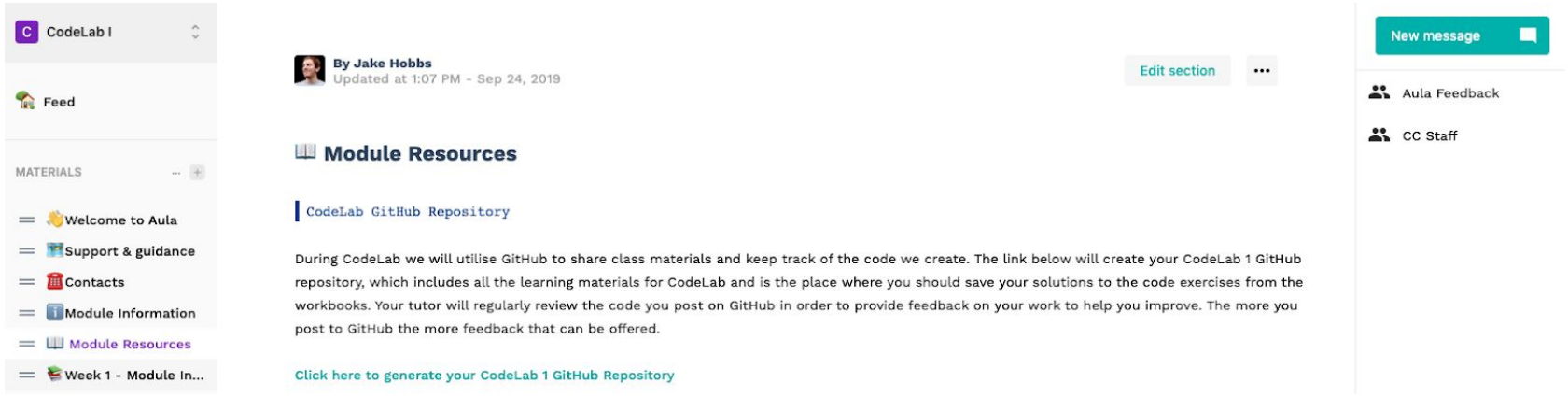
CodeLab I (CCO4000-20)

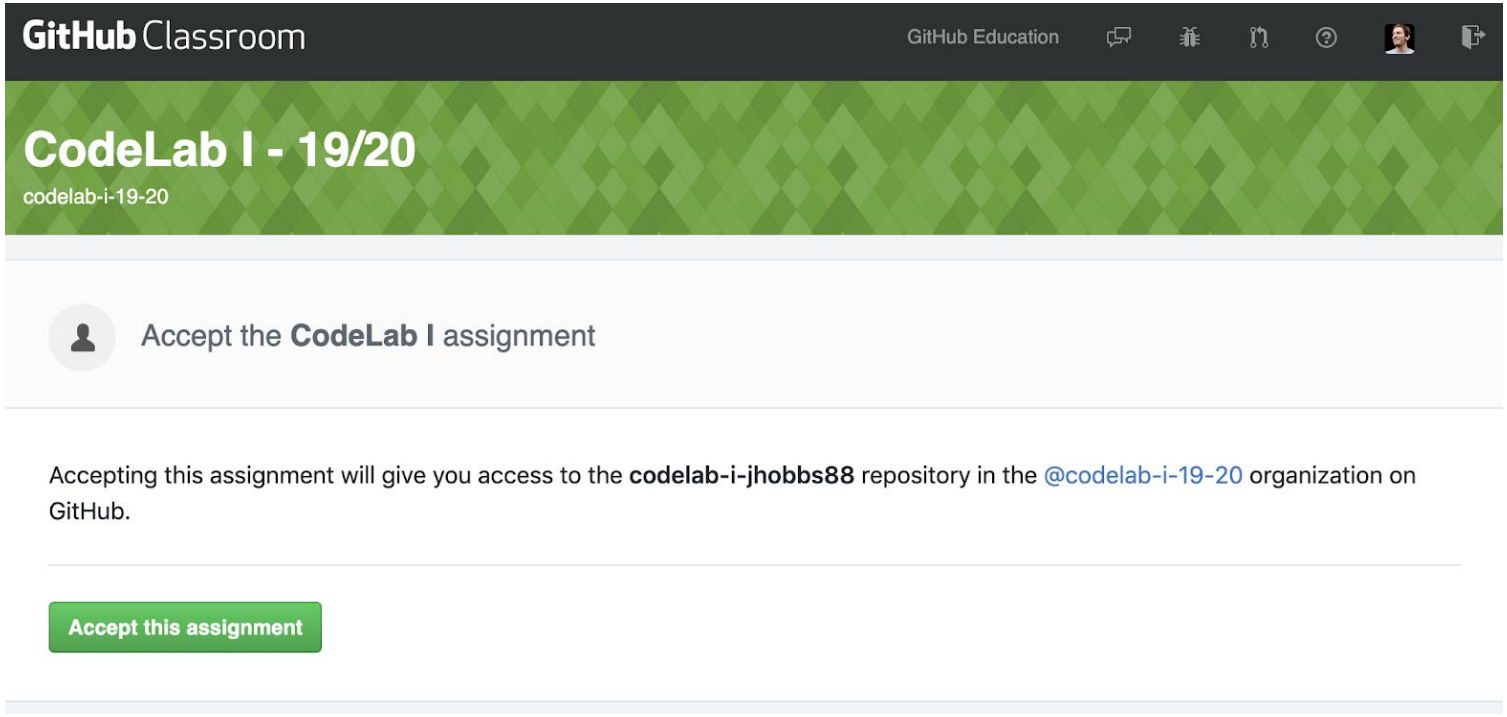
Cloning the CodeLab Repository - Xcode

Creative Computing
The School of Creative Industries
Bath Spa University

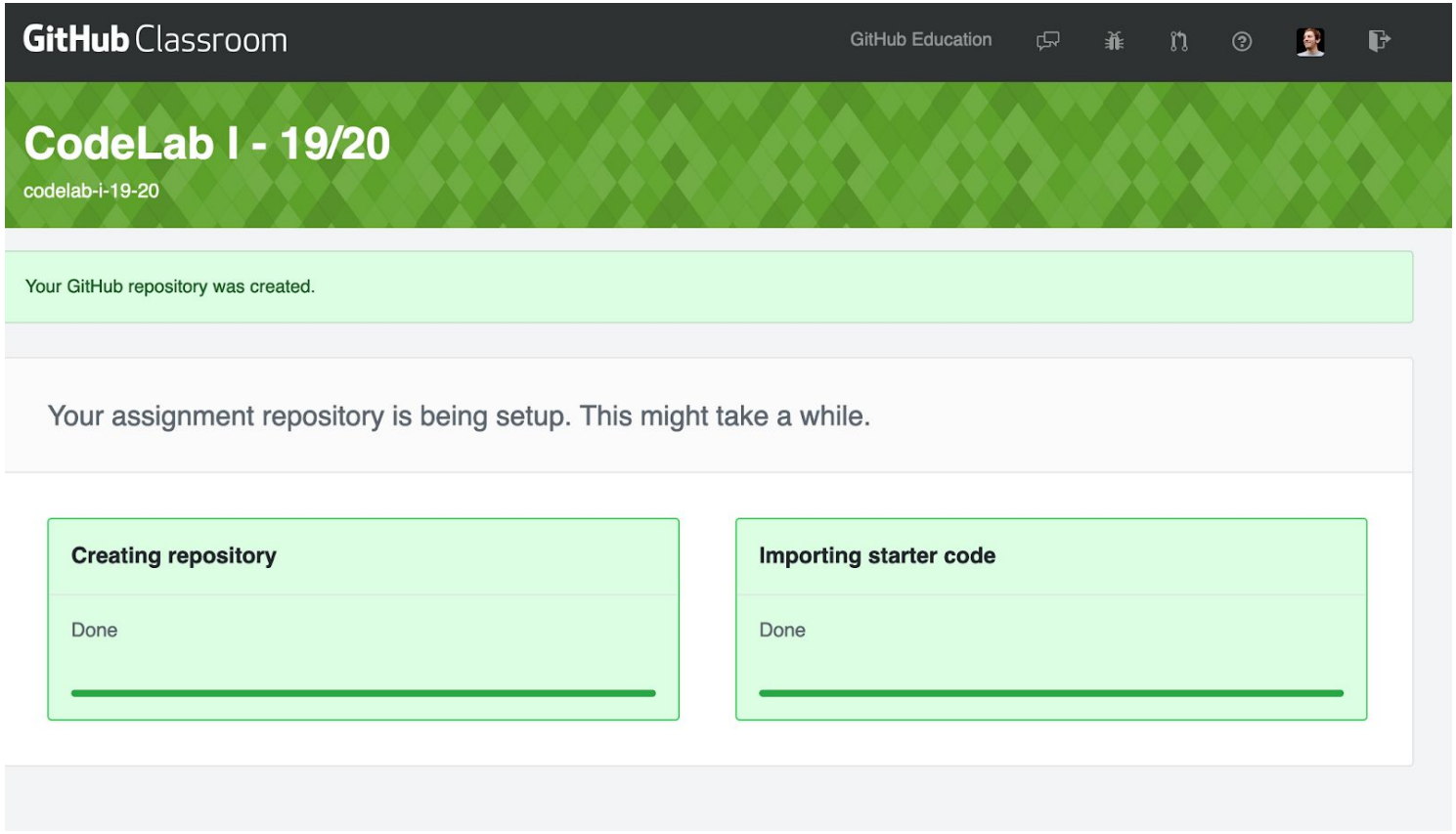
1. First you need to generate your CodeLab I repository. To do so locate and click the GitHub classroom link provided within the module resources section on Aura.



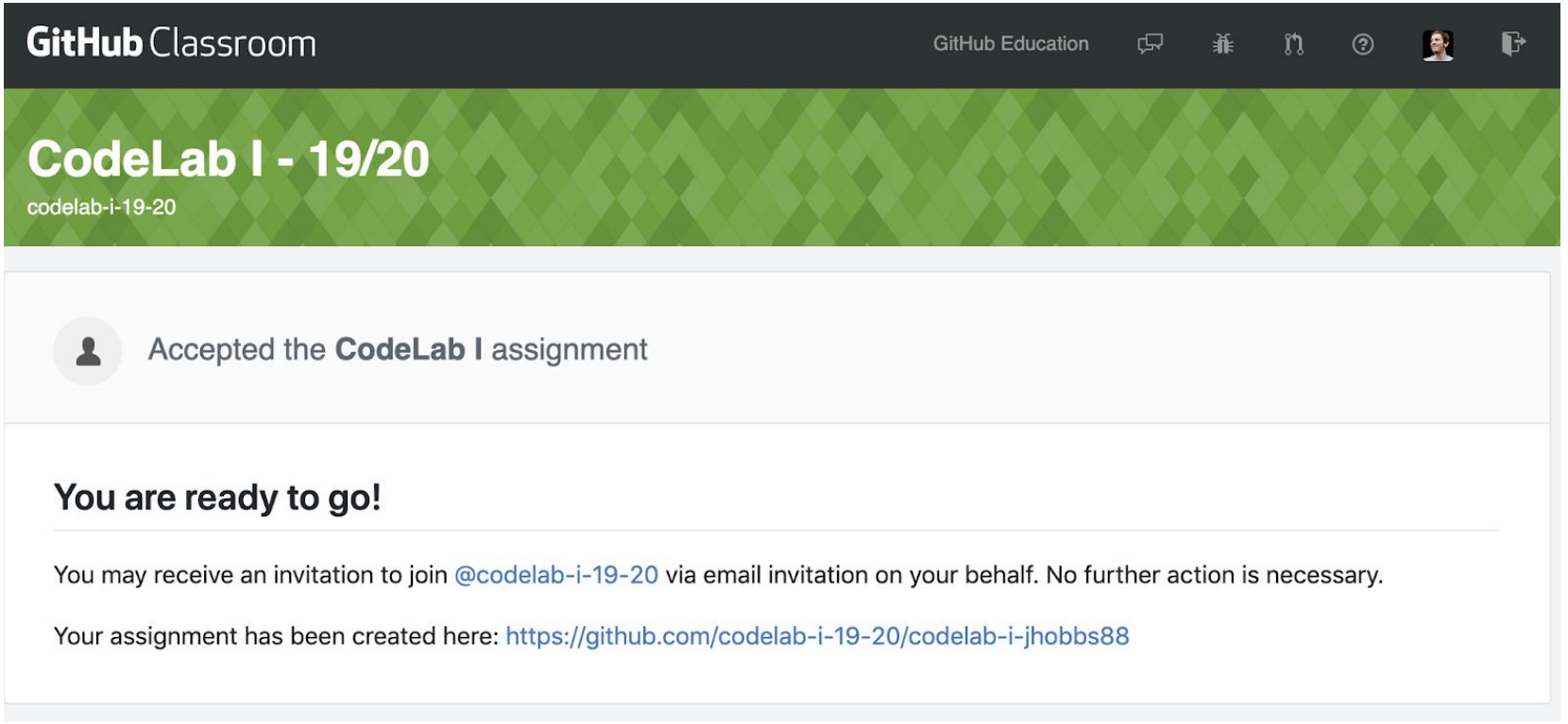
2. Once you have clicked this link you will be taken to a page asking you to accept the assignment (you may be asked to login). This page will look similar to the below. Click *Accept this assignment.*



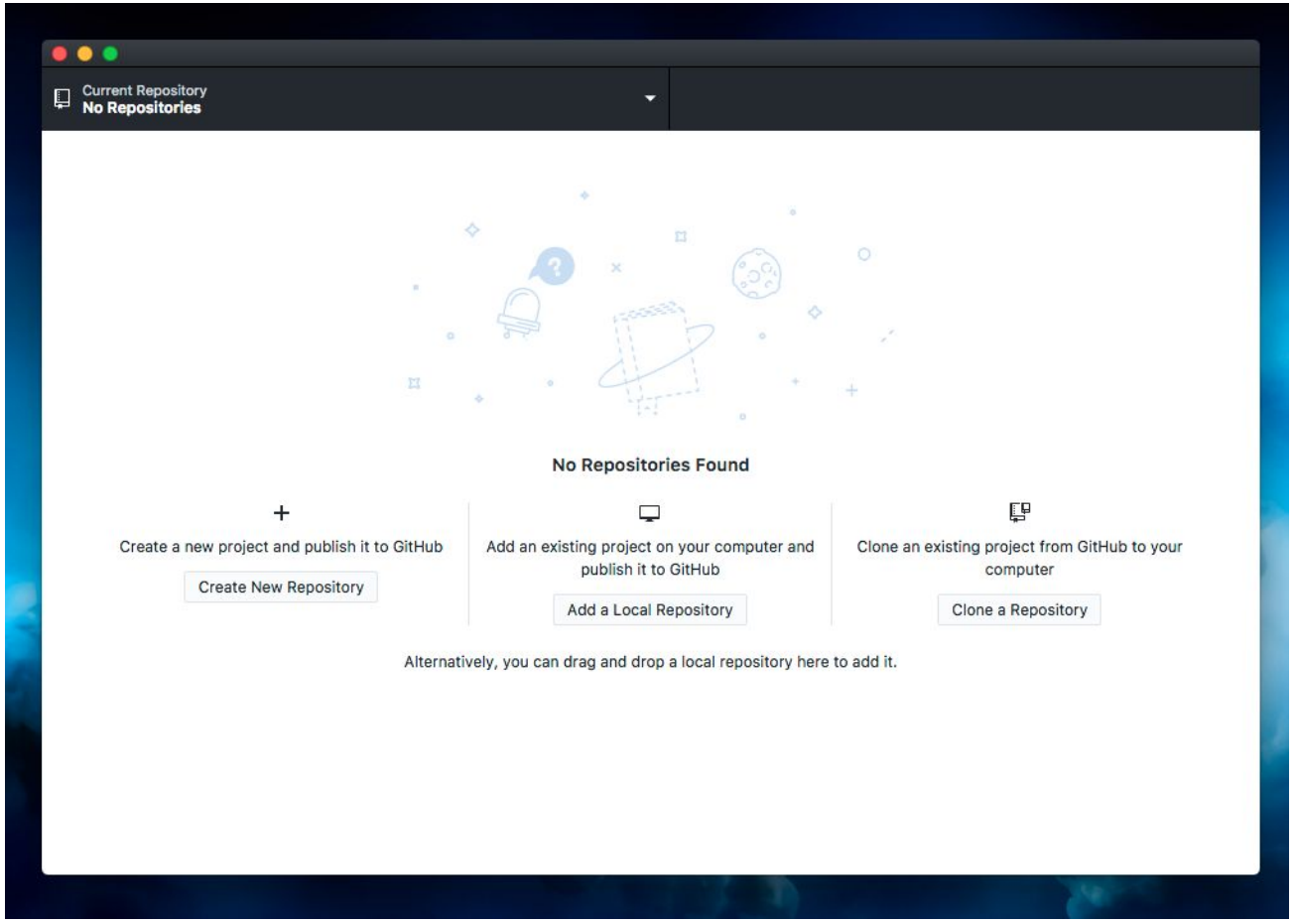
3. GitHub classroom will now generate your own unique repository. Please wait while it completes the import process



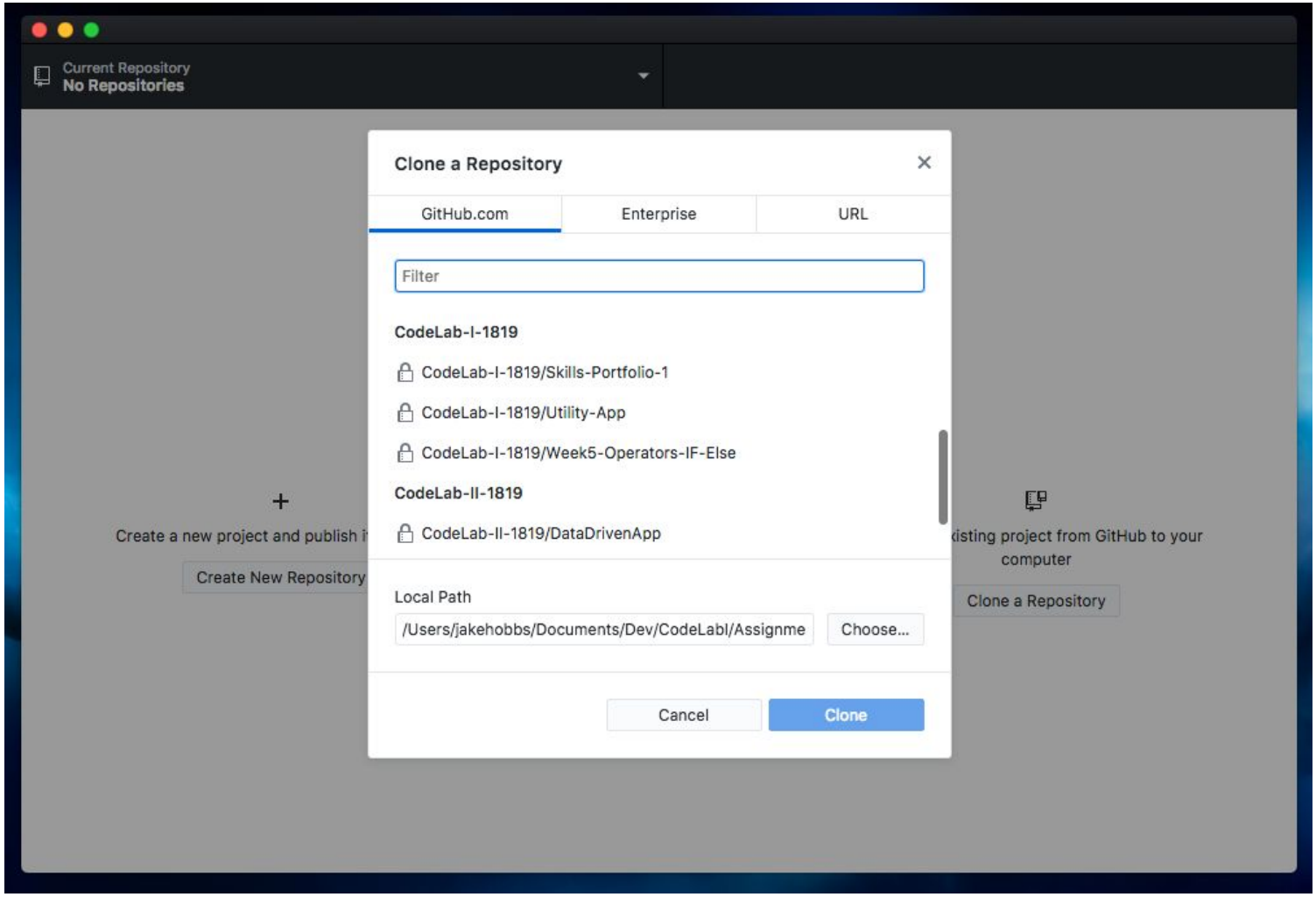
4. Once imported you will be presented with a success message like the one below. Included here is a URL for where your repository is hosted on GitHub (*t*he url that follows *“Your assignment has been created here:”)*.



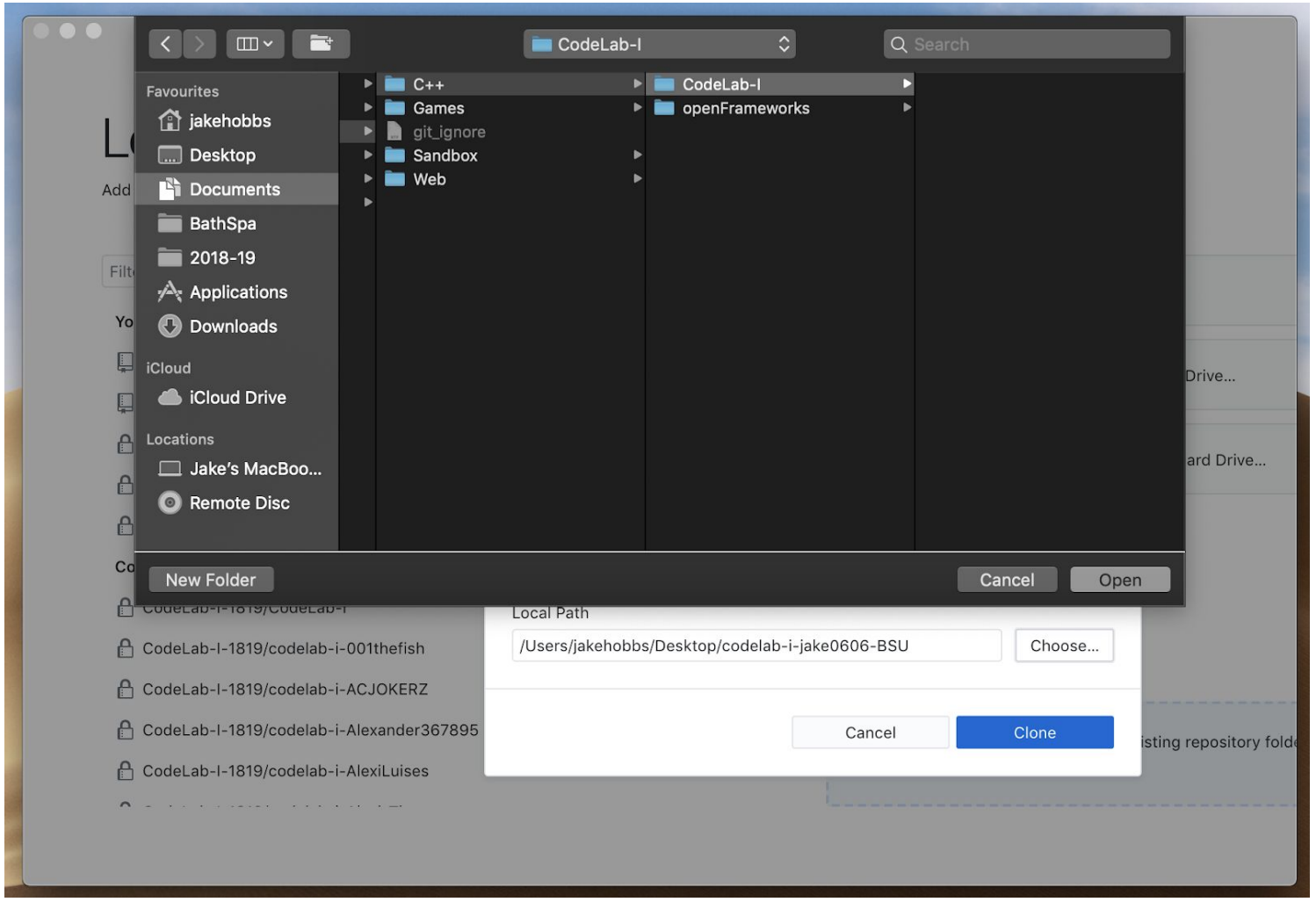
5. Use Github desktop clone your repository to your computer. If you have no existing repositories you can do this by clicking the *"Clone a Repository"* button on the opening screen. Else simply go "*File → Clone Repository*"



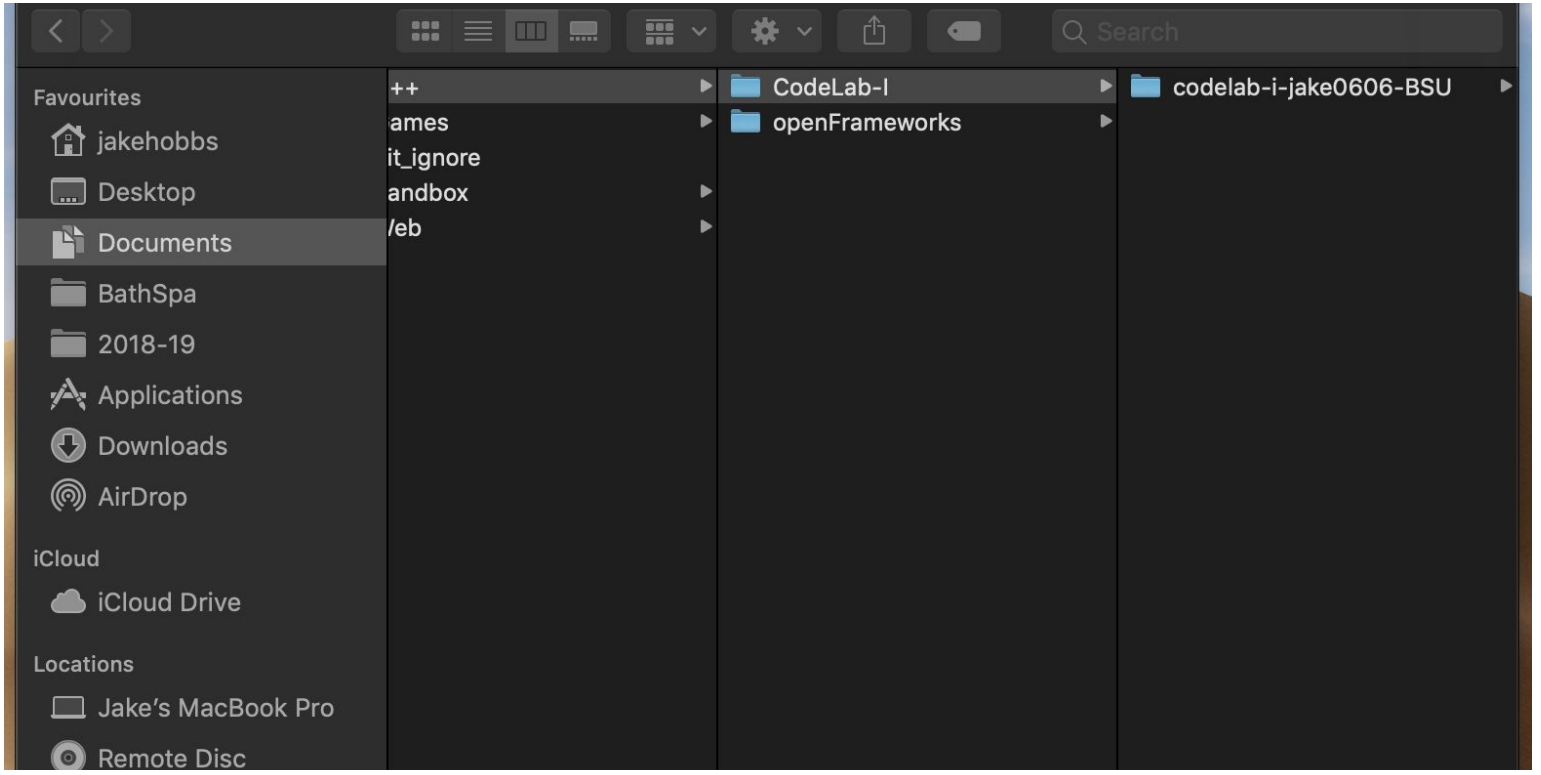
6. You will be presented with a screen similar to the one below. You should look for the repository from those listed. This will be named something like: *CodeLab-I-1819/CodeLab-I-yourgithubusername*



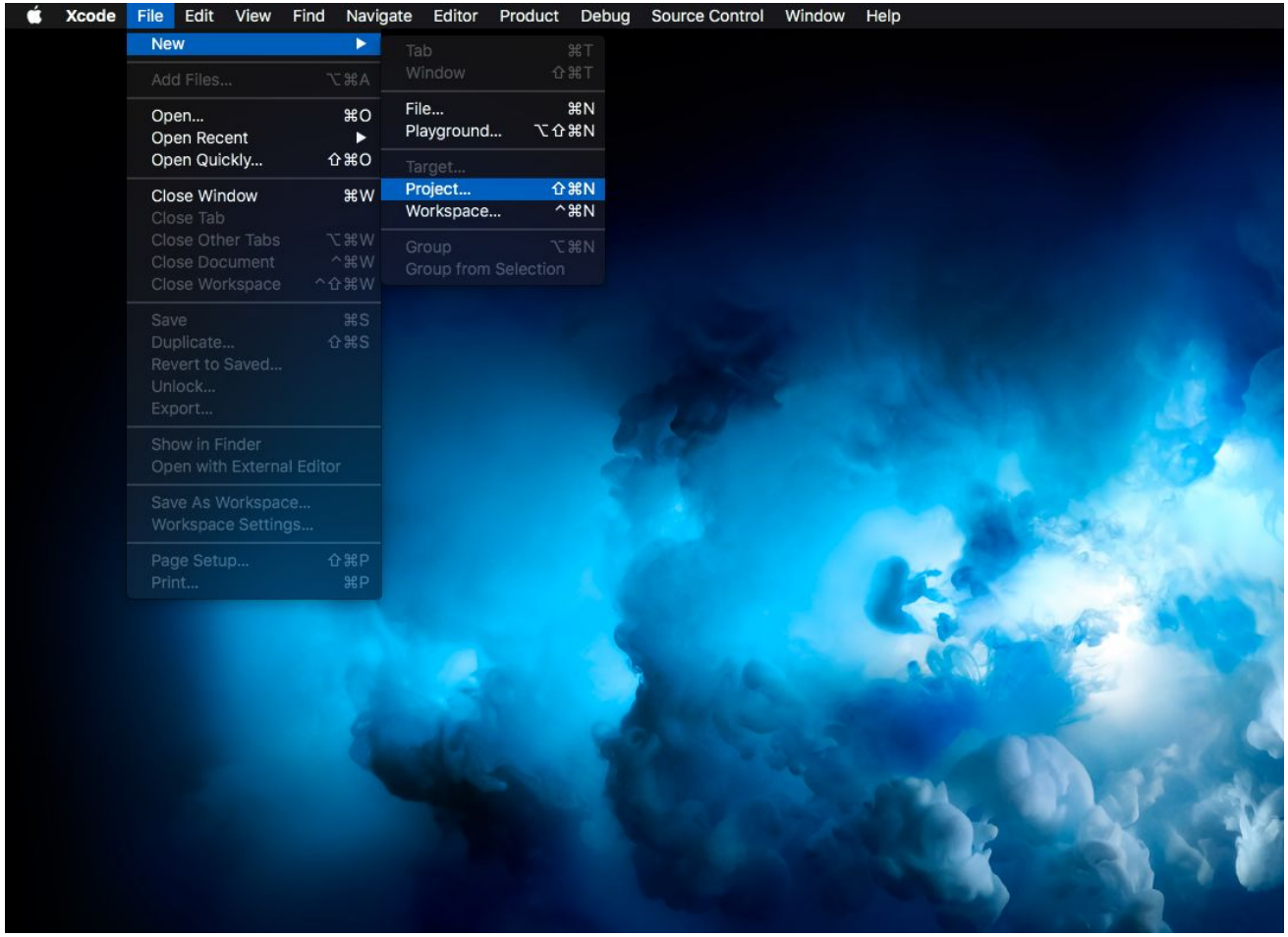
7. Click "*Choose...*" next to local path and browse to sensible location on your machine to save the repository, eg: *Documents → Dev → CodeLab-I*. Once you have selected a folder on your machine click *"Open"* then "*Clone*" to clone the repository.



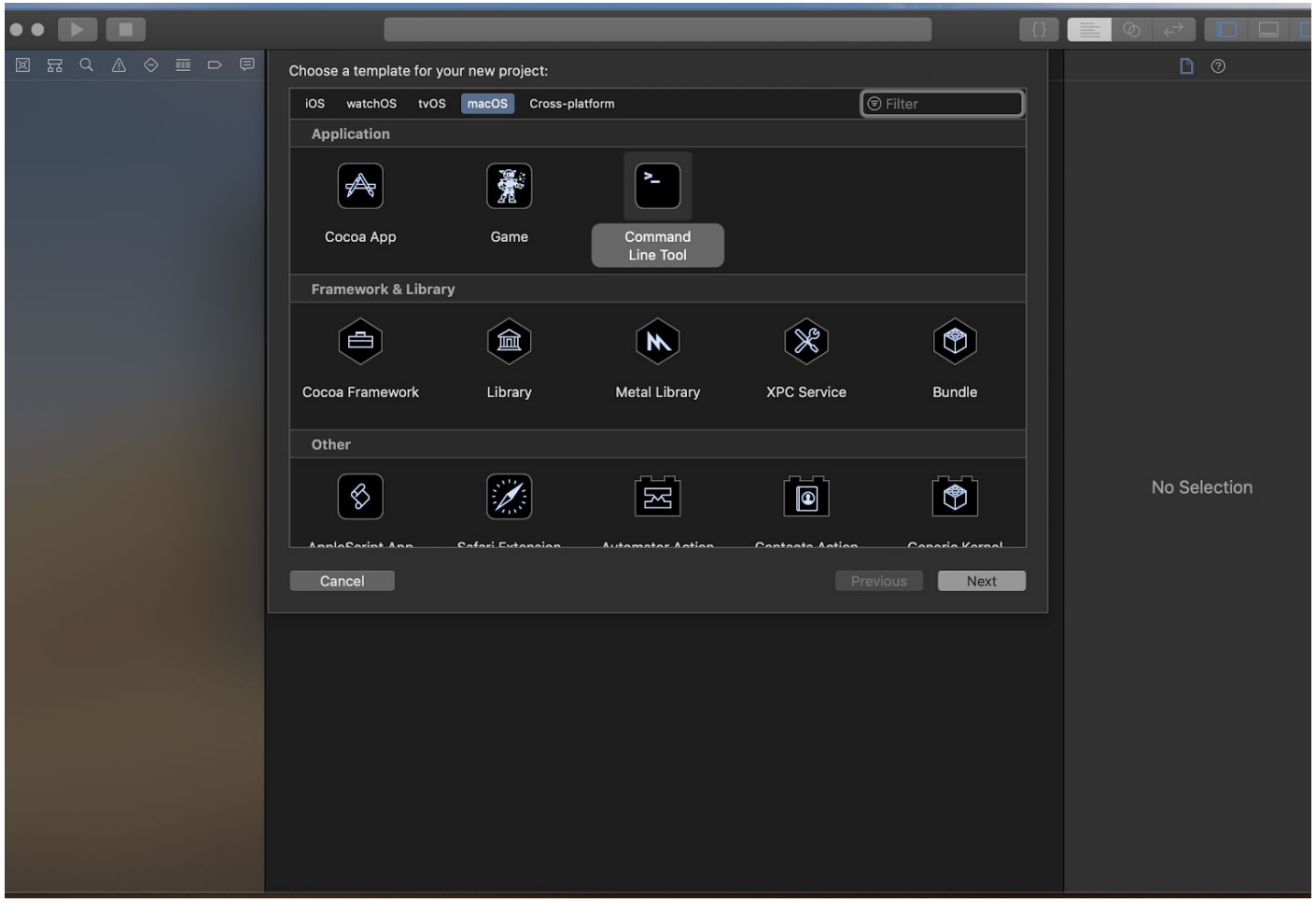
8. You should now have a copy of the repository from Github on your local machine ready to undertake the coding challenges. The image below shows an example repository after downloading to my mac. For each exercise you should create a **separate** project within the exercises folder of this repository. The remaining steps guide you on how to create a new project in Xcode.



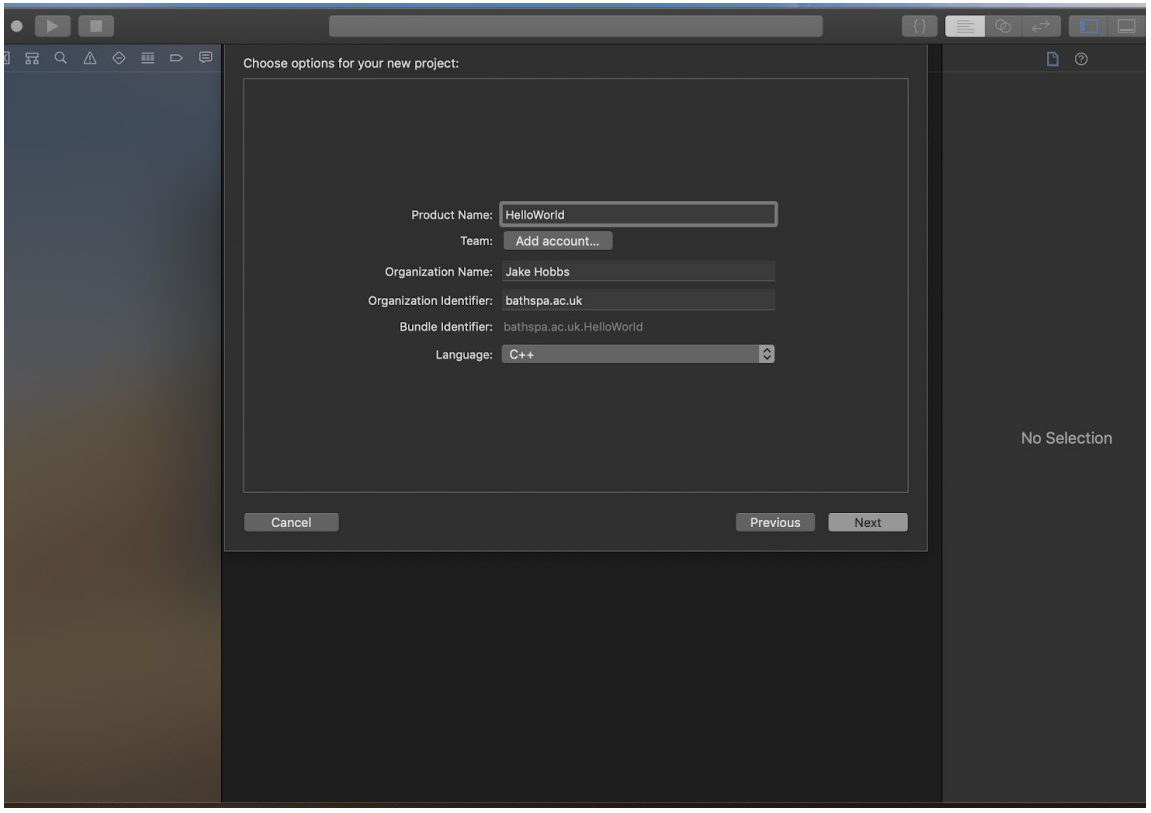
9. In Xcode go to File → New → Project



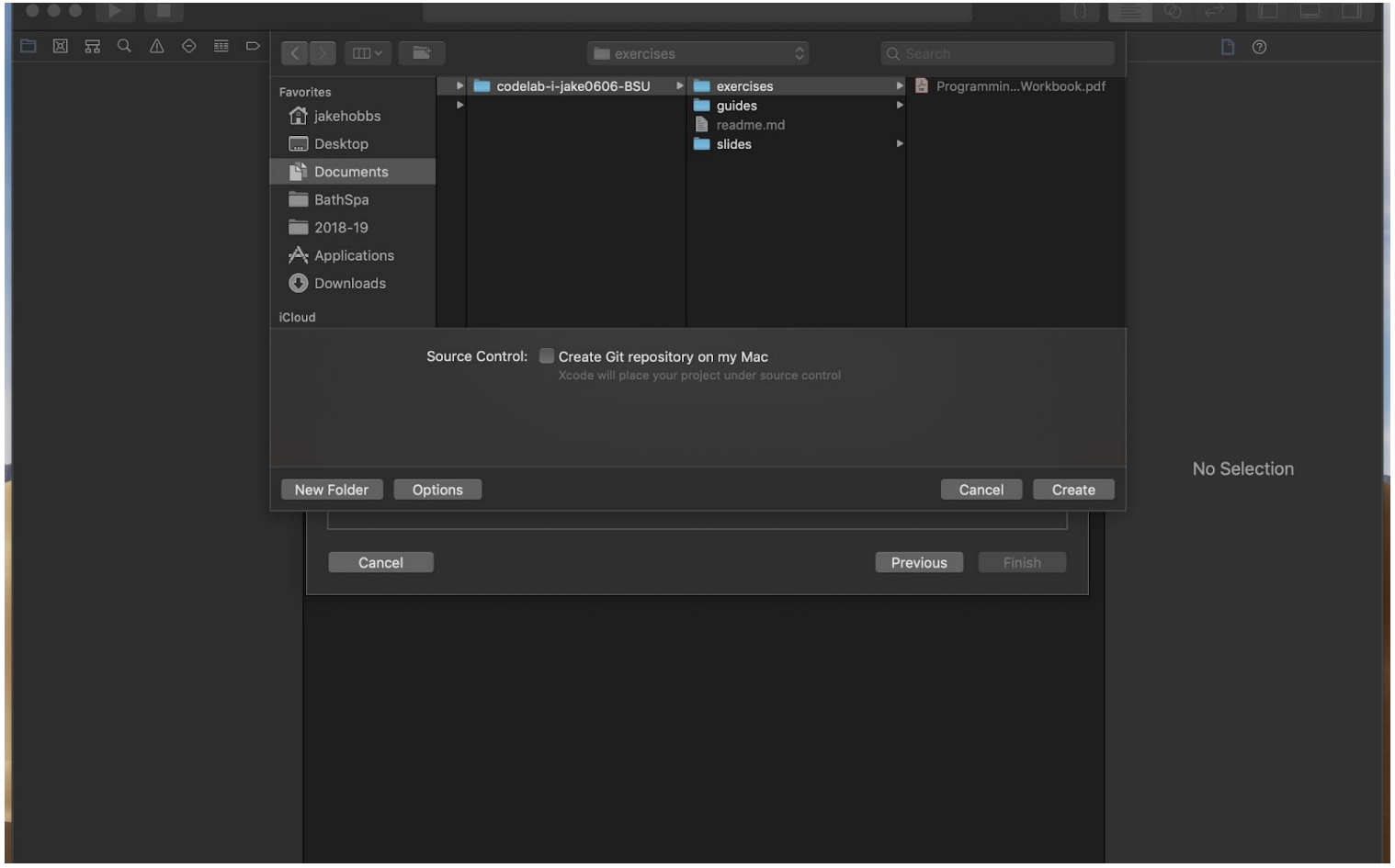
10. Ensure top tab is on “*macOS*”, select “*Command Line Tool*” & click “*Next*”



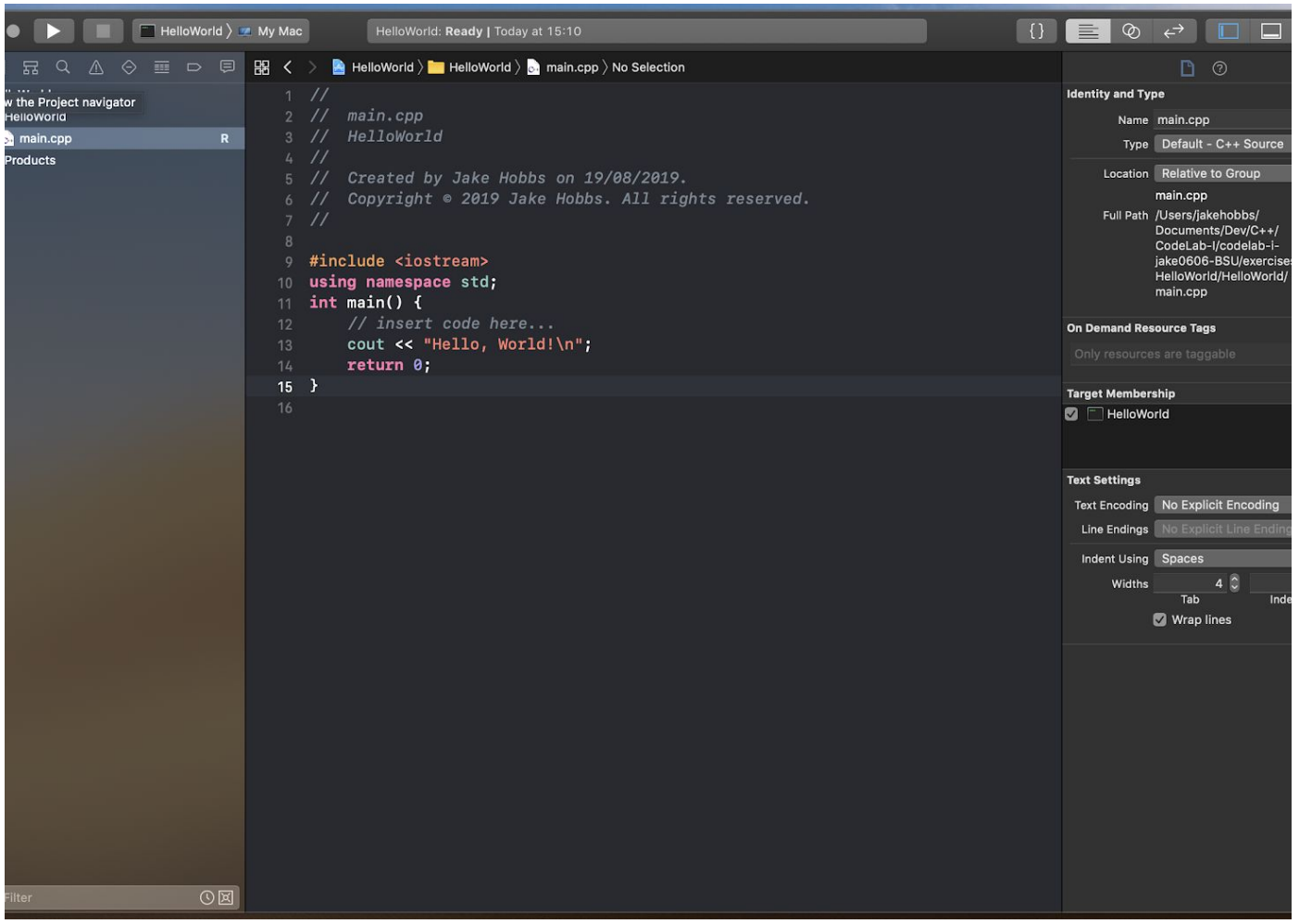
11. Set the options for your project:
    a. Give the product a name (e.g. "*HelloWorld*")
    b. Set organisation identifiers (e.g. com.yourname)
    c. Set language as C++
    d. Click Next



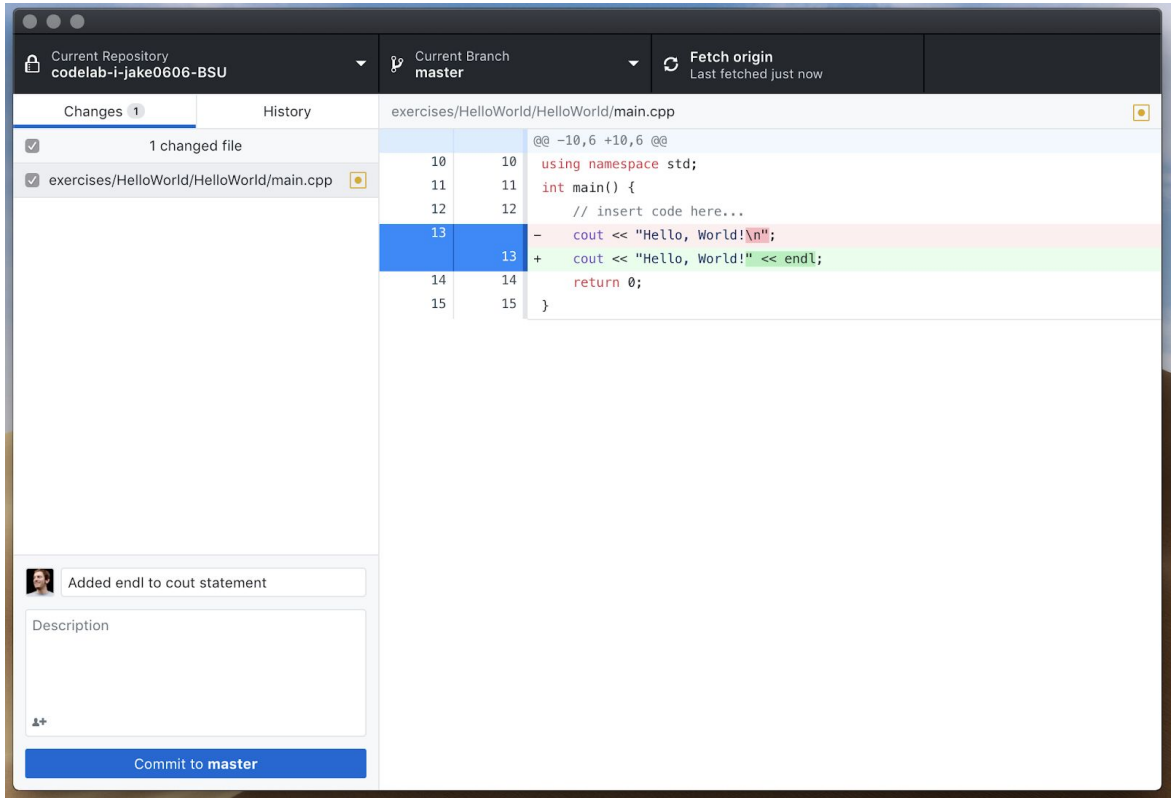
12. Navigate to the ***“exercises”*** folder in location you cloned the repository to in step 3 and click *“Create”*



13. You now have an Xcode project to begin coding your solution. Click on "*main.cpp*" in the left hand toolbar to get started.



14. Github Desktop will keep track of your changes in your main.cpp file and any other files you add to your project. You should regularly make commits to ensure you can fall back to previous versions if things go wrong. You should also push your commits back up to your Github repository often, this will make sure you have a backup of your work.



1. When you are happy with your exercise solution make sure you make a commit and push to your Github repository.