**To install SFML libraries on a Mac:**

First of all, make sure Geany is installed and runs properly.

Type/ paste the following into your terminal window to install homebrew:

/bin/bash -c "$(curl -fsSL <https://raw.githubusercontent.com/Homebrew/install/master/install.sh>)"

If the terminal becomes stuck at the command line tools for Xcode, go to your system preferences, then software updates, and install any pending updates. This should fix the problem

Once homebrew is installed, type the following into the terminal:

brew install sfml

Next, open Geany and go to the menu bar. Go to Build, then Set Build Commands. Under C++ commands, on the Build option, paste the following flags at the end of the existing commands:

-lsfml-graphics -lsfml-window -lsfml-system -lsfml-network

The command line should then look like this:

g++ -Wall -o "%e" "%f" -lsfml-graphics -lsfml-window -lsfml-system -lsfml-network

Once all these steps have been completed, open the server3.cpp, compile, build and execute the file to test.