

How to create simple spreadsheet with spreadsheet sdk in C++ and ByteScout Barcode Suite

Learn to code in C++ to create simple spreadsheet with spreadsheet sdk with this step-by-step tutorial

Sample source code below will display you how to manage a complex task like create simple spreadsheet with spreadsheet sdk in C++. ByteScout Barcode Suite is the bundle that provides 3 SDK products to generate barcodes (Barcode SDK), read barcodes (Barcode Reader SDK) and read and write spreadsheets (Spreadsheet SDK). It can create simple spreadsheet with spreadsheet sdk in C++.

Want to save time? You will save a lot of time on writing and testing code as you may just take the C++ code from ByteScout Barcode Suite for create simple spreadsheet with spreadsheet sdk below and use it in your application. Simply copy and paste in your C++ project or application you and then run your app! Enjoy writing a code with ready-to-use sample codes in C++.

All these programming tutorials along with source code samples and ByteScout free trial version are available for download from our website.

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Source Code Files:

HelloWorld.cpp

```
// IMPORTANT: Copy ByteScout.Spreadsheet.tlb into the project folder
// HelloWorld.cpp : Defines the entry point for the console application.
//

#include "stdafx.h"
#include <windows.h>

#pragma warning (disable: 4278)

#import "c:\windows\system32\stdole2.tlb" rename_namespace("BytescoutSpreadsheet") exc
"OLE_XPOS_PIXELS", "OLE_YPOS_PIXELS", "OLE_XSIZE_PIXELS", "OLE_YSIZE_PIXELS",
"OLE_YPOS_HIMETRIC", "OLE_XSIZE_HIMETRIC", "OLE_YSIZE_HIMETRIC", "OLE_XPOS_CON
"OLE_YPOS_CONTAINER", "OLE_XSIZE_CONTAINER", "OLE_YSIZE_CONTAINER", "OLE_HANDL
"OLE_CANCELBOOL", "OLE_ENABLEDEFAULTBOOL", "FONTSIZE", "OLE_COLOR")

// To use managed-code servers like the C# server,
// we have to import the common language runtime:
#import <mscorlib.tlb> raw_interfaces_only
#import <System.tlb> raw_interfaces_only
#import <System.Drawing.tlb> raw_interfaces_only

#import "Bytescout.Spreadsheet.tlb" rename_namespace("BytescoutSpreadsheet") //no_name
int main(int argc, char* argv[])
{
    // initialize OLE
    HRESULT hr = CoInitialize(NULL);

    // check for errors
    if (FAILED(hr)) {
        MessageBox(0, "OLE initialization errp", "error", MB_OK);
        return -1;
    }
    // declare document object

    ISpreadsheet * Doc = NULL;
    CLSID clsid;
        _Worksheets* worksheets = NULL;
        _Worksheet* worksheet = NULL;
        _Cell* cell = NULL;

    // get inuque ID for ISpreadsheet interface
    hr = CLSIDFromProgID(OLESTR("Bytescout.Spreadsheet.Spreadsheet"), &clsid);
    // check for errors
    if (FAILED(hr)) {
        MessageBox(0, "Can't get CLSID for ISpreadsheet interface", "error", MB_OK);
        goto Uninit;
    };
    // create Spreadsheet object
    hr = CoCreateInstance(clsid, NULL, CLSCTX_INPROC_SERVER, __uuidof(ISpreadsheet)
    // check for errors
    if (FAILED(hr)) {
        MessageBox(0, "Can't create Spreadsheet object", "error", MB_OK);
        goto Uninit;
    }
}
```

```

}

//IWorksheets* worksheets = NULL;

Doc->get_Worksheets(&worksheets);

worksheet = reinterpret_cast<IWorksheets*>(worksheets)->Add("Sheet 1");

cell = reinterpret_cast<IWorksheet*>(worksheet)->Cell("A1");
reinterpret_cast<ICell*>(cell)->PutValueAsHTML("test value");

Doc->SaveAs("output.xls");

// release PDFDoc object
Doc->Release();

// uninitialized OLE libraries
Uninit:
CoUninitialize();
return 0;
}

```

StdAfx.cpp

```

// stdafx.cpp : source file that includes just the standard includes
//      HelloWorld.pch will be the pre-compiled header
//      stdafx.obj will contain the pre-compiled type information

#include "stdafx.h"

// TODO: reference any additional headers you need in STDAFX.H
// and not in this file

```

StdAfx.h

```
// stdafx.h : include file for standard system include files,
// or project specific include files that are used frequently, but
//         are changed infrequently
//

#if !defined(AFX_STDAFX_H__59C6B829_CE1C_476C_B7F7_AADB9A4AC838__INCLUDED_)
#define AFX_STDAFX_H__59C6B829_CE1C_476C_B7F7_AADB9A4AC838__INCLUDED_

#if _MSC_VER > 1000
#pragma once
#endif // _MSC_VER > 1000

#define WIN32_LEAN_AND_MEAN             // Exclude rarely-used stuff from Windows headers

#include <stdio.h>

// TODO: reference additional headers your program requires here

//{{AFX_INSERT_LOCATION}}
// Microsoft Visual C++ will insert additional declarations immediately before the previous line.

#endif // !defined(AFX_STDAFX_H__59C6B829_CE1C_476C_B7F7_AADB9A4AC838__INCLUDED_)
```

VIDEO

<https://www.youtube.com/watch?v=NEwNs2b9YN8>

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