

**C# PROGRAMMING FOUNDATIONS:
USING SharpDevelop – Quick
Guide**



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QUICK GUIDE – USING SHARPDEVELOP FOR COURSE

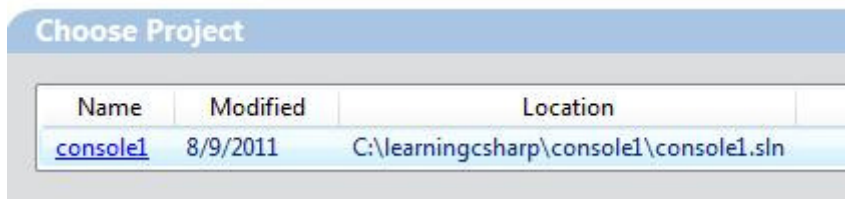
WHAT THIS DOCUMENT IS

This is a quick guide to give you what you need so you can work through the course materials. It is very basic in nature and very limited in scope.

GETTING TO YOUR PROJECT

Instructions for creating a “new solution” are part of the document “C#-GettingSetup-SharpDevelop.”

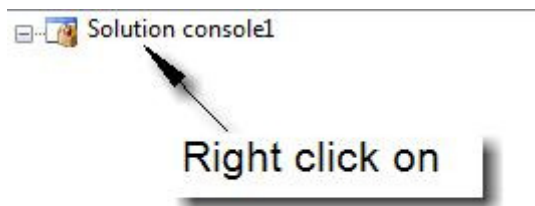
1. Start SharpDevelop
2. Click on console1 link under “Choose Project”



This will take you into the main work area. *Note: The name project seems to have two meanings. In the main window the project name is the reference to the domain where all your C# project live. This can be confusing.*

ADD A NEW PROJECT

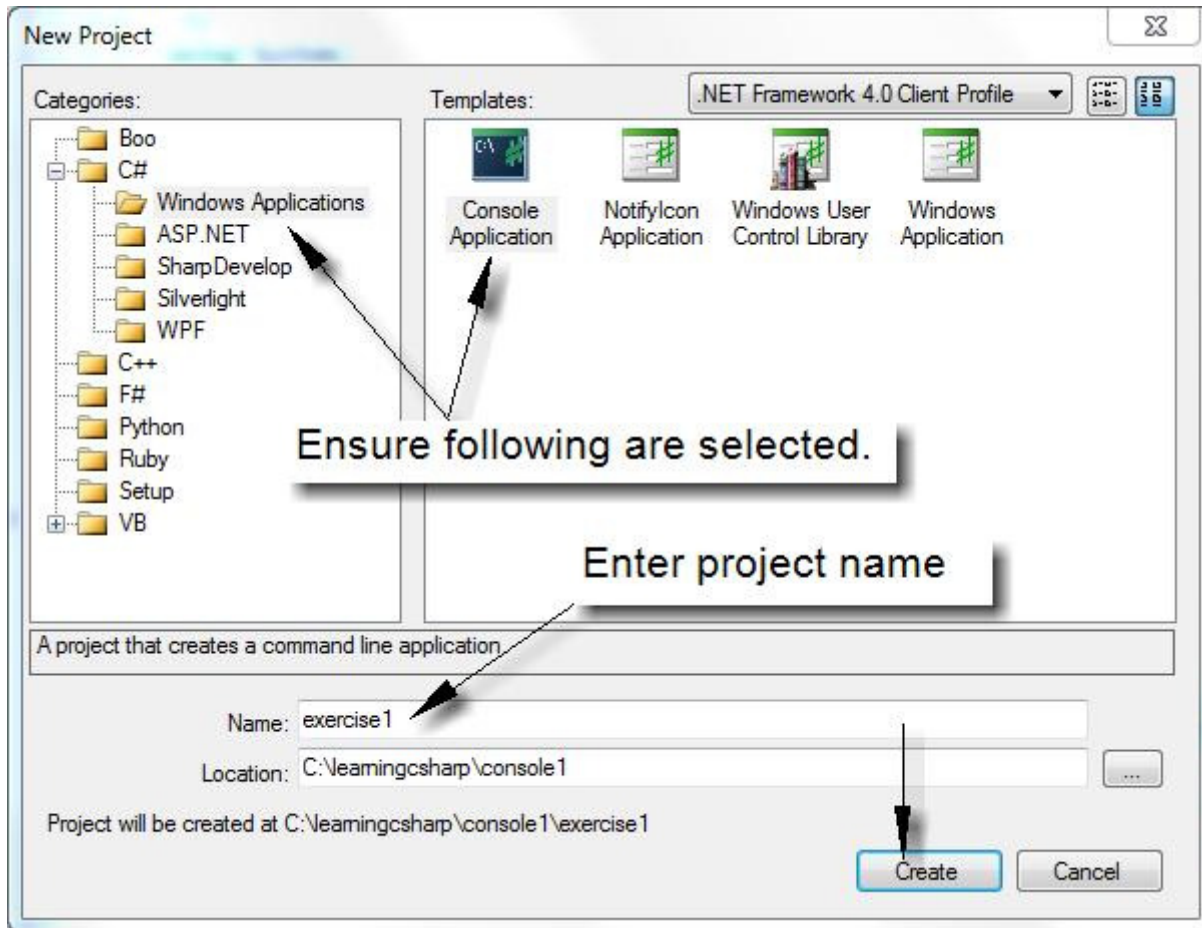
You will use this function for creating projects for your hands-on exercises.



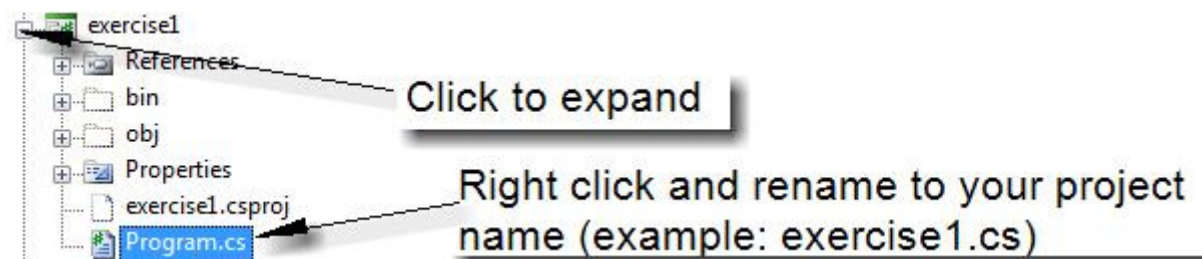
Select Select “Add” | “New Project...”



Enter project name



The project will be created. However, the *.cs file is named Program.cs by default. You will want to rename this. I recommend giving it the same name as your project.



After renaming, double-click on the *.cs file to open the code in the editor. Change the class name from the generic name Project to the name of you .cs file.

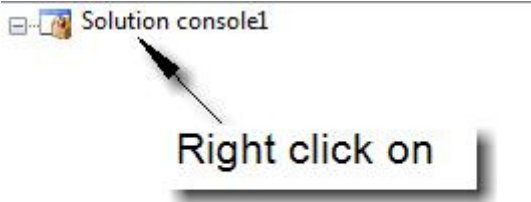
```
class Program
{
```

TO

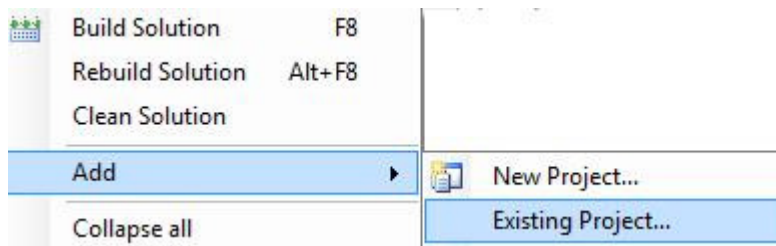
```
class exercise1
{
```

ADD AN EXISTING PROJECT

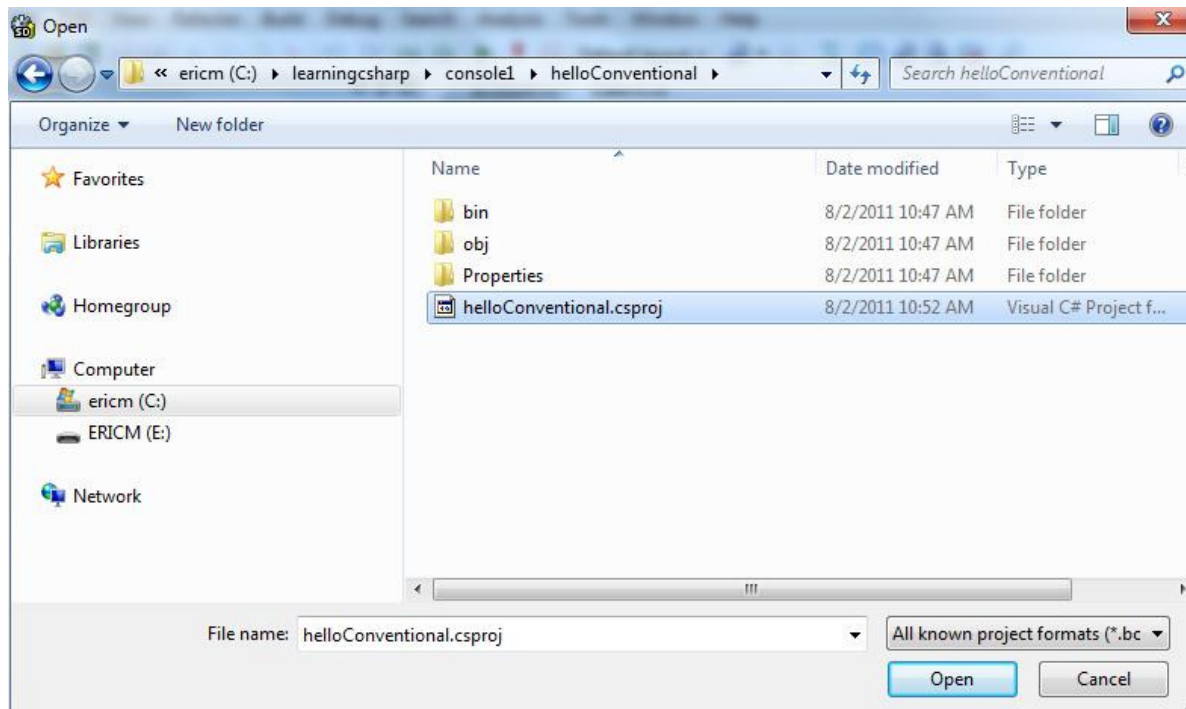
You should have all the course examples already living under the path <drive>:/ learningcsharp/console one. This should have been accomplished in the document “C#-GettingSetup-SharpDevelop” under “Installing, configuring, and setting up the IDE.”



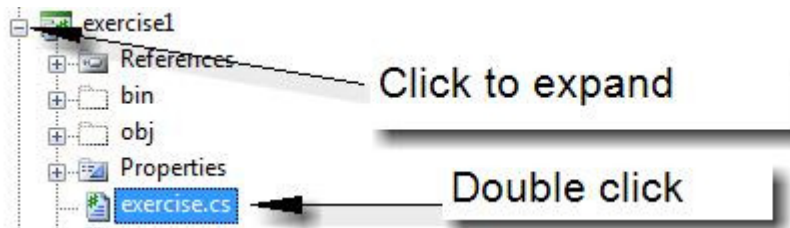
Select “Add” | “Existing Project...”



Navigate to desired project, select *.csproj file and click “Open.”

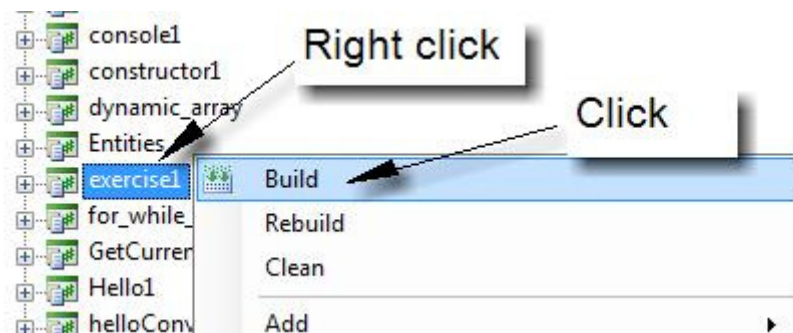


OPEN A PROJECT TO EDIT CODE



COMPILE A PROJECT

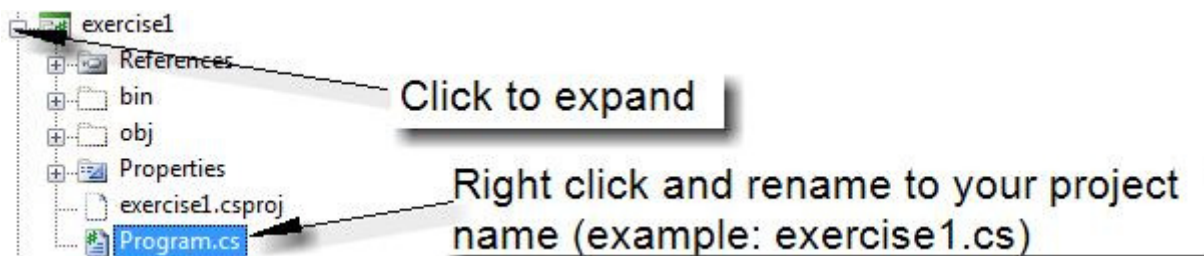
Right click on project and select "Build"



OR

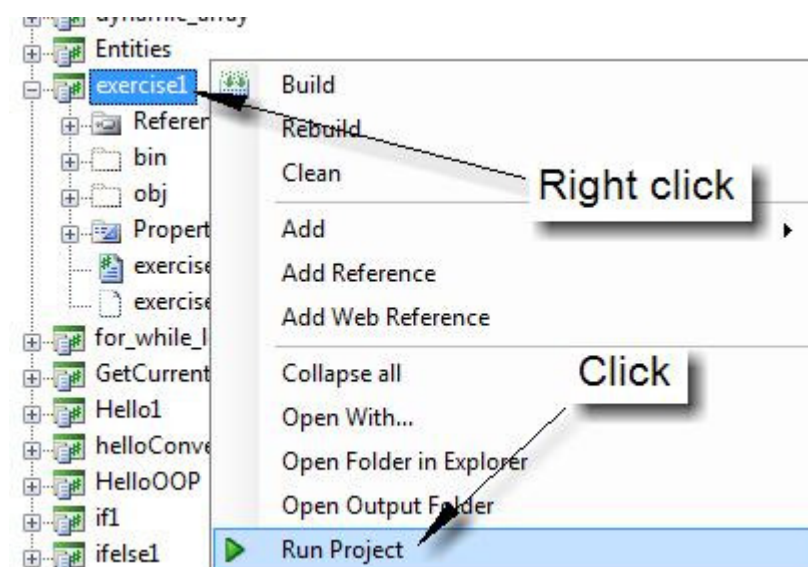
Use the F8 function key.

RENAME A PROJECT .CS FILE



RUN A PROJECT

Right click on project and select “Run”



Using this method will ensure the specific project you want gets run. You can also click on the run button on the top toolbar to run the project that has run last.

