

Step 1: Download and install XCode

XCode consists of the compilers you need and an editing package. If you are an experienced programmer, you can use the Xcode environment to write your programs. For beginners we recommend that you use Codeblocks.

To download Xcode, you need to know which version of MacOS that you are running. Click on the Apple menu and choose "About this Mac". If you have a version 10.7 or higher you can download XCode 4 for free from the App Store.

If you have an earlier version (10.6 or lower), you will need to download XCode 3. Go to <http://developer.apple.com/xcode/> then choose the link next to "Looking for Xcode 3?" on the bottom right of the page.

Step 2: Download CodeBlocks

Go to <http://www.codeblocks.org/downloads/binaries> and download the zip file for Mac OSX at the bottom of the page. Unzip the file and click CodeBlocks. Drag the CodeBlocks icon to your Applications folder.

Using CodeBlocks

On the Mac, CodeBlocks does not deal well with spaces in the filename. So make sure that all of the directories in the path leading to the file have no spaces.

When you "save file as" to save your .c file, in the dialog box for filename, type the full file name, such as hello.c, even though the save as type box already says that the file will be stored as a C/C++ file.

When you build and run in CodeBlocks, the program will open a new Terminal window each time you execute the program. If you find that annoying, you can build the program using CodeBlocks, then run in the Terminal manually by switching to the Terminal window, hitting the up cursor key to select the previous command, then hitting *Return*.