Visual Studio projects with Precompiled Header: A quick start guide

A <u>Precompiled header</u> is only compiled when it, or any files it includes, are modified. It is extremely useful when a project has a lot of large includes that rarely change. Visual Studio skips unnecessary compilations for these and gains significant speedup in building the project. We next detail how we can create Visual Studio projects with a Precompiled Header:

Step 1:

- Create a new project by going to File -> New -> Project
- Alternatively, we can create the project from Visual Studio startup screen



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 Windows Desktop Application

 A project for an application with a graphical user interface that runs on Windows.
 C++ Windows Desktop Console Application Run code in a Linux terminal. Prints "hello" by default. C++ Linux Console Start from scratch with C++ for Linux. Provides no starting files. C++ Linux Console A blinking LED app using WiringPi for Raspberry Pi. C++ Linux IoT Console Makefile Project Bring your own build system to compile C++ for Linux. C++ Linux Library Console Desktop Blank Solution Blank Solution Create an empty solution containing no projects Next

Step 2: Select "Windows Desktop Wizard" for project creation.

Step 3: Configure the project name and path.

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Configure your new project		
Windows Desktop Wizard C++ Windows Desktop Console Library		
Project name		
PCHDemo		
Location		
C:\Users\arif\source\repos		
Solution name ()		
PCHDemo		
Place solution and project in the same directory		

Step 4:

- Select "Application type" to be Console application
- Check the "Precompiled header" box under "Additional options"

Configure your new project				
Windows Desktop Wiza	rd C++ Windows Desktop Console Library			
Project name				
PCHDemo				
Location				
C:\Users\arif\source\repos	-			
Solution name () PCHDemo Place solution and project in the	× Windows Desktop Project Application type Console Application (.exe) Additional options: Empty project Precompiled header Export symbols MFC headers			
	OK Cancel			

Step 5:

- Finally, we should now see Visual Studio creating pch.h and pch.cpp in addition to the demo source file
- We should include the headers we wish to precompile in pch.h

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<pre>int main() if the std::cout << "Hello World!\n"; if the std::cout <</pre>	4 - #include "pch.h"	External Dependencies
<pre>int main() { std::cout << "Hello World!\n"; } // Run program: Ctrl + F5 or Debug > Start // Debug program: F5 or Debug > Start Debug // 1. Use the Solution Explorer window to cor // 1. Use the Solution Explorer window to cor // 2. Use the Team Explorer window to cor // 3. Use the Output window to see build // 4. Use the Erron List window to cor // 5. Go to Project > Add New Item to cre // 6. In the future, to open this project // 6. In the future, to open this project // 8. Suce found // 2. See to a start of the future of the future</pre>	5 [#Include <lostream></lostream>	▲ ₩ Header Files
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