Visual Studio projects with Precompiled Header: A quick start guide

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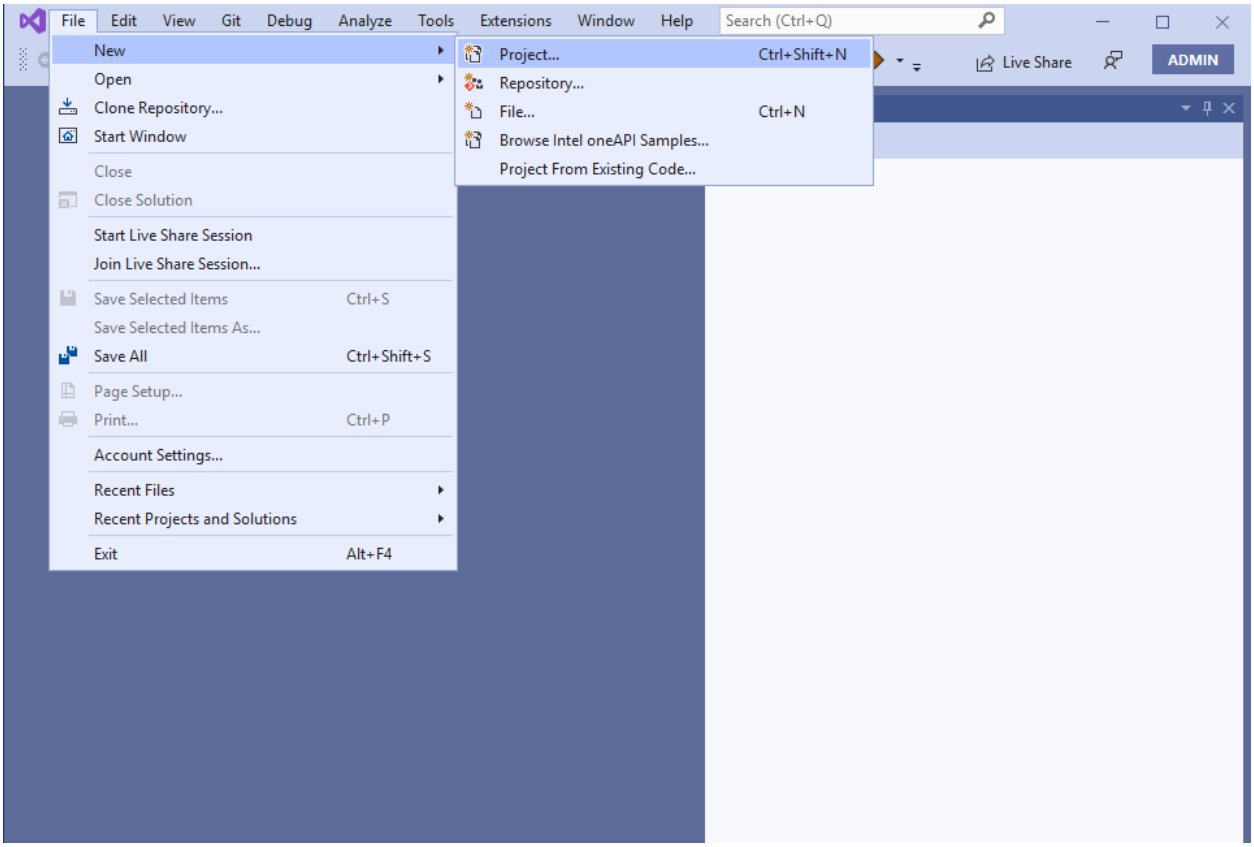
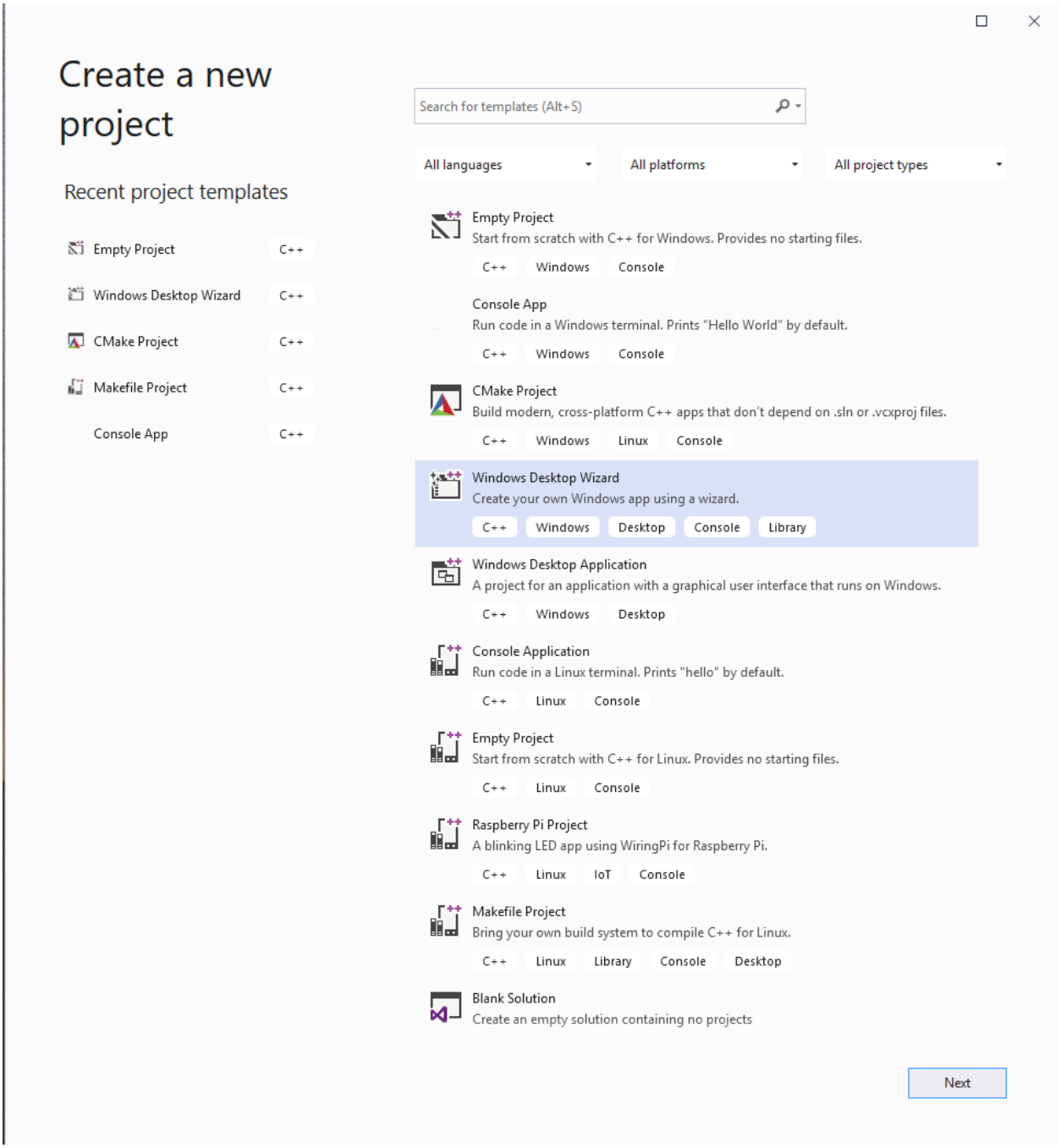
A Precompiled header is only compiled when it, or any files it includes, are modified. It is extremely useful when a project has a lot of large includes that rarely change. Visual Studio skips unnecessary compilations for these and gains significant speedup in building the project. We next detail how we can create Visual Studio projects with a Precompiled Header:

Step 1:

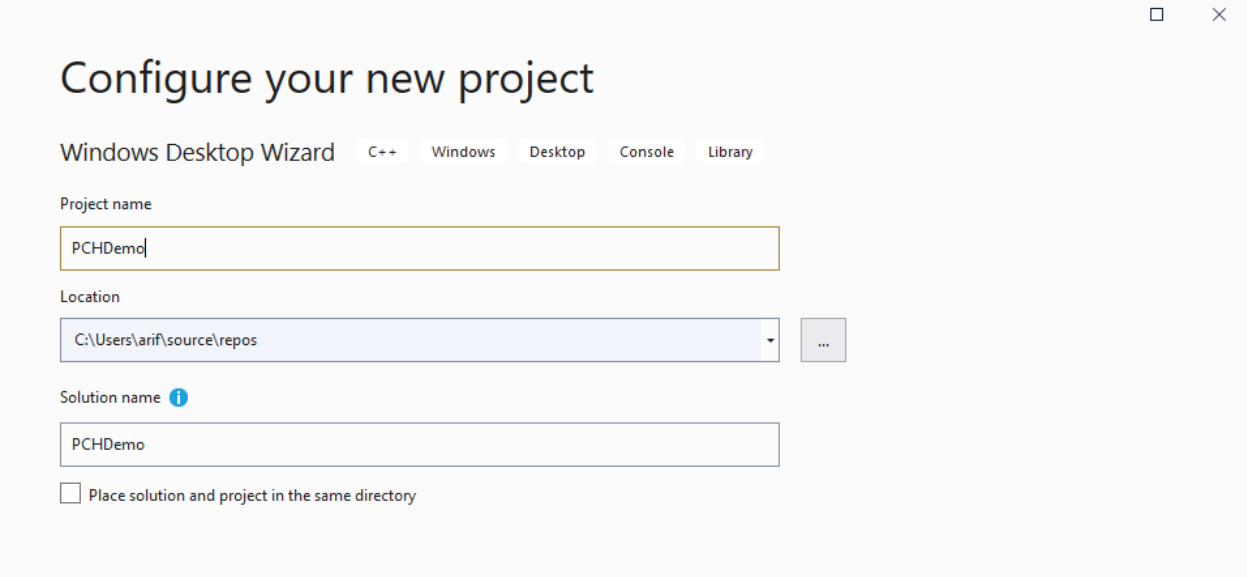
- Create a new project by going to File -> New -> Project
- Alternatively, we can create the project from Visual Studio startup screen



Step 2: Select “Windows Desktop Wizard” for project creation.

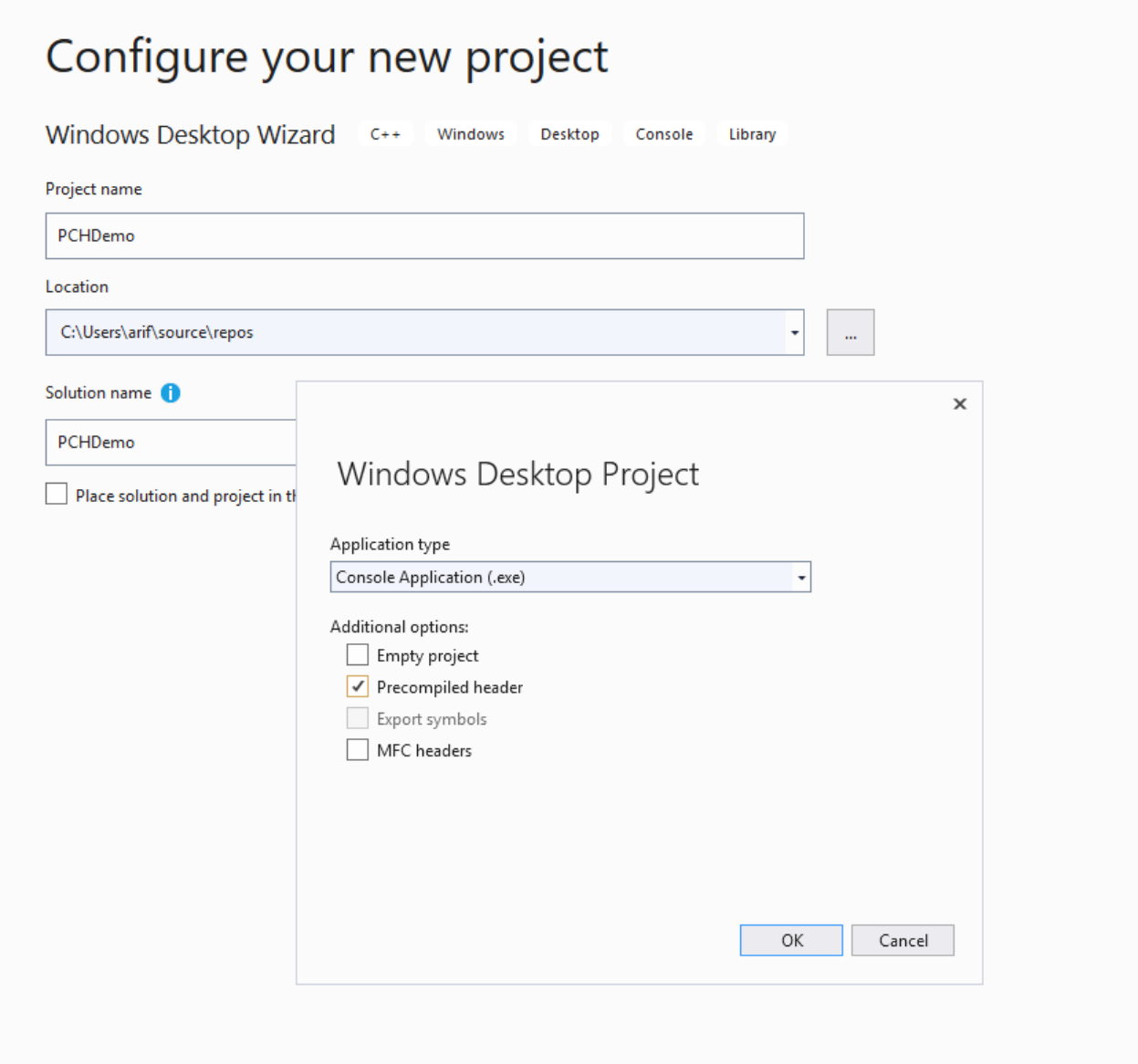


Step 3: Configure the project name and path.



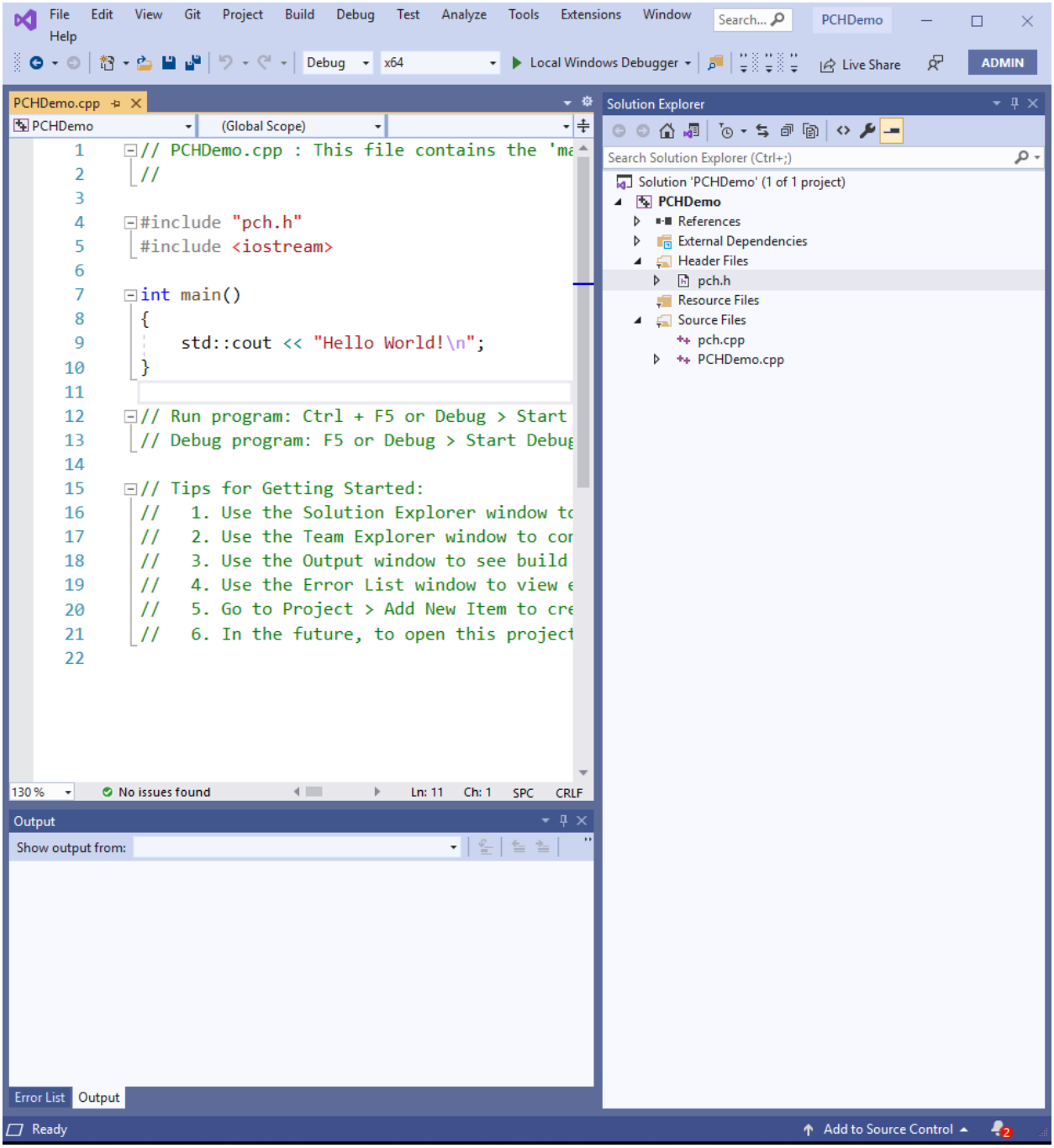
Step 4:

- Select “Application type” to be Console application
- Check the “Precompiled header” box under “Additional options”



Step 5:

- Finally, we should now see Visual Studio creating pch.h and pch.cpp in addition to the demo source file
- We should include the headers we wish to precompile in pch.h



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