

Downloading Xcode for Mac

Based on a handout by Eric Roberts and Julie Zelenski, with updates by Zach Galant

In CS 106B, you have the option of writing your programs on the Mac or PC. For the Macintosh environment, you will write your programs using a C++ compiler developed by Apple called *Xcode*. You can use Xcode on the Mac OS computers in the public clusters on campus, or you can download a copy for your own machine, as described in the following section. If you're planning to work on one of the public cluster computers, you should be able to skip this handout.

If you want to download your own copy of Xcode, you should note that many versions of Mac OS X come with Xcode preinstalled. Even if you have it, you should check which version of Xcode you have. The easiest way to do so is to first open the application. Then, from the Xcode menu, select "About Xcode". The window that opens should say what version you have. If it is version 3.2 or later, you have the correct version. If not, use the following directions to download the most recent version:

1. Go to <http://developer.apple.com/xcode>
2. Click on the "View in Mac App Store" button.
3. This might raise a popup window asking if you want to launch an external application. If it does, allow the external application to run. If it doesn't, click the "View in Mac App Store" button once more.
4. In the Mac App Store, click where it says "Free" and then click "Install App."
5. You're all set!