Compiling and Running Code on Mac:

1. Make a folder for all of your programming work this quarter. No spaces and no "" in the folder name. I suggest making it on the Desktop.

2. Create a new file in Sublime and copy-paste the contents of the C++ reference file given in the lab, and save it in the folder you made. Make sure to include .cpp at the end of your file name.

3. To compile your file, open the Mac built in Terminal (you can find this by typing in "terminal" to the search bar)

4. Once you have the terminal open, type in "cd Desktop/yourfolder." The cd command means change directory (directory is just another word for folder) and will therefore enter the Desktop folder and then enter the folder you created.

5. If you entered the wrong directory just type "cd" (with nothing after it) to go back to the beginning and try again.

6. Once you are in the desired directory, type in g++ followed by the name of your file (the g++ command compiles your file, ex: g++ hello.cpp)

7. If you get a result like command not found, you did not install XCode. Make sure you have XCode installed. If you did install XCode, try running xcode-select --install.

8. If the terminal shows errors, you must go back to your file in Sublime and debug. Then save the file and repeat Step 3.

9. If there are no compile errors, type ./a.out to run your file. a.out is the default name of the compiled program file, and ./ is the Linux command to run a program.