

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.

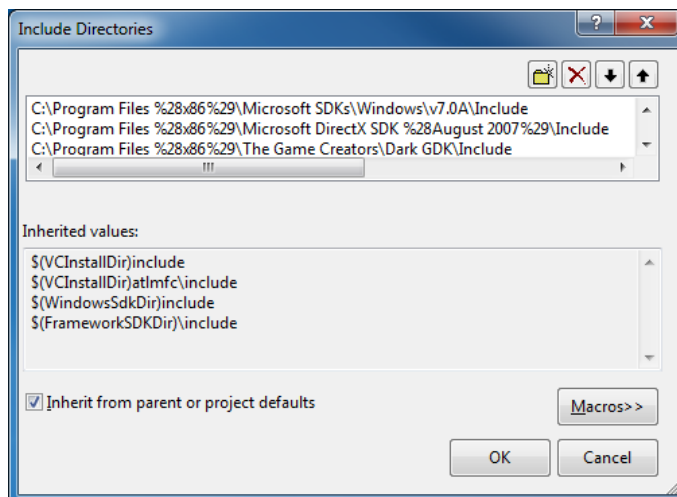
1. Copy the files Color.h, Color.cpp, main.cpp, and driver.cpp from the public folder on Turing
2. Open your InClass solution.


Creating the ColorUtility project

3. Create a new project called ColorUtility. The project must be a Win32ConsoleApplication.
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 main.cpp to the Source Files.
9. Copy and paste the code from main.cpp file that you copied from turing into the new main.cpp file that you just created.

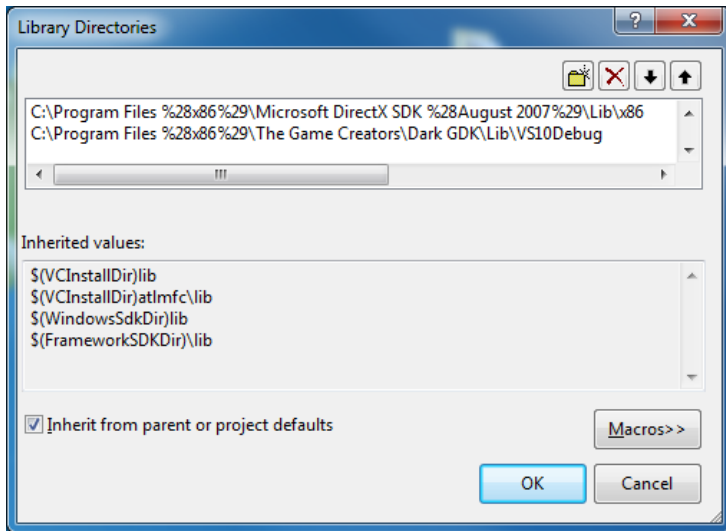
Linking the ColorUtility project to DarkGDK

10. Right click on the project ColorUtility and select properties.
11. Go to Configuration Properties -> VC++ Directories
12. Add the following to the Include Directories

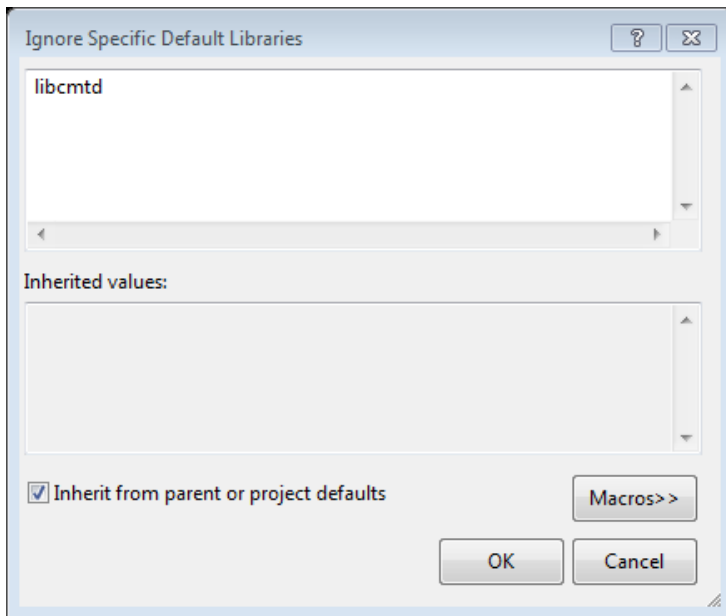


Note: You can use the folder icon to navigate to the folder you are including 

13. Add the following to the Library Directories



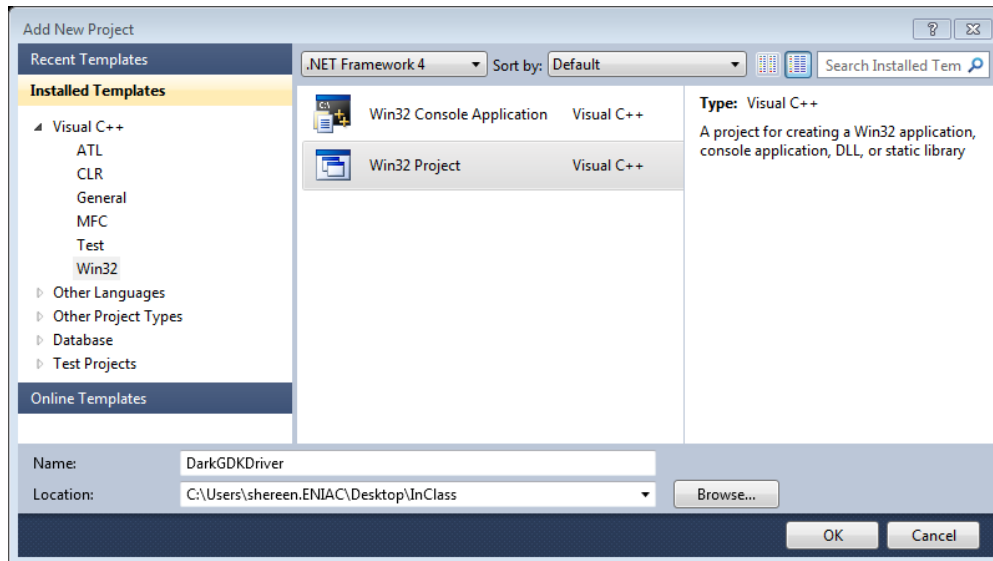
14. Go to Linker -> Input -> Ignore Specific Default Libraries and add the following



15. Build the file. There should be no errors.

Create the DarkGDKDriver

16. Add a new project called DarkGDKDriver to your solution. This project is to be of type Win32 Project



17. Click next and select the Empty project check box
18. Click finish
19. Add a .cpp file called driver.cpp to the Source Files.
20. Copy and paste the code from driver.cpp file that you copied from turing into the new driver.cpp file that you just created.

Linking the DarkGDKDriver project to DarkGDK

21. Right click on the DarkGDKDriver project
22. Repeat steps 11-14 above

Linking the DarkGDKDriver project to the ColorUtility project

23. Add \$(SolutionDir)\ColorUtility to the Include Directories
 24. Add \$(SolutionDir)\ColorUtility\Debug to the Library Directories
 25. Under Linker -> Input -> Additional Dependencies, add Color.obj
 26. Right click on the solution and make sure that project DarkGDKDriver depends on ColorUtility
27. Build and run the solution. You should see 4 aqua circles in the top left corner.
 28. What would you do to change the color of the circle?
 29. What is the difference between get and getRGB?