

Xcode Redirect

Description

Use this file to help Xcode behave more like a command line shell when it comes to dealing with file redirection. This addresses missing functionality for:

```
* Input redirection (cin >>): < inputfilename
* Output redirection (cout <<): > outputfilename
* Error redirection (cerr <<): 2> errorfilename
```

How to use it

Download

First, [download the file directly] or use `curl` or `wget`.

```
% wget https://gitlab.umich.edu/eecs281/xcode_redirect/raw/master/xcode_redirect.hpp
```

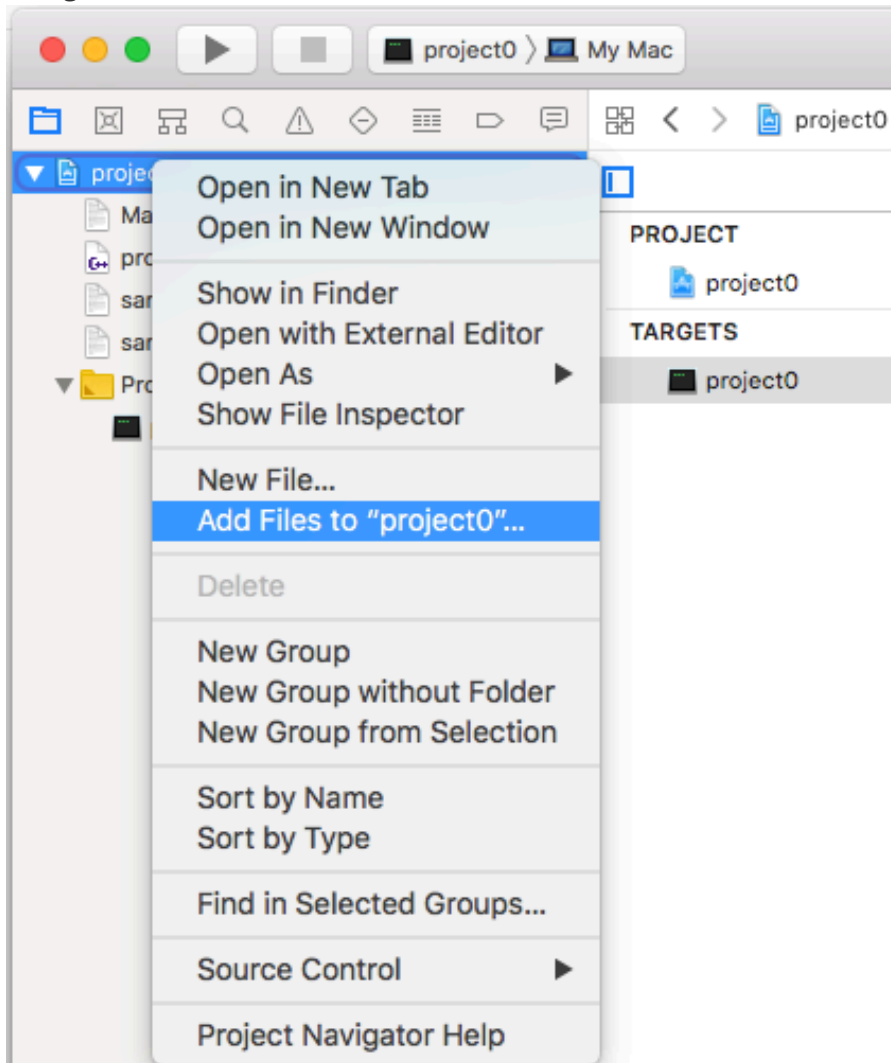
or

```
% curl -O https://gitlab.umich.edu/eecs281/xcode_redirect/raw/master/xcode_redirect.hpp
```

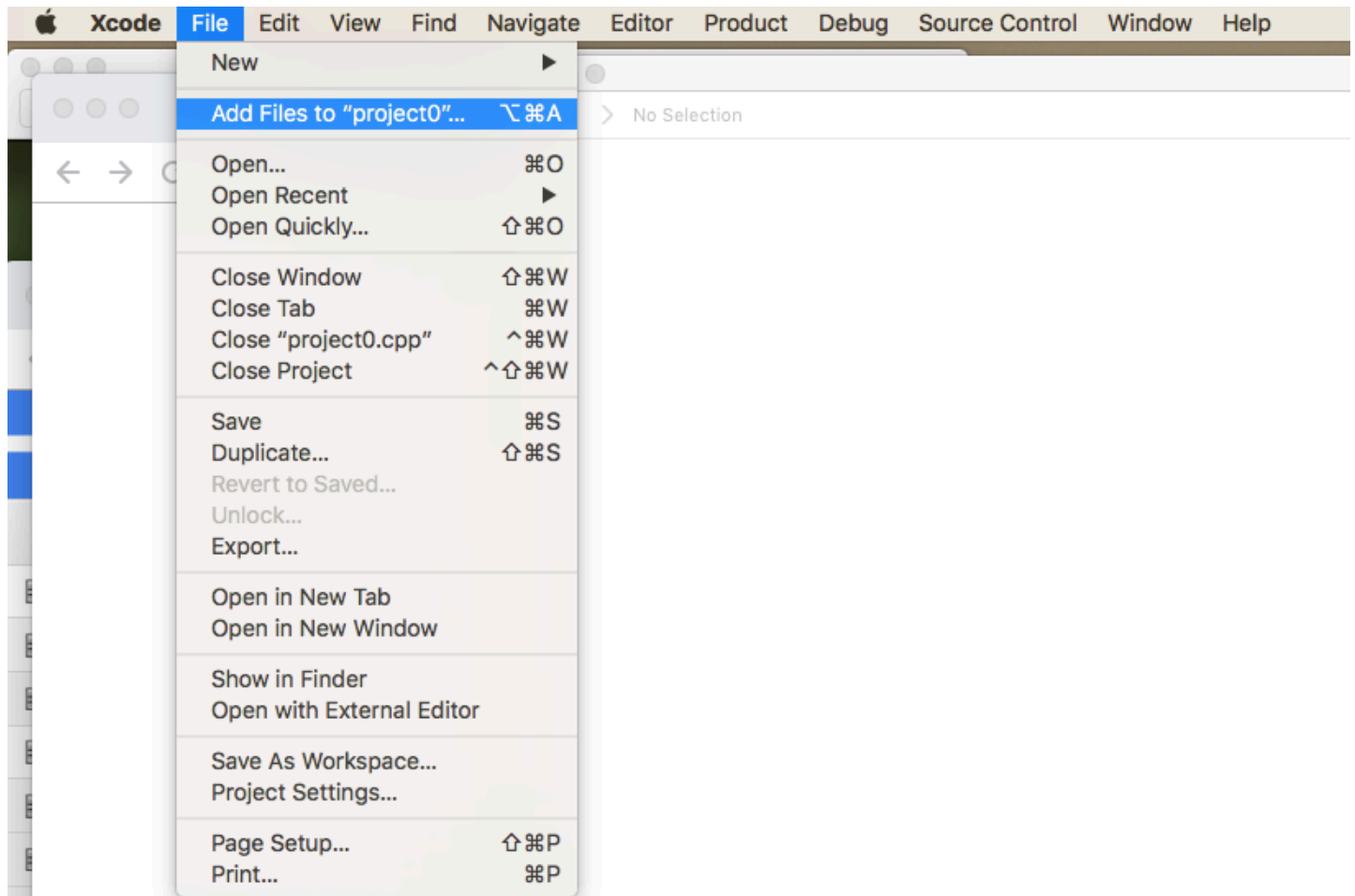
Add it to your project

In your Project Navigator or through the File Menu, you can "Add Files..." to your project.

Navigator:

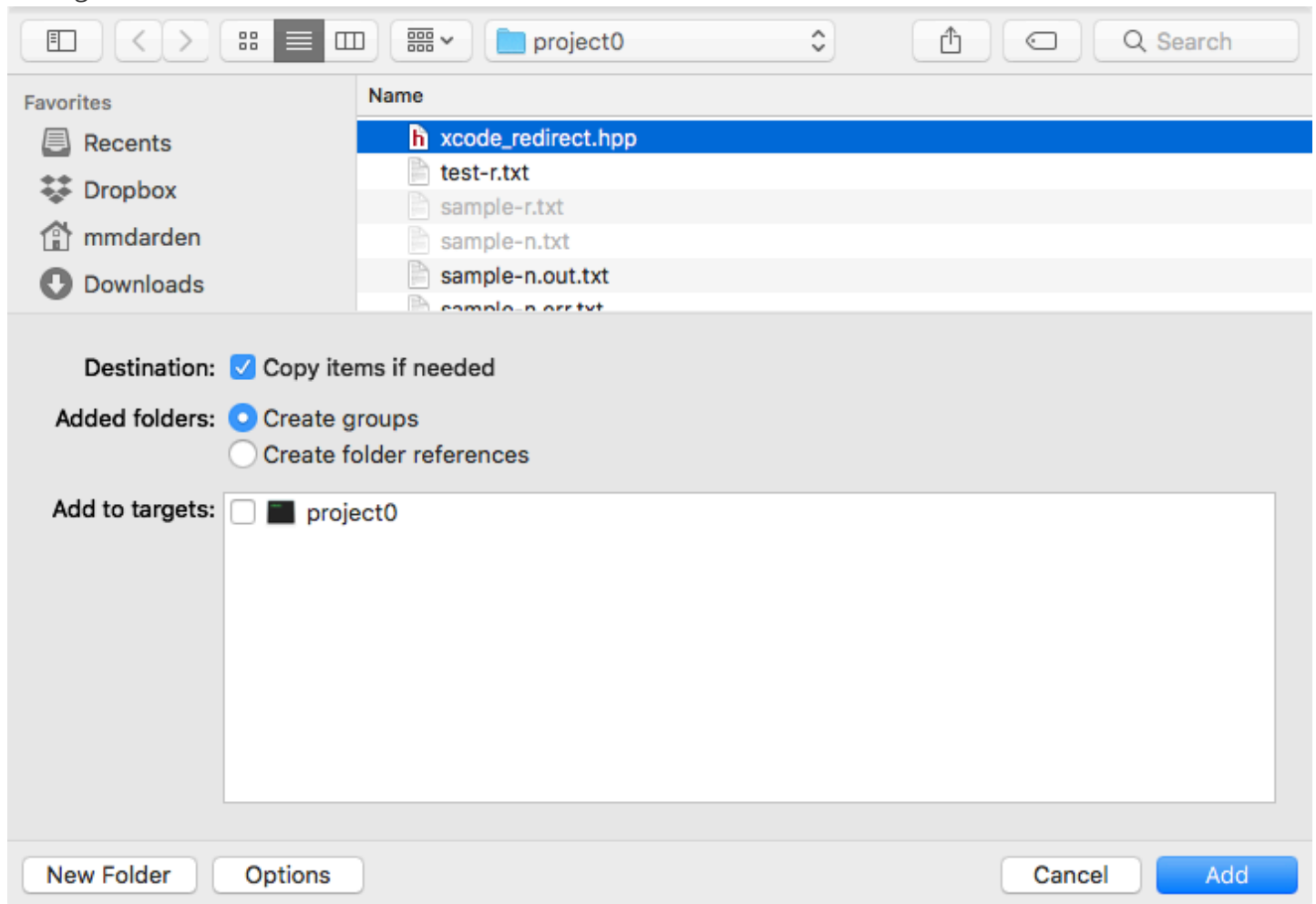


File Menu:



Navigate to the downloaded copy of `xcode_redirect.hpp` and add it to the project with the following settings:

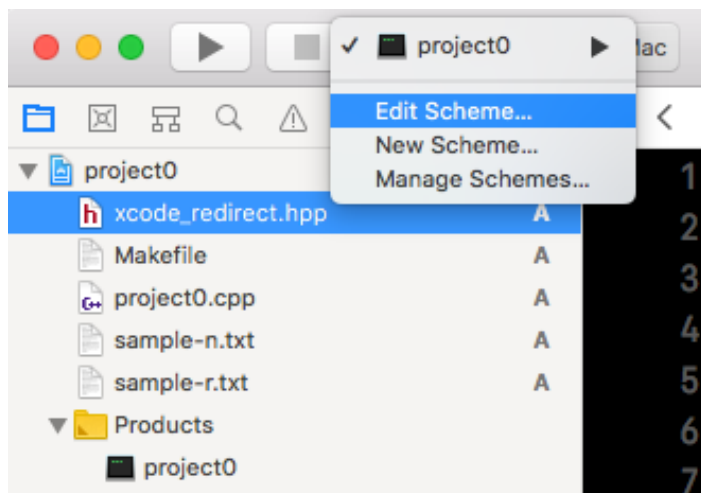
Settings:



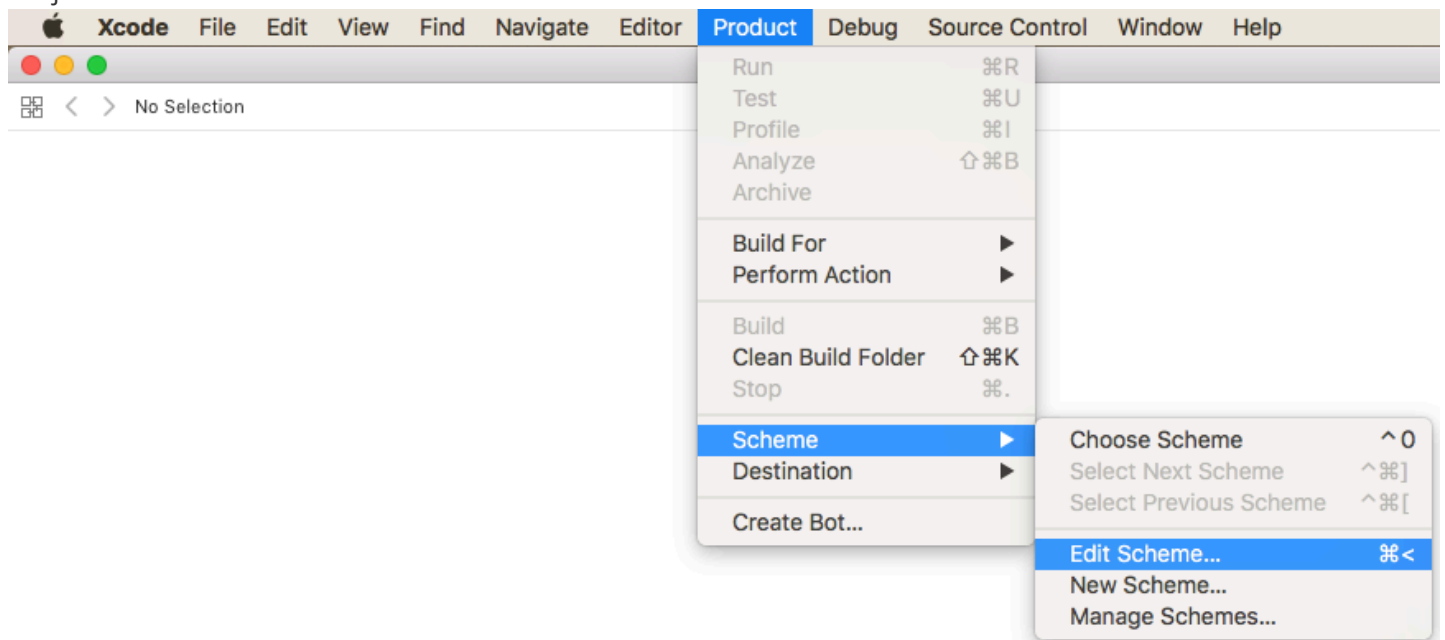
Add redirections as needed

In the main editor window or through the Project Menu, you can "Edit Scheme..." to add command line parameters and file redirections.

Editor:

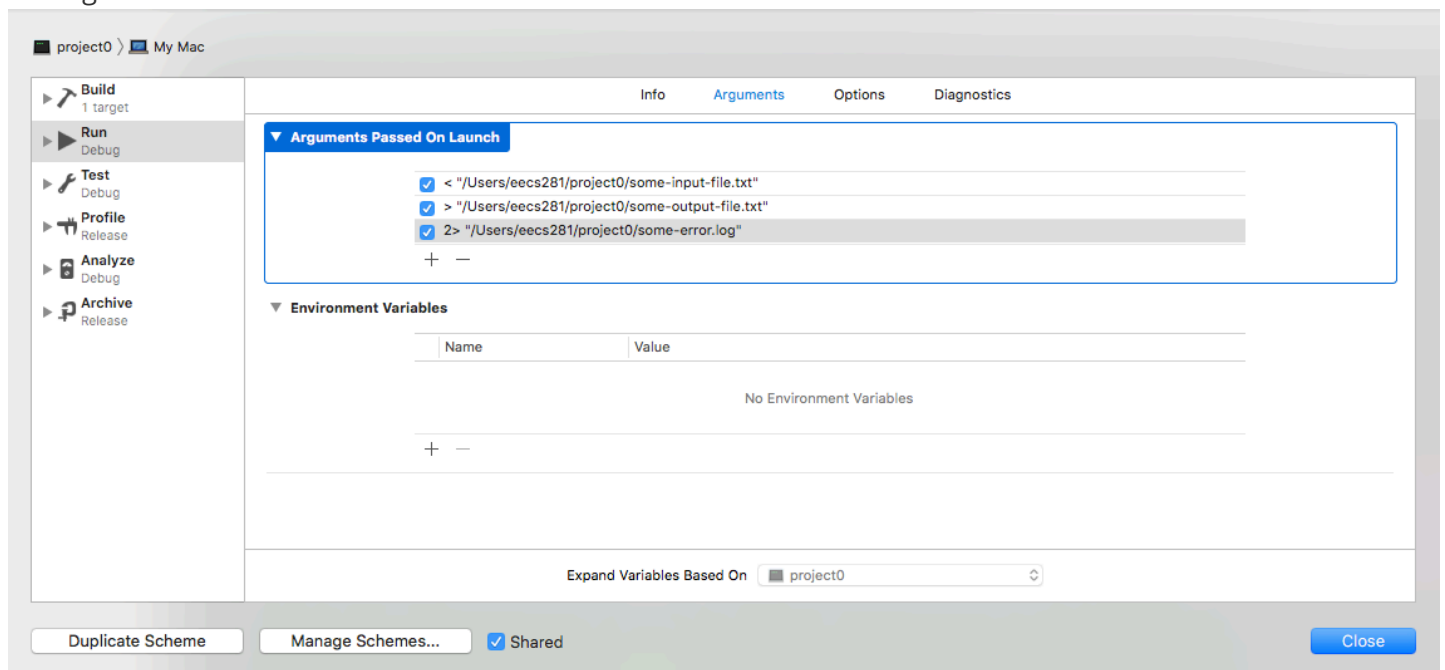


Project Menu:



For each file redirection, include an entry in "Arguments Passed On Launch."
Be sure to start with a redirection (<, >, or 2>), and then include the full absolute path to the file, surrounded in double quotes. Check the boxes to enable or disable various configurations of redirections.

Settings:



Edit the cpp file with your `main()` function

Include the following line inside your project's `main()` function, before you make any reference or use of `argc` or `argv`:

```
#include "xcode_redirect.hpp"    // Add near the top of the file with main()

...

int main(int argc, char *argv[]) {
    xcode_redirect(argc, argv);    // Be sure to do this!
    ...

    cin >> my_variable;    // Reads from file instead of keyboard when redirected
    cout << my_result;    // Prints to file instead of screen when redirected
    cerr << my_msg;    // Prints to file instead of screen when redirected
```