

CS 250 DarkGDK Lab

For this lab, you will be creating and adding two projects to your InClass Solution. Make sure that you follow each step carefully. You will going through this same process when creating your assignment.

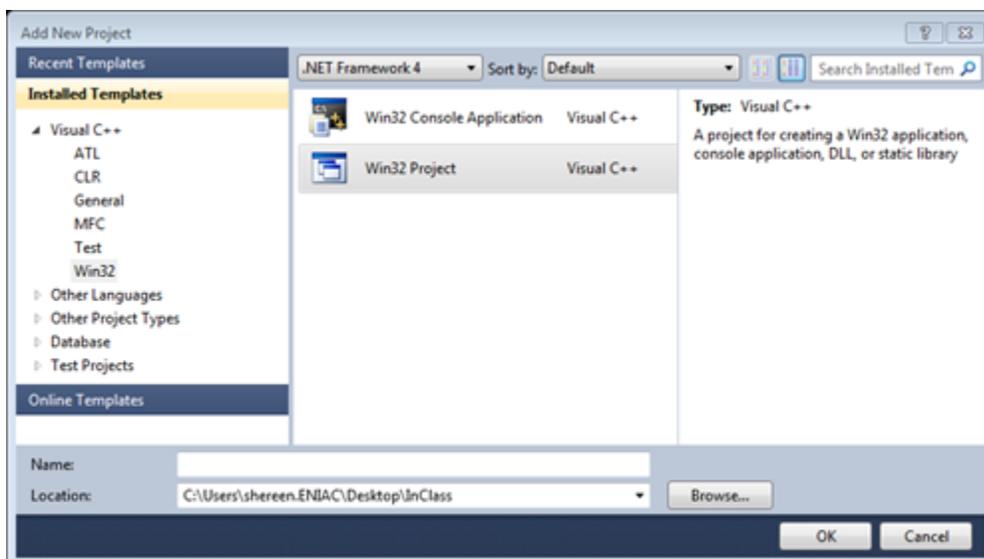
1. Copy the folder DarkGDKComposition to your Desktop.
2. Open your InClass solution as we will be adding two more projects to this solution..

Creating the ColorUtility project

3. Create a new project called ColorUtility. The project must be a **Win32 Console** Application.
4. Add a .h file called Color.h to the Header Files.
5. Copy and paste the code from the Color.h file that you copied from turing into the new Color.h file that you just created.
6. Add a .cpp file called Color.cpp to the Source Files.
7. Copy and paste the code from the Color.cpp file that you copied from turing into the new Color.cpp file that you just created.
8. Add a .cpp file called ColorDriver.cpp to the Source Files.
9. Copy and paste the code from ColorDriver.cpp file that you copied from turing into the new main.cpp file that you just created.
10. Build and run this program.

Creating the ColorUtilityDarkGDK project

11. Add a new project called **ColorUtilityDarkGDK** to your solution. This project is to be of type **Win32 Project**

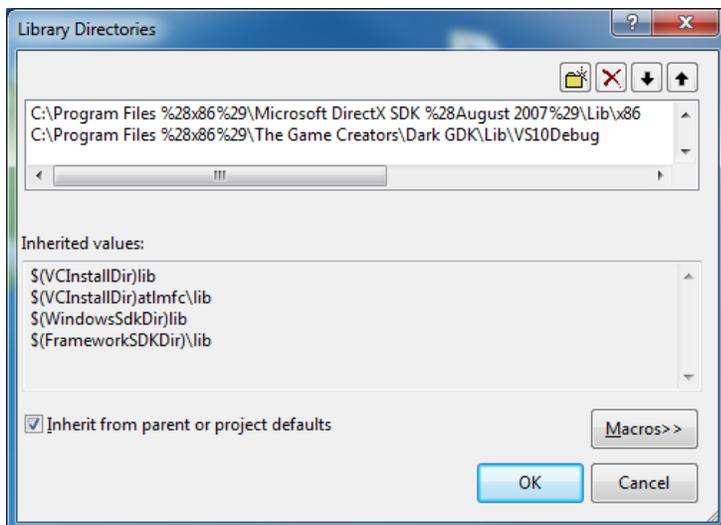
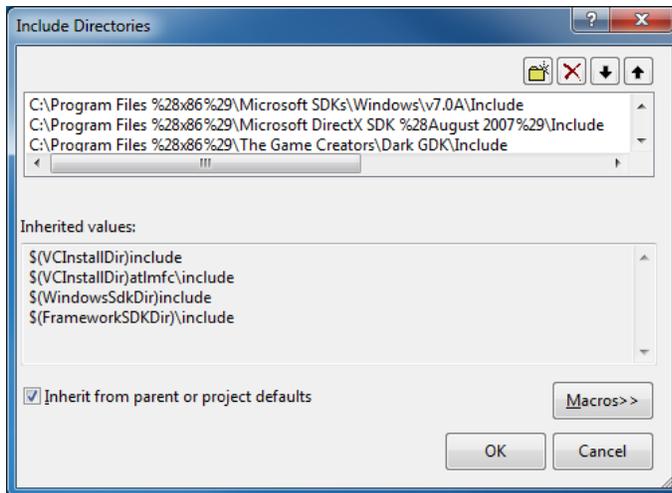


12. Click next and select the Empty project check box

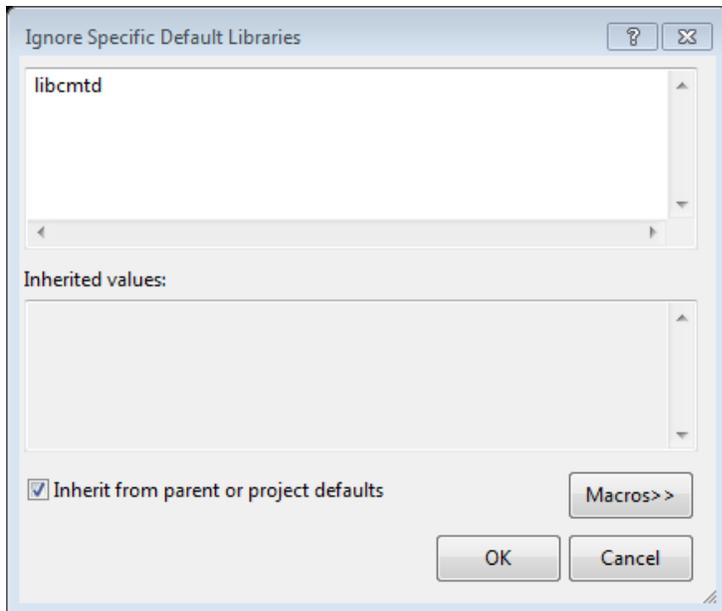
13. Click finish
14. Duplicate each file from Turing (ColorDarkGDK.h, ColorDarkGDK.cpp, ColorDarkGDKDriver.cpp)

Linking the DarkGDKDriver project to DarkGDK

15. Right click on the ColorUtilityDarkGDK project
16. Go to Configuration Properties -> VC++ Directories
17. Add the following to the Include Directories



18. Go to Linker -> Input -> Ignore Specific Default Libraries and add the following



Linking the DarkGDKDriver project to the ColorUtility project

19. Add $\$(SolutionDir)\ColorUtility$ to the Include Directories
20. Add $\$(SolutionDir)\ColorUtility\Debug$ to the Library Directories
21. Under Linker -> Input -> Additional Dependencies, add Color.obj
22. Right click on the solution and make sure that project ColorUtilityDarkGDK depends on ColorUtility
23. Build and run the solution. You should see 5 red circles in the top left corner.