



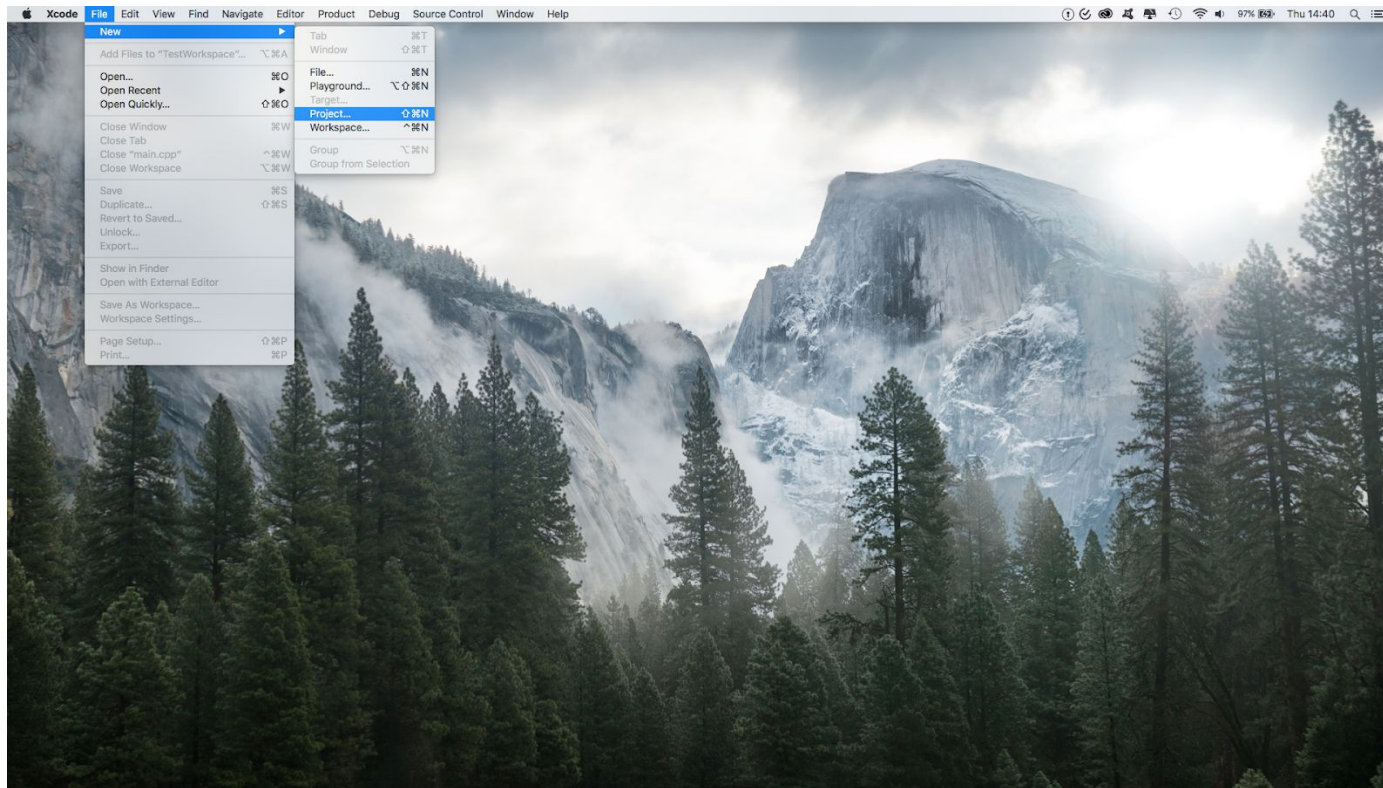
CodeLab I (CCO4000-20)  
Getting Started with Xcode

Creative Computing  
The School of Creative Industries  
Bath Spa University

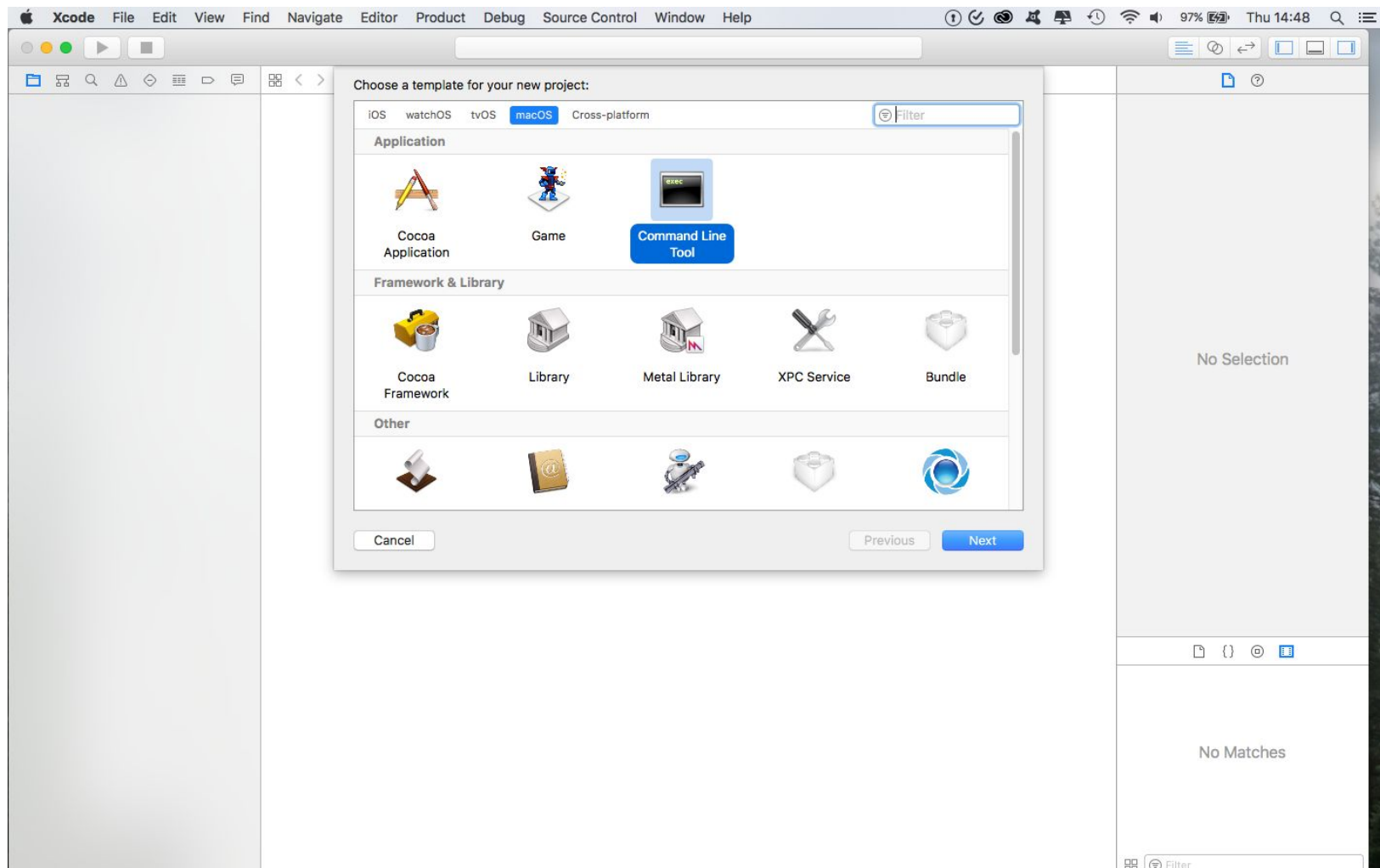
## Getting Started with Xcode

Before you start, make sure you have downloaded your CodeLab GitHub repository to store you C++ work.

- Open Xcode
- Click File → New → Project

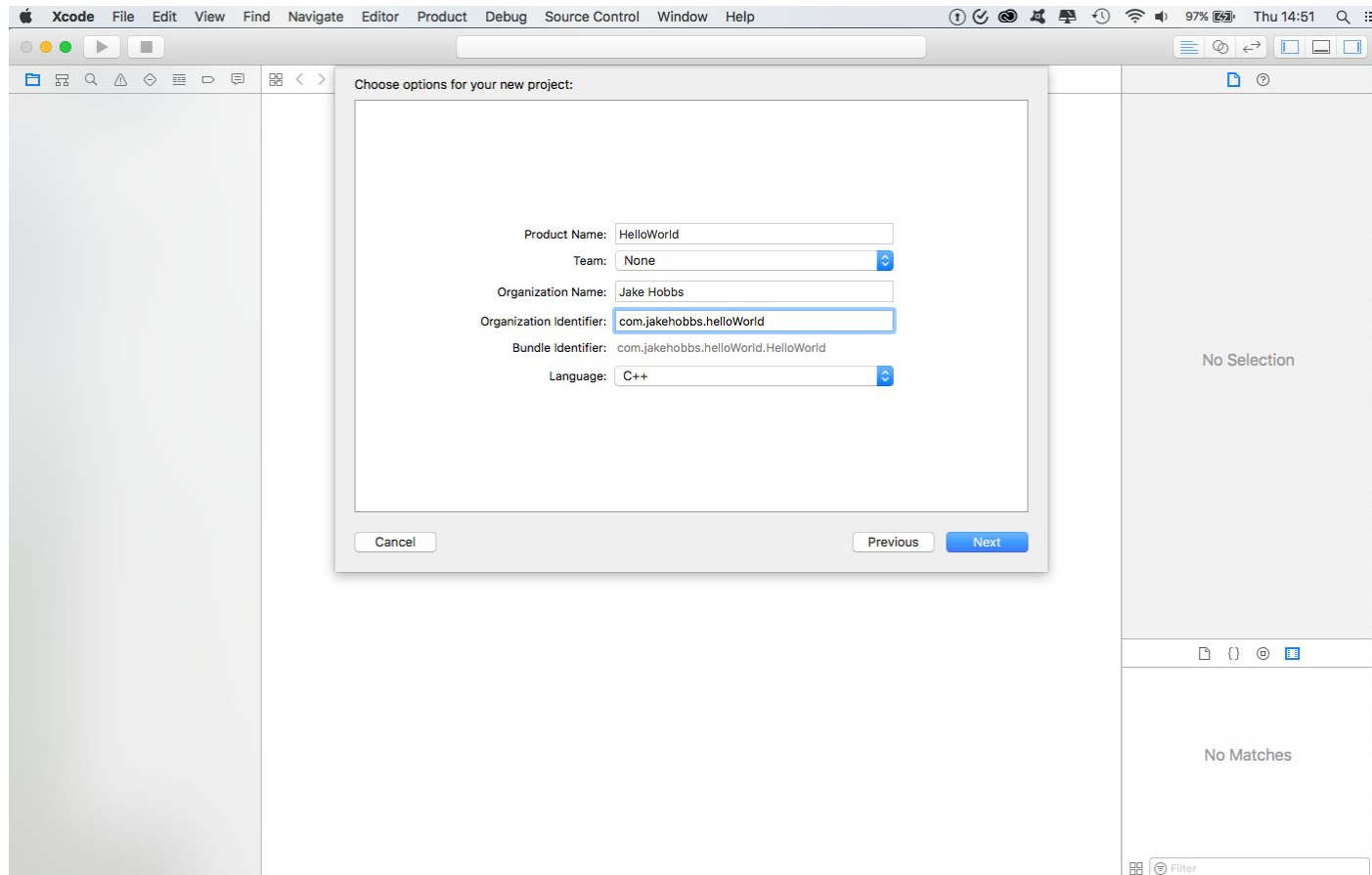


- Ensure *macOS* is selected on the top bar then select *Command Line Tool*

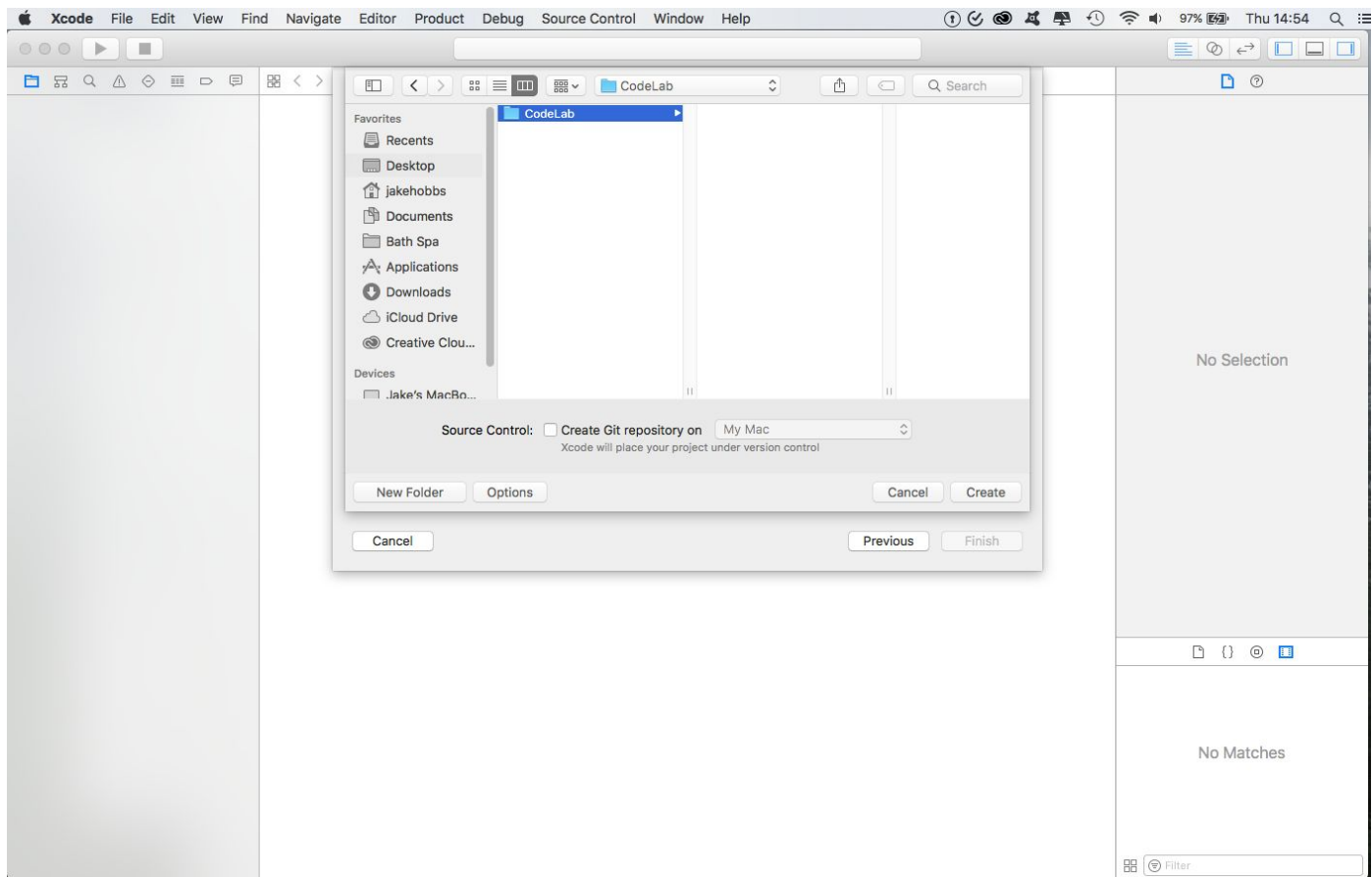


- Set the options for your project:

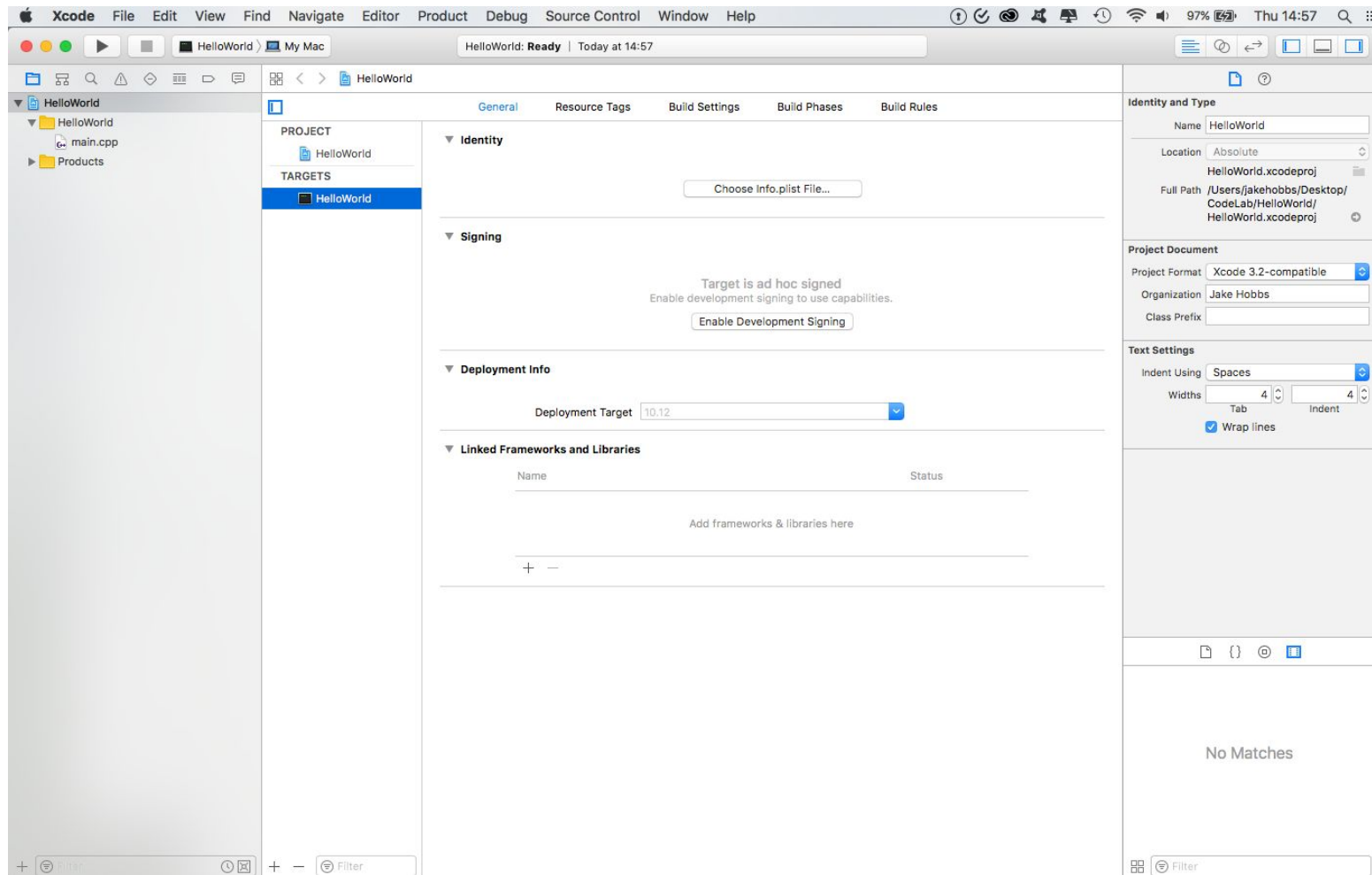
- Give the product a name (e.g. "HelloWorld")
- Set organisation identifiers (e.g. com.yourname)
- Set language as C++
- Click Next



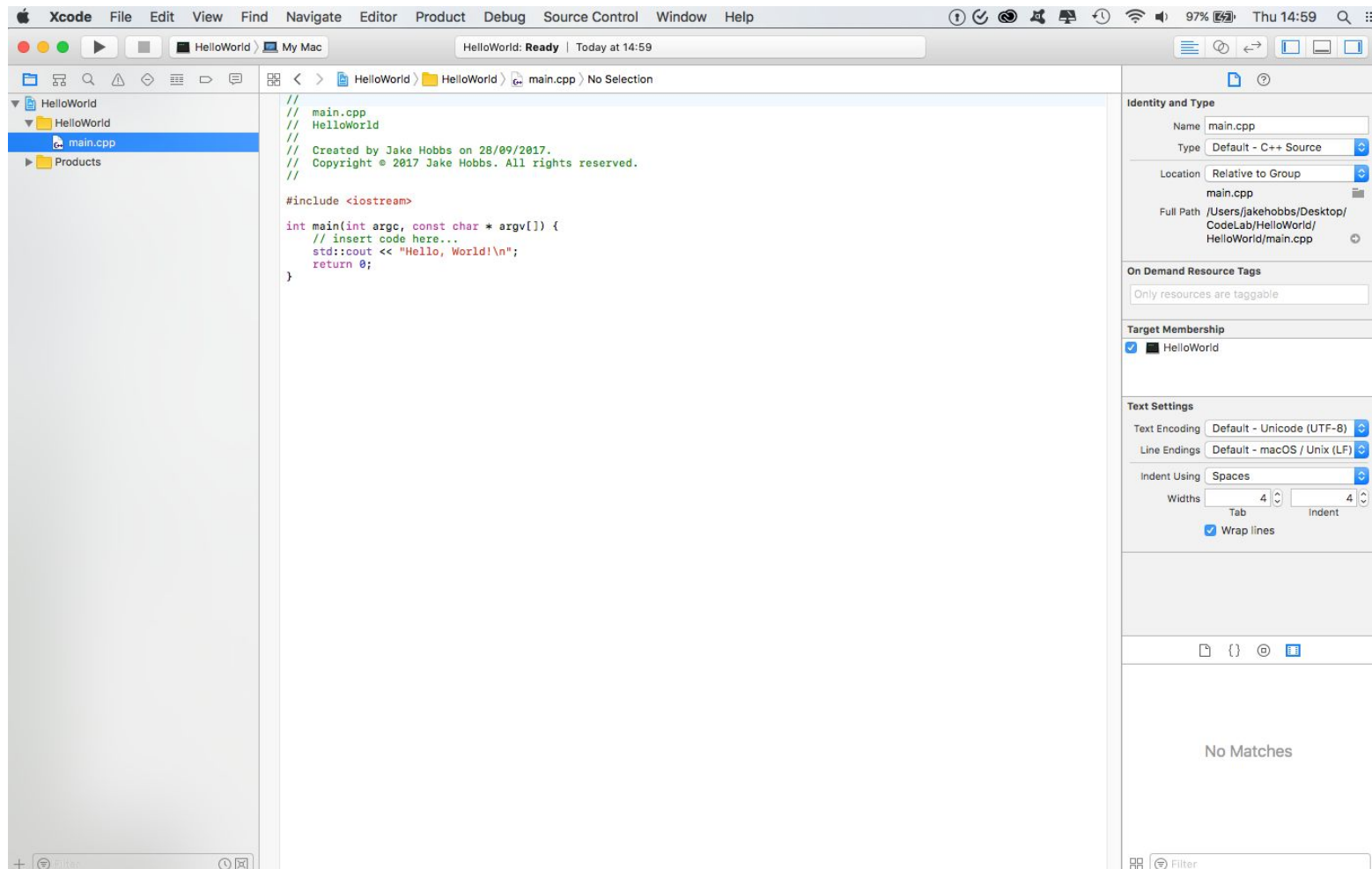
- Select a folder where you'd like to save your project (e.g. the exercises folder of your Github repository).
- Click *Create*



- You will be presented with the project build settings




- Click *main.cpp* in the left hand window
- This opens a prebuilt Hello World application



- You may alter this default code to the following more streamlined version

```
#include <iostream>
using namespace std;

int main(){
    cout << "Hello World" << endl;
    return 0;
}
```

- Click the Build & Run Icon on the top left 
- If everything is successful the console output will appear at the bottom of the screen

