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Visual Studio has had templates for a long time and .NET Core 's command-line interface (CLI) has also had the ability to install templates and use them via `dotnet new` commands. However, if you were an author of a template and wanted to have it available in the CLI as well as Visual Studio you had to do extra work to enable the set of manifest files and installers to make them visible in ...

.NET CLI Templates in Visual Studio | .NET Blog

A C++ Windows app from Visual Studio 's ' Windows Desktop Application ' template. This will be they app 's entry point. I 've updated it to display the managed form (via the CppCliInterop project) and call a method on it when the IDM_ABOUT command is invoked. ManagedLibrary. A C# Windows Forms library targeting .NET Core.

Porting a C++/CLI Project to .NET Core | C++ Team Blog

Note. This topic applies to installation of Visual Studio on Windows. Visual Studio Code is a lightweight, cross-platform development environment that runs on Windows, Mac, and Linux systems. The Microsoft C/C++ for Visual Studio Code extension supports IntelliSense, debugging, code formatting, auto-completion. Visual Studio for Mac doesn't support Microsoft C++, but does support .NET ...

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Microsoft Visual Studio Use profiling tools to track the performance of your code

Designed for the way many developers work, this practical problem-solving guide balances the need for rapid development with a trusted source of information.

Master the intricacies of application development with unmanaged C++ code—straight from the experts. Jeffrey Richter ' s classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows – based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows Create and manipulate processes and jobs Schedule, manage, synchronize and destroy threads Perform asynchronous and synchronous device I/O operations with the I/O completion port Allocate memory using various techniques including virtual memory, memory-mapped files, and heaps Manipulate the default committed physical storage of thread stacks Build DLLs for delay-loading, API hooking, and process injection Using structured exception handling, Windows Error Recovery, and Application Restart services

This book gives developers – both the experienced and those who have only taken their first few steps – a small, fast-paced primer that will kick-start them into the world of C++/CLI. In twenty no-fluff chapters Microsoft insiders take readers into the heart of the C++/CLI language and explain both how the language elements work and how Microsoft intends them to be used. At the end of this short book readers will have a deep thorough grounding in the core language elements and the confidence to explore further that comes from a solid understanding of a language ' s syntax and grammar.

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

C++/CLI in Action is a practical guide that will help you breathe new life into your legacy C++ programs. The book begins with a concise C++/CLI tutorial. It then quickly moves to the key themes of native/managed code interop and mixed-mode programming. You ll learn to take advantage of GUI frameworks like Windows Forms and WPF while keeping your native C++ business logic. The book also covers methods for accessing C# or VB.NET components and libraries.

Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

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