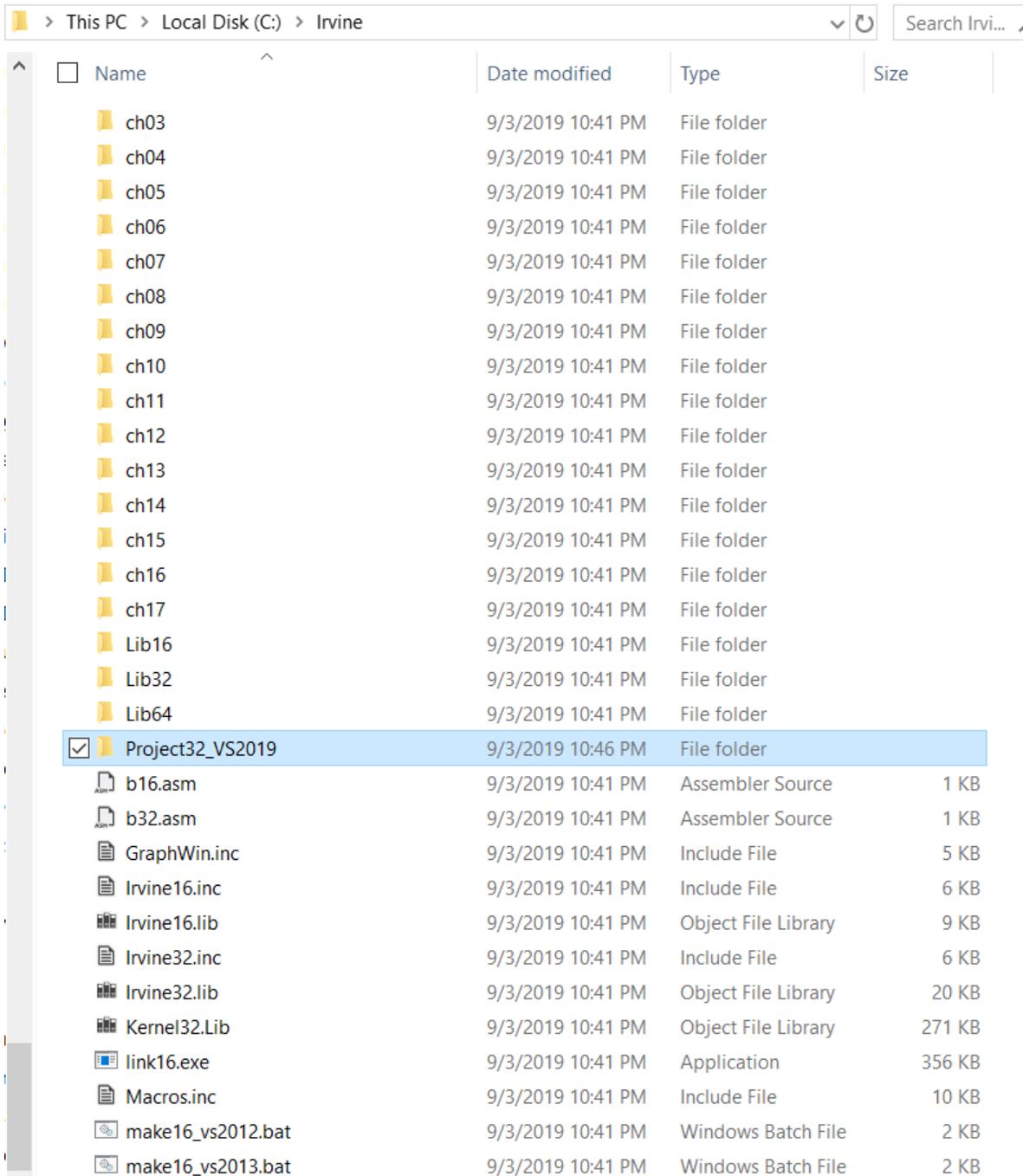


Irvine Folder should be placed in root of C:\



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Contents of C:\Irvine should be:



<input type="checkbox"/>	Name	Date modified	Type	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	
	ch13	9/3/2019 10:41 PM	File folder	
	ch14	9/3/2019 10:41 PM	File folder	
	ch15	9/3/2019 10:41 PM	File folder	
	ch16	9/3/2019 10:41 PM	File folder	
	ch17	9/3/2019 10:41 PM	File folder	
	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	
<input checked="" type="checkbox"/>	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
	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

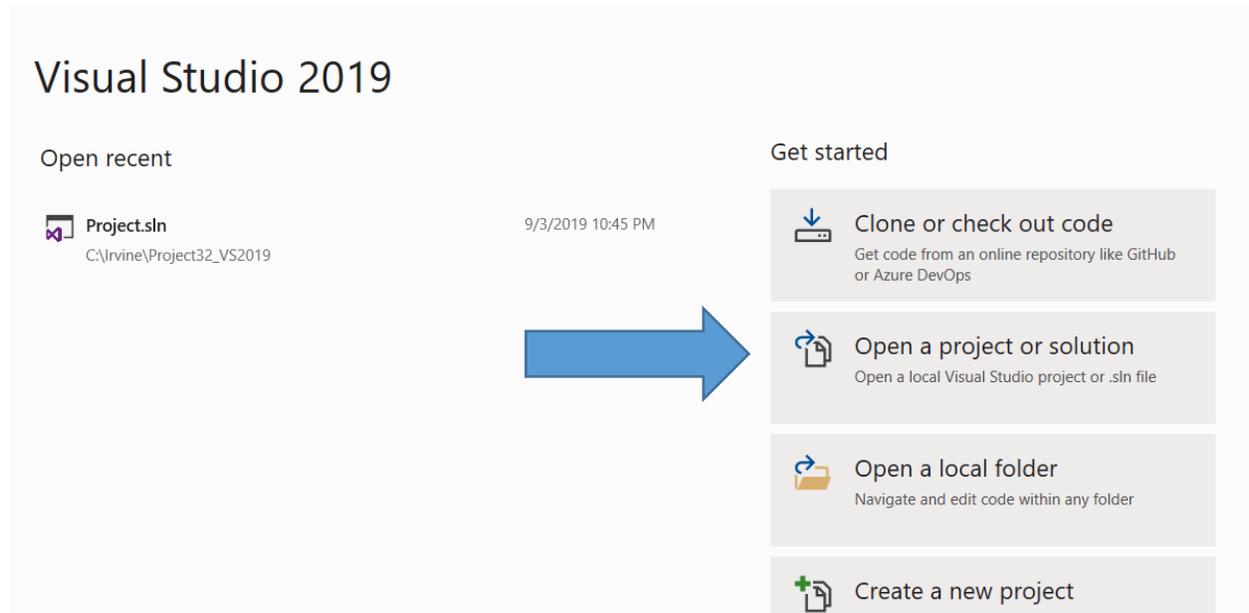
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After you have the Irvine library and the revised template, you are now ready to go into Visual Studio

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”**

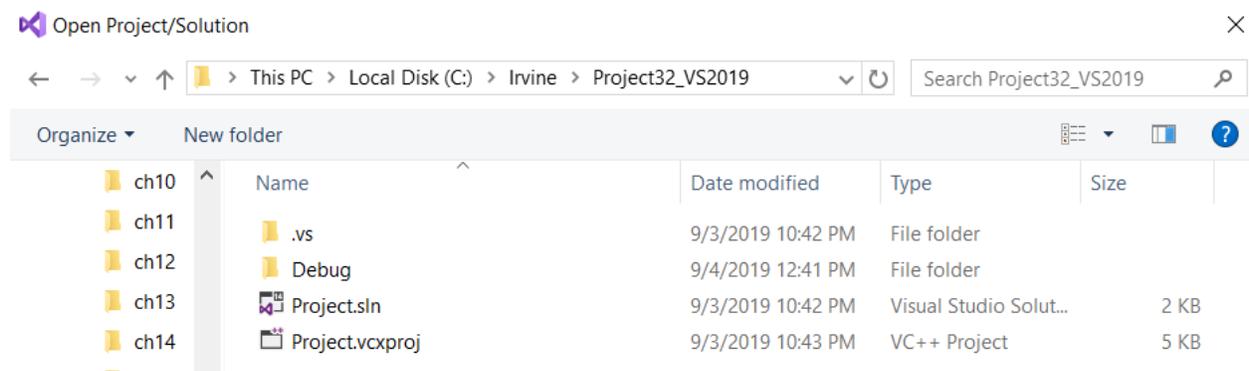
Pick a color scheme

Select **Open a project or solution...**

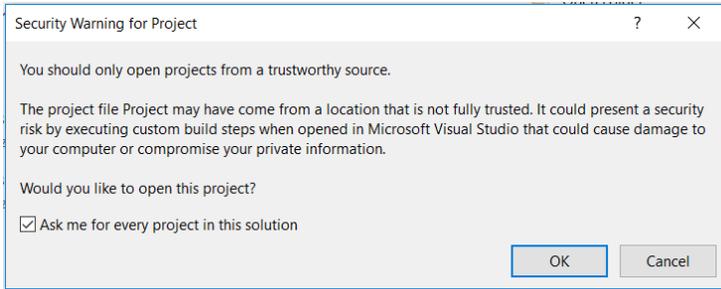


Traverse to the **C:\Irvine\Project32_VS2019** folder (or to the folder where you copied the contents of **Project32_VS2019**)

Then select **Project.sln**

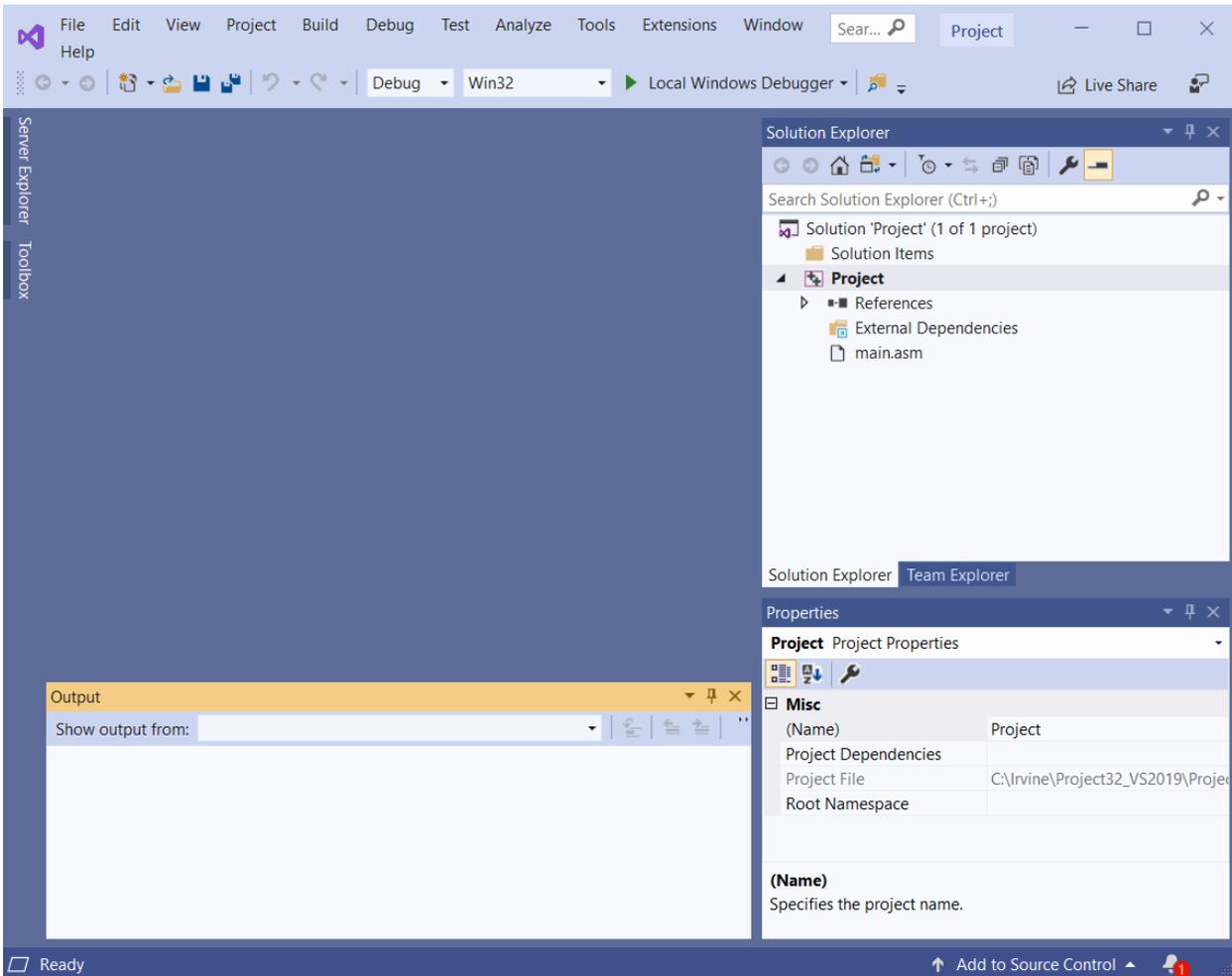


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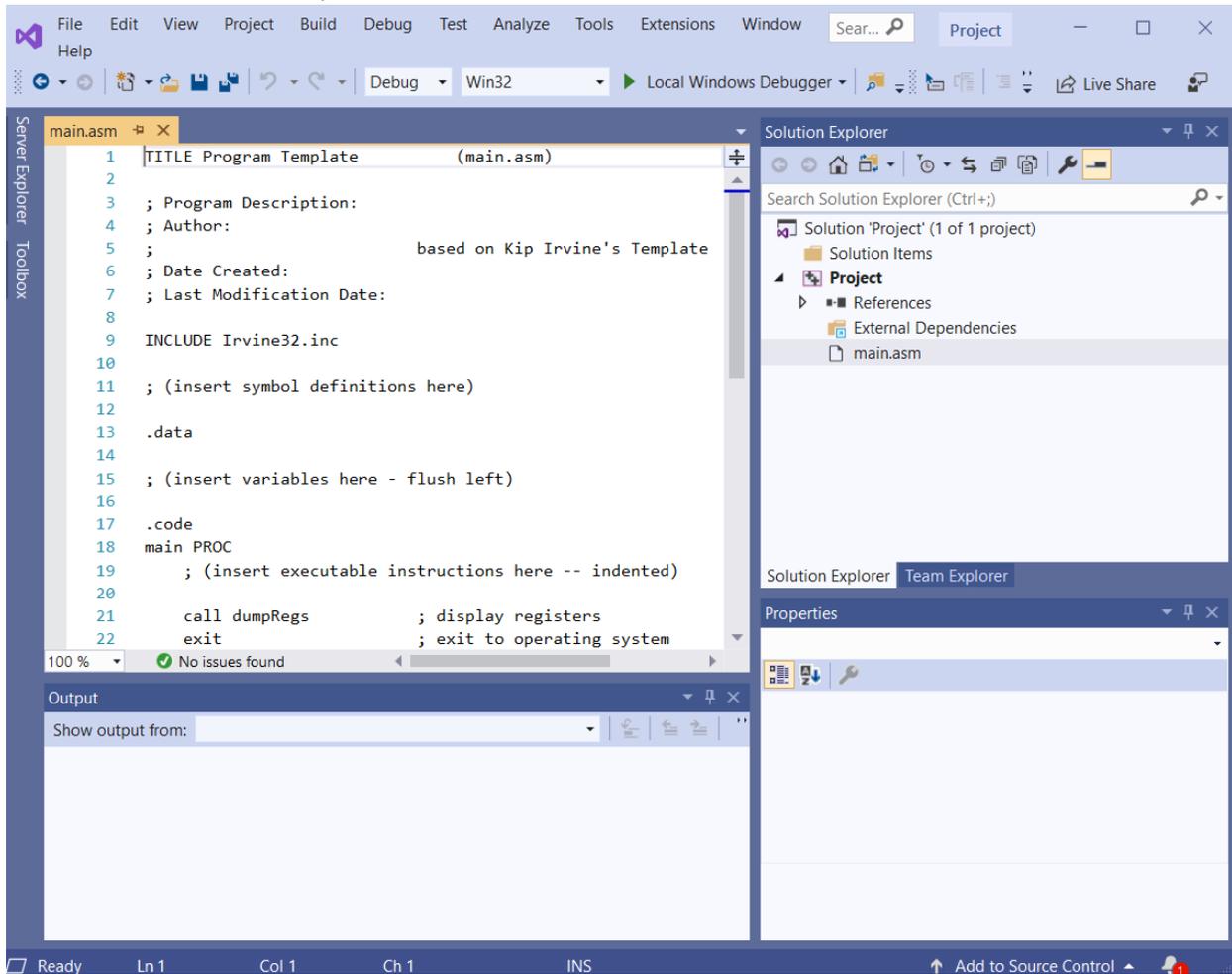
If you get the above warning, click OK

You should now see:



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



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Change the main.asm to look like the below.

```
main.asm*  X
1  TITLE Lab 01          (main.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 definitions here)
12
13 .data
14
15 ; (insert variables here - flush left)
16 messageToDisplay byte "Hello World!",0
17 .code
18 main PROC
19     ; (insert executable instructions here -- indented)
20
21     mov edx, offset messageToDisplay    ; load edx with address of String to display
22     call writeString                    ; display String
23     call crlf                           ; \n
24
25     exit                                ; exit to operating system
26 main ENDP
27
28 ; (insert additional procedures here)
29
30 END main
```

Select **Build** then **Build Solution**: if no errors then select **Debug** then **Start Without Debugging**

