

How to read barcode from image with barcode reader sdk in C++ with ByteScout Premium Suite

Learning is essential in computer world and the tutorial below will demonstrate how to read barcode from image with barcode reader sdk in C++

The sample source code below will teach you how to read barcode from image with barcode reader sdk in C++. ByteScout Premium Suite is the set that includes 12 SDK products from ByteScout including tools and components for PDF, barcodes, spreadsheets, screen video recording and you can use it to read barcode from image with barcode reader sdk with C++.

The following code snippet for ByteScout Premium Suite works best when you need to quickly read barcode from image with barcode reader sdk in your C++ application. Simply copy and paste in your C++ project or application you and then run your app! Check C++ sample code samples to see if they respond to your needs and requirements for the project.

You can download free trial version of ByteScout Premium Suite from our website with this and other source code samples for C++.

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Source Code Files:

AssemblyInfo.cpp

```
#include "stdafx.h"

using namespace System;
using namespace System::Reflection;
using namespace System::Runtime::CompilerServices;
using namespace System::Runtime::InteropServices;
using namespace System::Security::Permissions;

//
// General Information about an assembly is controlled through the following
// set of attributes. Change these attribute values to modify the information
// associated with an assembly.
//
[assembly: AssemblyTitle("HelloWorld")];
[assembly: AssemblyDescription("")]
[assembly: AssemblyConfigurationAttribute("")]
[assembly: AssemblyCompany("")]
[assembly: AssemblyProduct("HelloWorld")];
[assembly: AssemblyCopyright("Copyright (c) 2010")];
[assembly: AssemblyTrademarkAttribute("")]
[assembly: AssemblyCultureAttribute("")]

//
// Version information for an assembly consists of the following four values:
//
//      Major Version
//      Minor Version
//      Build Number
//      Revision
//
// You can specify all the value or you can default the Revision and Build Numbers
// by using the '*' as shown below:

[assembly: AssemblyVersion("1.0.*")];

[assembly: ComVisible(false)];

[assembly: CLSCompliantAttribute(true)];

[assembly: SecurityPermission(SecurityAction::RequestMinimum, UnmanagedCode = true)];
```

CommonExample.cpp

```
#include "stdafx.h"

using namespace System;
```

```

using namespace System::IO;
using namespace System::Drawing;
using namespace Bytescout::BarCodeReader;

int main(array<System::String ^> ^args)
{
    String ^path = "BarcodePhoto.jpg";

    Console::WriteLine("Reading barcode(s) from image " + Path::GetFullPath(path))

    Reader ^bc = gcnew Reader();

    // Set to find all barcode types
    bc->BarcodeTypesToFind->All = true;
    // But we recommend to use specific barcode types to avoid false positives, e.g.
    // bc->BarcodeTypesToFind->QRCode = true;
    // bc->BarcodeTypesToFind->Code39 = true;

    // Decode barcodes
    bc->ReadFrom(path);

    for (int i=0; i < bc->FoundCount; i++)
    {
        Console::WriteLine("Found barcode with type: " + bc->GetFoundBarcodeType(i));
    }

    Console::WriteLine("Press any key to exit..");
    Console::ReadKey();

    return 0;
}

```

resource.h

```

//{{NO_DEPENDENCIES}}
// Microsoft Visual C++ generated include file.
// Used by app.rc

```

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"
```

stdafx.h

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

#pragma once

// TODO: reference additional headers your program requires here
```

VIDEO

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

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