SETTING UP XCODE

If you already have the newest version of XCode installed, you may skip to step 3.

1a - Download

Download XCode from the Mac App Store, or via the following link:

https://itunes.apple.com/us/app/xcode/id497799835

Xcode 4+

Apple

★★★☆☆ 776 Ratings
Free

View in Mac App Store ↗

2 - Set Up

After downloading XCode, you may be prompted to download additional components. In order to run C++ code you will need accept the dialog to download the components.

3a - Create a New Project

Once the setup and installation has been completed, you'll want to create a new project. Select the "Create a new Xcode project" button to get started.

Make sure you create a new project and not a playground.

Get started with a playground
Explore new ideas quickly and easily.

Create a new Xcode project
Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.
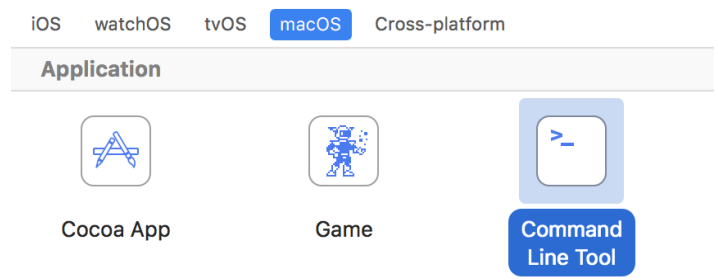
Clone an existing project
Start working on something from an SCM repository.

3b - Configure Project

Select 'Command Line Tool' under the 'macOS' section.

| iOS | watchOS | tvOS | macOS | Cross-platform |

Application

Cocoa App   Game   Command Line Tool

3c - Project Options

Make sure you select 'None' as the team and 'C++' as the language, and click next. Choose the location you want to save the project and click 'Create' to finish.

Product Name: a1_1
Team: None
Organization Name: Keegan Donley
Organization Identifier: CS10
Bundle Identifier: CS10.a1-1
Language: C++

4a - Edit Code

You should now be able to edit main.cpp by selecting it in the left sidebar.

If you don't see the file on the sidebar, click on "View -> Navigators -> Show Project Navigator" or press "Command + 1" to show it.
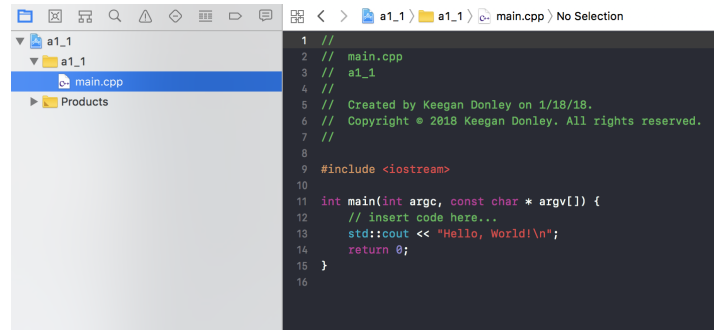
4b - Add File

In most cases, you'll need to create your own files in the project in order to follow the required naming convention, or to add multiple files.

Right click on the folder with the name of your project, and click 'New File...' You can then choose a C++ or a header file depending on the requirements of the assignment.
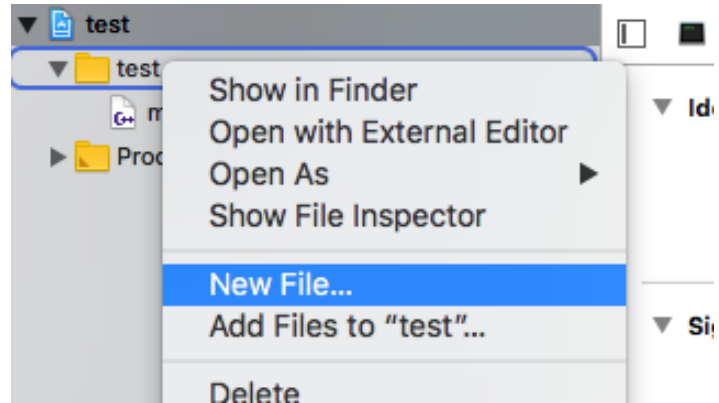
5 - Run Code

You can now run your code by clicking the triangle icon at the top of the window. The output will show at the bottom of the window.