# C++ Coding Standards

## Compiler Options

### Precompiled Header

🗷 **Do not** use precompiled headers.

By default, Visual C++ projects use precompiled headers. This is a system whereby the large Windows headers are compiled only once when you build stdafx.h/cpp. Every other .CPP file in your project needs to #include "stdafx.h" as the first #include in order to build. The compiler specifically looks for the name "stdafx.h" to know when to insert the precompiled header information.

In code samples, precompiled header must be turned off. In your project options, go to the C/C++ tab and select the Precompiled headers category. Click the Not using precompiled headers radio button, and then click OK. Make sure to modify All Configurations (including both Debug and Release configurations). Then, remove #include<stdafx.h> from all source files.

