# **Universal Windows Platform – Setup and Start** Setup

You will need to enable **Developer Mode** in **Windows 10** if this has not been done already by completing the following:



Install any signed and trusted app and use advanced development features.





# Universal Windows Platform – Setup and Start Install

You will need to install **Visual Studio 2019 Community**, if this has not been done already you just need to do the following:





#### Installation details

- > Visual Studio core editor
- Universal Windows Platform development Included
  - ✓ Blend for Visual Studio
  - ✓ .NET Native and .NET Standard
  - ✓ NuGet package manager
  - ✓ Universal Windows Platform tools
  - ✓ Windows 10 SDK (10.0.17763.0)

#### Optional

- IntelliCode
- USB Device Connectivity
- C++ (v142) Universal Windows Platform tools
- C++ (v141) Universal Windows Platform tools
- Graphics debugger and GPU profiler for DirectX
- ✓ Windows 10 SDK (10.0.18362.0)
- Windows 10 SDK (10.0.17134.0)
- Windows 10 SDK (10.0.16299.0)

Visit VisualStudio.com and then from the Visual Studio IDE section choose Download Visual Studio then Community 2019

Next on the **Thank you for downloading Visual Studio** page when the download prompt appears, select **Run** 

Once downloaded, this should start the **Visual Studio Installer** and select **Continue** to begin the installation

Next once ready select **Universal Windows Platform development** from the **Workloads** section

Then make sure the latest **Windows 10 SDK** has been selected from **Installation details** if not already included then select **Install** and follow any instructions to complete the installation





# **Universal Windows Platform – Setup and Start**

### Start

You will need to open **Visual Studio 2019 Community** and **Create a new project**, if this has not been done already you just need to do the following:

U Visual Studio 2019	In <b>Windows 10</b> choose <b>Start</b> , and then from the <b>Start Menu</b> find and select <b>Visual Studio</b>
Type here to search	2019
Create a new project Choose a project template with code scaffolding to get started	Once done, from the <b>Get started</b> screen for Visual Studio 2019 select Create a new project
Blank App (Universal Windows) A project for a single-page Universal Windows Platform (UWP) app that has no predefined controls or layout. C# Windows Xbox UWP Desktop	Choose <b>Blank App (Universal Windows)</b> and select <b>Next</b>
Configure your new project Blank App (Universal Windows) CP Windows Xbox UWP Desktop Project name	Then in <b>Configure your new project</b> enter a <b>Project name</b> and <b>Location</b> and select <b>Create</b>
Tutorial	
Location CATutorialA	
Solution name 🔰	
Place solution and project in the same directory	
New Universal Windows Platform Project X	Finally, in <b>New Universal Windows Platform</b>
Select the target and minimum platform versions that your UWP application will support.	<b>Project</b> pick the latest <b>Target version</b> and
Target version: Windows 10, version 1903 (10.0; Build 18362) $\checkmark$	Minimum version and select OK
Minimum version: Windows 10, version 1903 (10.0; Build 18362) ~	
Which version should I choose? OK Cancel	





### **Universal Windows Platform – Setup and Start** Guide



When an Application is running, the **Toolbar** will change to include other options including **Stop** to finish Debugging.

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After a **Solution** or **Project** has been opened or created, choose **View** then **Code** from the **Menu** 

View	Project	Build	Debug	Design	Format
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In Visual Studio 2019 there is a Menu at the top

This will display the **Code** View for the code in a **Class** or for a **XAML** page such as **MainPage.xaml.cs** 







# **Universal Windows Platform – Setup and Start**

Also, after a **Solution** or **Project** has been opened or created, choose **View** then **Designer** from the **Menu** 

View	Project	Build	Debug	Design	Format
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This will display the **Design** and **XAML** views for a **XAML** page such as **MainPage.xaml** 

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