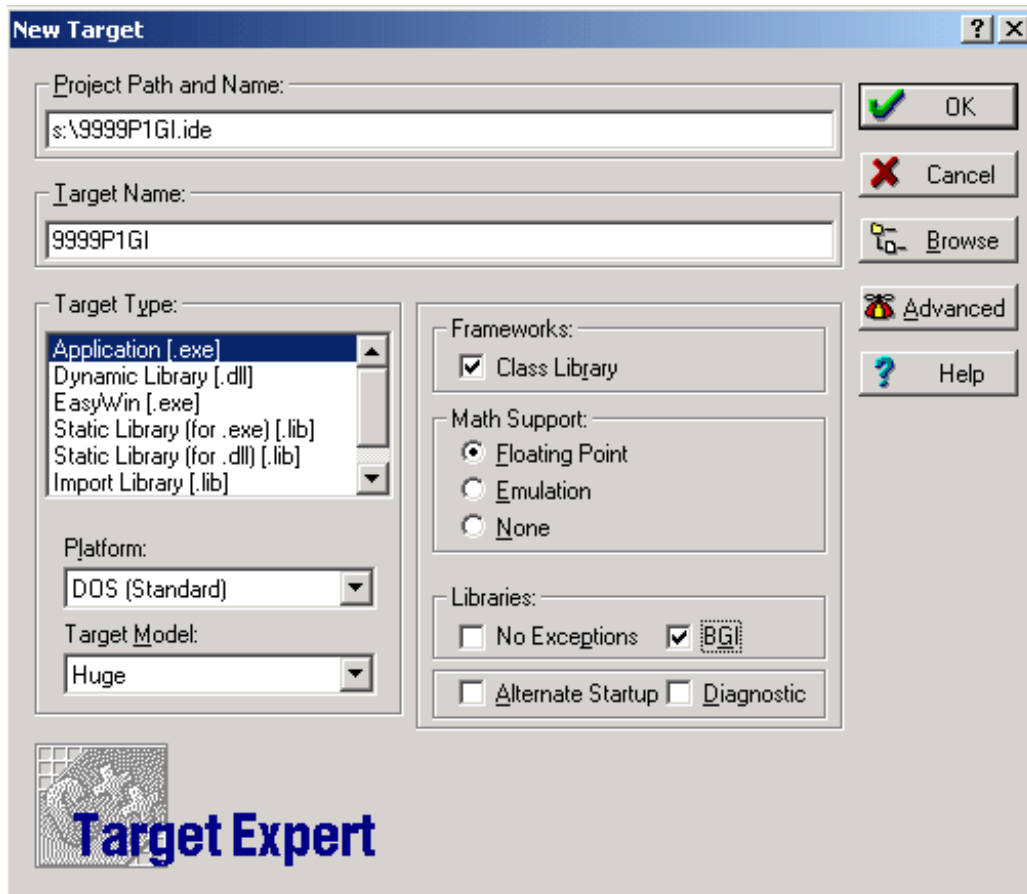
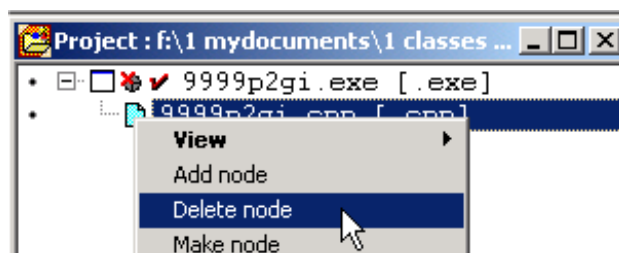


Creating A Graphics Project with Borland C++ 5.02

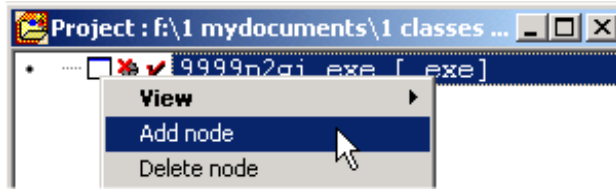
1. Open your source code from your network folder
2. From the File Menu choose New then Project
3. Name the project using your Four Digit ID number as mentioned in step #4.
(with the exception that projects must end with .ide)
4. Use the settings as shown in the picture below using your ID number and abbreviation for the program number in the Project Path and Name text box. This name must be 8 characters or less. But make sure that your Source Code has your LastNameFirstNameProgramNumber.cpp.



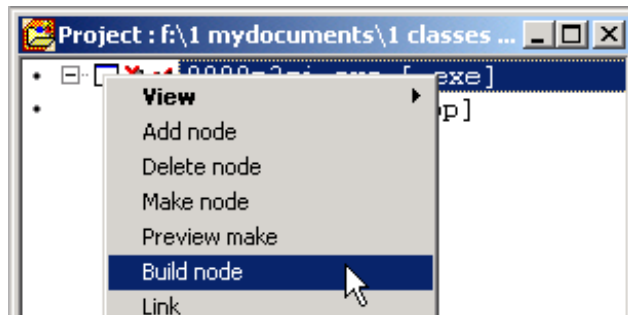
5. Make sure that the Platform is DOS (Standard), the Target Model is Huge, the Math Support is Floating Point, and **especially that the Libraries box BGI is checked**.
6. When the project window appears, right click on the .cpp file shown below and choose Delete node.



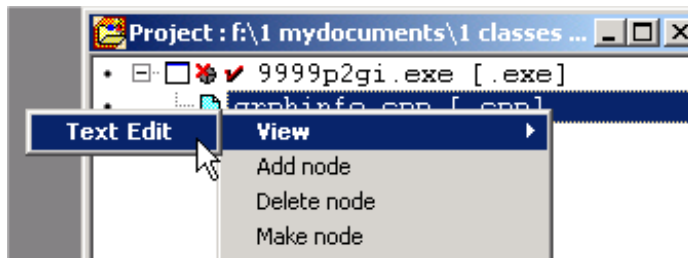
- Next, right click on the executable file, .exe and choose Add Node



- Find your source code and add this to the project.
- Right click on the executable file .exe again and choose Build Node as shown below



- If there are no error messages, you are ready to run your program!
- You will probably want to see your source code in order to make changes. Right click on the .cpp file and choose **View** then Text Edit.



- When it's time to save your work, choose Save All from the file menu, this will save your source code as well as your Project.
- When you are ready to Quit for the day, First go to the Project Menu and Choose **Close Project**. (**Do not click the X in the project window!!!!** This doesn't quit the project, just hides the project window and the project is still active.)
- If you did hide the project window by mistake, go to the View Menu and choose Project.
- You are now ready to Exit Borland C++.