How to create simple spreadsheet in C++ (managed) and ByteScout Spreadsheet SDK

Write code in C++ (managed) to create simple spreadsheet with this step-by-step tutorial

The coding tutorials are designed to help you test the features without need to write your own code. ByteScout Spreadsheet SDK: the SDK that can write and read, modify and calculate Excel and CSV spreadsheets. Most popular formulas are supported. You may import or export data to and from CSV, XML, JSON as well as to and from databases, arrays. It can create simple spreadsheet in C++ (managed).

Fast application programming interfaces of ByteScout Spreadsheet SDK for C++ (managed) plus the instruction and the code below will help you quickly learn how to create simple spreadsheet. This C++ (managed) sample code is all you need for your app. Just copy and paste the code, add references (if needs to) and you are all set! Test C++ (managed) sample code examples whether they respond your needs and requirements for the project.

ByteScout Spreadsheet SDK free trial version is available on our website. C++ (managed) and other programming languages are supported.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout Spreadsheet SDK

Explore API Documentation

Get Free Training for ByteScout Spreadsheet SDK

Get Free API key for Web API

visit www.ByteScout.com

Source Code Files:

AssemblyInfo.cpp

```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:AssemblyTitleAttribute("HelloWorld")];
[assembly:AssemblyDescriptionAttribute("")];
[assembly:AssemblyConfigurationAttribute("")];
[assembly:AssemblyCompanyAttribute("")];
[assembly:AssemblyProductAttribute("HelloWorld")];
[assembly:AssemblyCopyrightAttribute("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:AssemblyVersionAttribute("1.0.*")];

[assembly:ComVisible(false)];

[assembly:CLSCompliantAttribute(true)];

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

HelloWorld.cpp

```cpp
// HelloWorld.cpp : main project file.

#include "stdafx.h"
```

```cpp
using namespace System;
using namespace System::IO;
using namespace Bytescout::Spreadsheet;

int main(array<System::String ^> ^args)
{
    // Create new Spreadsheet
        Spreadsheet document;

        // Add new worksheet
        Worksheet^ worksheet = document.Workbook->Worksheets->Add("HelloWorld");

        // Set cell value
        worksheet->Cell(0, 0)->Value = "Hello, World!";

        // delete output file if exists already
        if (File::Exists("Output.xls"))
        {
                File::Delete("Output.xls");
        }

        // Save document
        document.SaveAs("Output.xls");

        // Close Spreadsheet
        document.Close();

        System::Diagnostics::Process::Start("Output.xls");

    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=nm_7I0PN1TY

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