

**STUDENT ACTIVITY 1.3 KEY: CREATING SOLUTIONS AND PROJECTS IN VISUAL STUDIO**

MTA Course: Windows Development Fundamentals

Topic: Create Windows-based applications by using Visual Studio® (One 50-minute class period)

File name: WinDevFund\_SA\_1.3\_Key

**Lesson Objective:**

**1.3:** Create Windows-based applications by using Visual Studio. *This objective may include but is not limited to:* project types, importance of the various aspects of a Windows Application project.

**Resources, software, and additional files needed for this lesson:**

- None

**Directions to the student:**

Answer the following questions.

**Content:**

**Note:** student answers may vary.

1. List the two types of containers used by Visual Studio to manage an application during development. Describe the role of each.  
**Solution—a container that includes one or more related projects and the settings related to those projects**  
**Project—a container that represents one particular part of a solution**
2. Explain how to access the Project Designer.  
**It can be accessed via the Project menu. It can also be accessed through the Solution Explorer: in VB, double-click on “My Project;” in C#, double-click on Properties.**
3. Give examples of three properties or settings that can be managed through the Project Designer.

**Answers will vary.**

4. List the two file types created by Visual Studio to store data related to a solution.  
**.sln and .suo**
5. Describe two different ways to add a new Form to a Visual Studio project.  
**Answers will vary, but may include: Add Windows from the Project menu and right-clicking the project name in the Solution Explorer, then selecting Add and .**