To create a project and add a source file

- 1. On the File menu, point to New, and then click Project.
- 2. Under Project types, expand Visual C++, and then select Win32. Under Templates, click Win32 Console Application.
- 3. Type a project name.
 - By default, the solution that contains the project has the same name as the new project, but you can type a different name. You can also type a different location for the project.
 - Click **OK** to create the project.
- 4. In the **Win32 Application Wizard**, click **Application Settings** to reveal options for Application type. Under **Additional Options**, select **Empty Project** and then click **Finish**.

To add a new source file to the project

- 1. In Solution Explorer, right-click the Source Files folder, point to Add, and then click New Item.
- 2. On the **Visual Studio installed templates** list, select **C++ File (.cpp)**, type a file name, and then click **Add**. The .cpp file appears in the Source Files folder in **Solution Explorer** and is automatically opened in the code editor.
- 3. Copy the sample program from set::find (STL Samples) by clicking the Copy Code link under Example, and then paste the code into the empty file in the editor.
 - You can also choose a different sample program, or type your own valid C++ program into the empty file.
 - If you use the suggested sample program, notice the using namespace std; directive. This directive enables the program to use **cout** and **endl** without requiring fully qualified names (**std::cout** and **std::endl**).

To build and examine the program

- On the **Build** menu, click **Build Solution**. Or just press the **F7** function key.
 The **Output** window displays information about the compilation progress, for example, the location of the build log and a message that states the build status.
- 2. On the **Debug** menu, click **Start without Debugging**. Or just press **CTRL-F5** key combination. If you used the sample program, a command window is displayed and shows whether certain integers are found in the set.