There are a number of different ways to install Octave for the Mac. Several involve using a distribution manager such as macports, homebrew, or fink. If you are already using one of these, you should be able to figure out how to install Octave with it as well. The instructions below give a way to install a copy of Octave without using a distribution manager.

1. Visit http://sourceforge.net/projects/octave/files/.

2. Click on the link for **Octave MacOSX Binary**.

3. On the new page that appears, click on the top entry in the list. As of now, the top entry reads "2013-12-30 binary installer of ...".

4. In the page that appears, click on the GNU_Octave_3.8.0-6.dmg or similarly named link.

5. Wait. You are downloading more than half a gig.

6. Double click on the .dmg file that you downloaded; you'll have to agree to a license agreement at this point.

7. In the window that appears in the Finder, drag the Octave application to the Applications folder.

8. Start Octave by **right clicking** on the file Octave in your Applications folder and selecting **Open**. You'll need to wait a bit the first time you launch Octave for the downloaded application to be validated. If you run into a security error, it's because you forgot to right click.

9. Test that you are able to plot things by entering the following at the Octave prompt:
   ```
   setenv("GNUPLOT","qt") (and press enter)
   x=[0:0.01:2*pi]; (and press enter)
   plot(x,sin(x))   (and press enter)
   ```

10. The setenv line above is annoying. The basic Octave installation seems to require that you type this in each session before you plot. You can avoid doing this by saving the file .octaverc found on the course home page to your home directory. Alternatively, you can create a file .octaverc in your home directory that contains the line setenv("GNUPLOT","qt").