

Installing Code::Blocks on your Mac

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Prerequisites:

- The latest version of OS X - currently 10.10 Yosemite
- XCode - the IDE for writing Objective-C applications. (also works for writing C!)
- Once you have both of these, then you can install Code blocks.

Yosemite

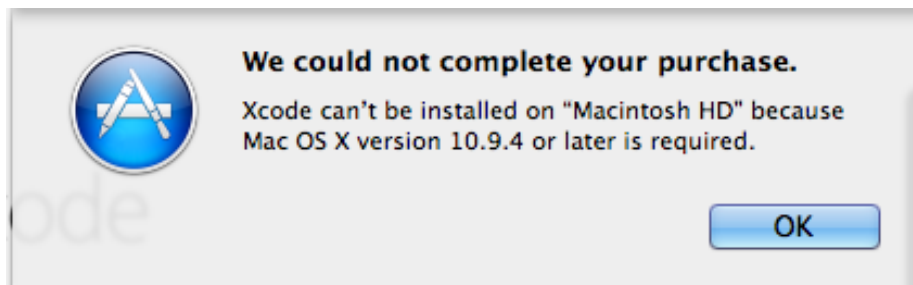


Figure 1: Step 1: Make sure your version of OS X is up to date

X Code



Figure 2: Step 2: The Current version is 10.10

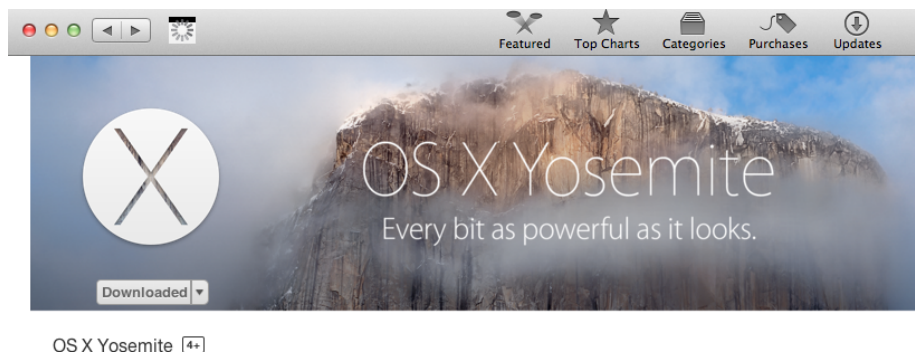


Figure 3: Step 3: Get it on iTunes



Figure 4: Step 1: Find it on iTunes

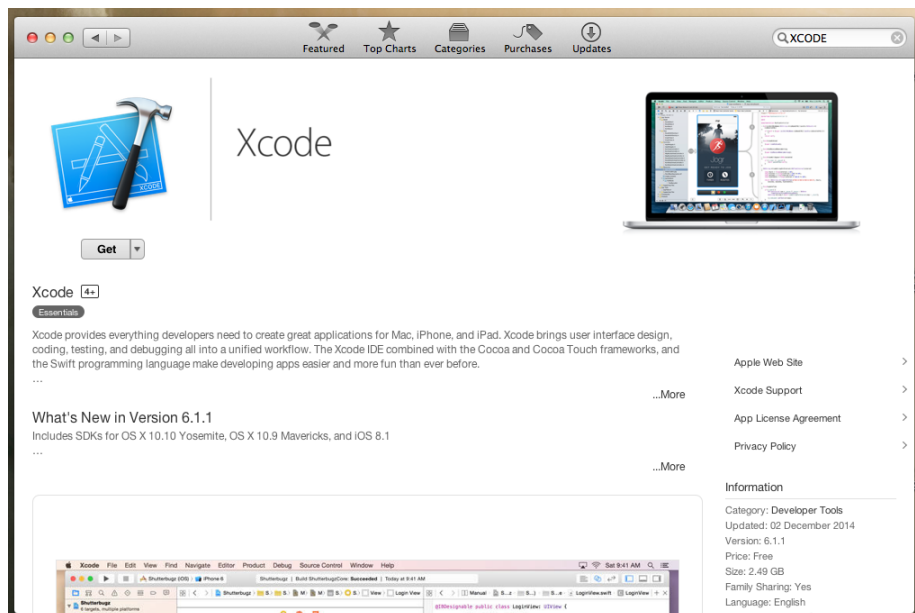


Figure 5: Step 2: Get Xcode

Information

Category: Developer Tools

Updated: 02 December 2014

Version: 6.1.1

Price: Free

Size: 2.49 GB

Family Sharing: Yes

Language: English

Developer: iTunes S.a.r.l.

© 1999–2014 Apple Inc.

Rated 4+

Compatibility:
OS X 10.9.4 or later

Figure 6: Step 3: It's going to take a while!



Figure 7: Step 4: Install Xcode

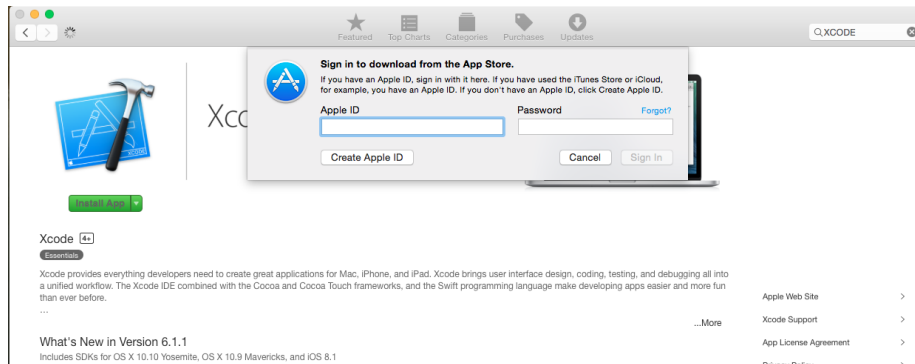


Figure 8: Step 5: Enter your credentials

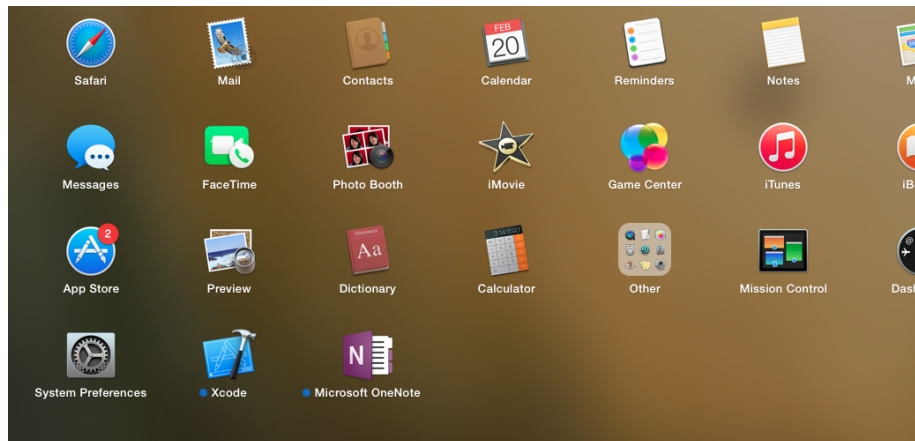


Figure 9: Step 6: Open Xcode

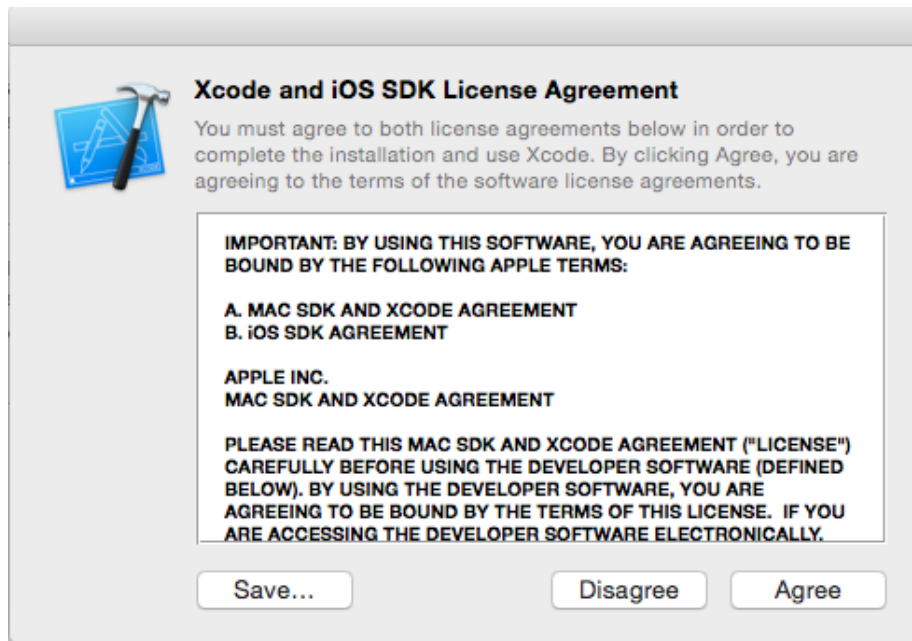


Figure 10: Step 7: Accept the terms

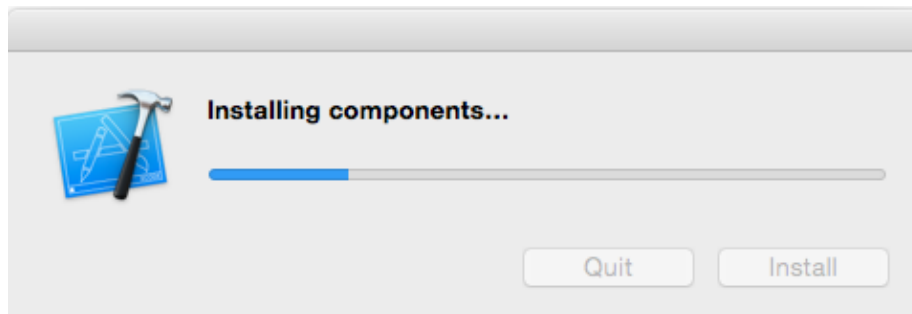


Figure 11: Step 8: Install...

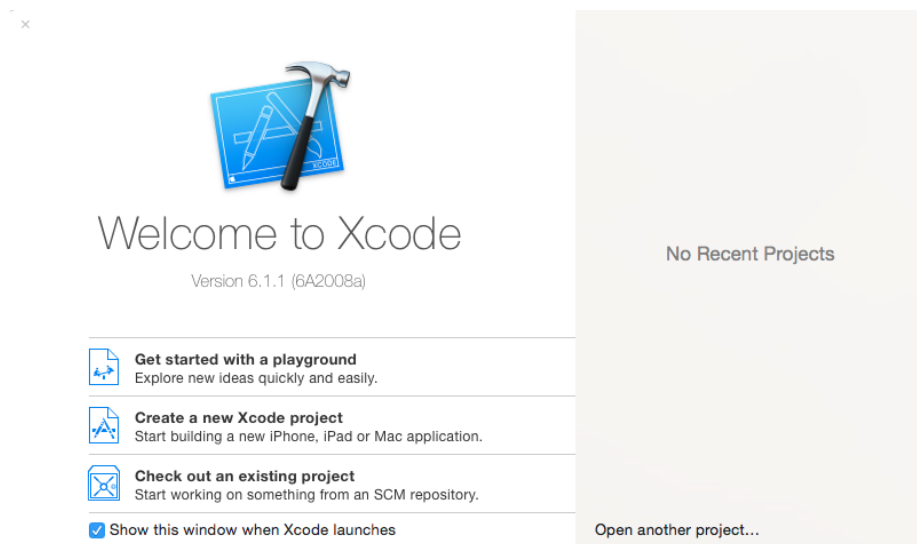


Figure 12: Step 9: Done!

Code Blocks



Figure 1: Step 1: Go to www.codeblocks.com



Figure 2: Step 2: Click on “Download the Binary release”

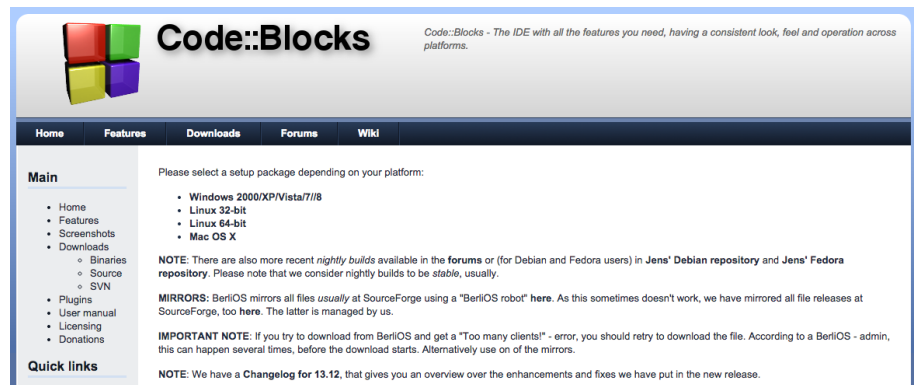


Figure 3: Step 3: Click on “Mac OS X”

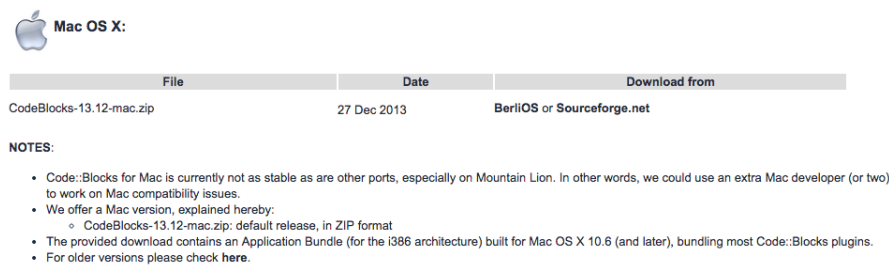


Figure 4: Step 4 : Choose a mirror to download from



Figure 5: Step 5: Codeblocks should download automatically

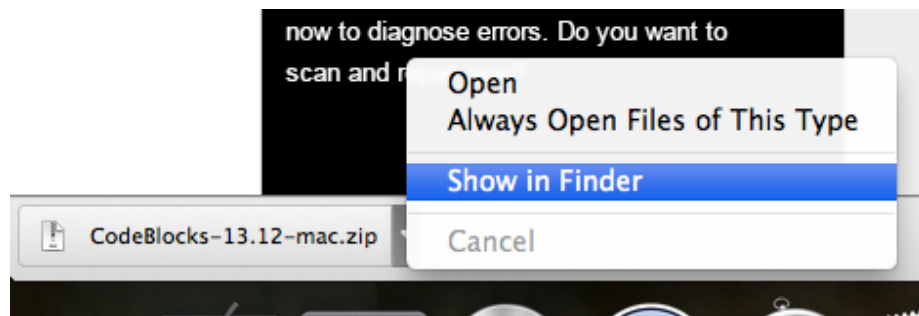


Figure 6: Step 6: Open up your Downloads directory

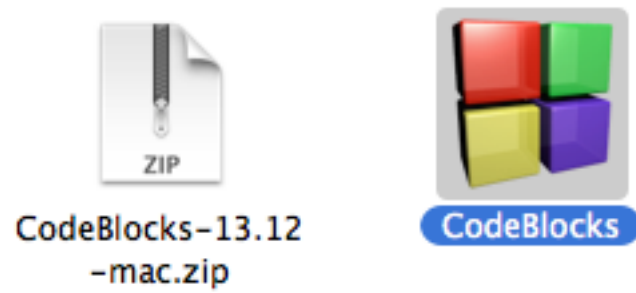


Figure 7: Step 7: Double Click on the .zip file to automatically extract it

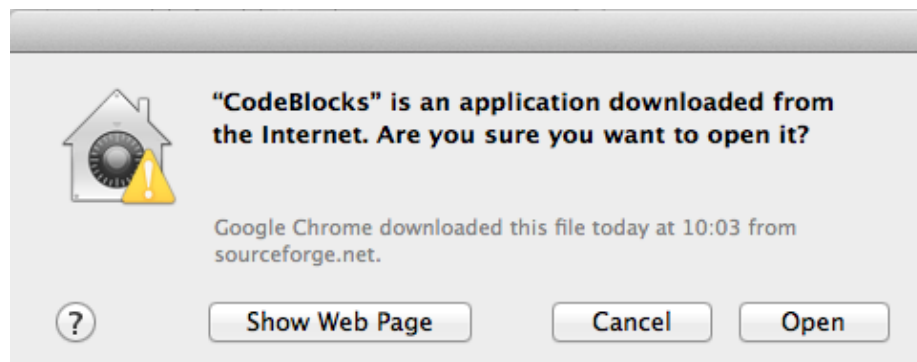


Figure 8: Step 8: Click Open if prompted

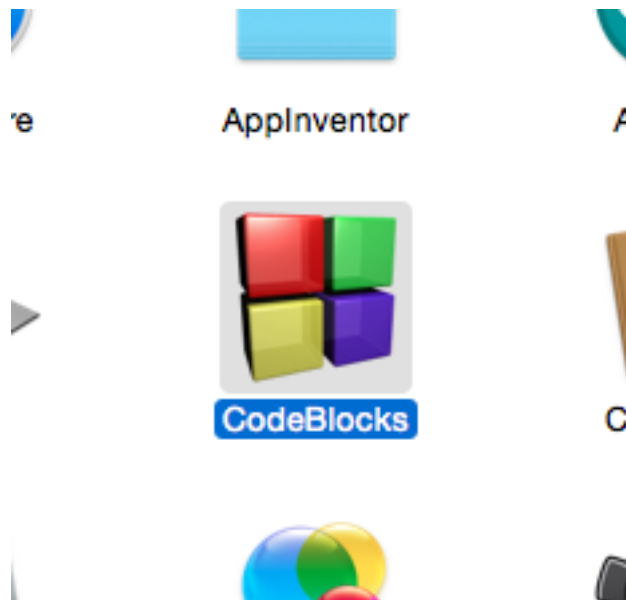


Figure 9: Step 9: Codeblocks should now be in your Applications directory

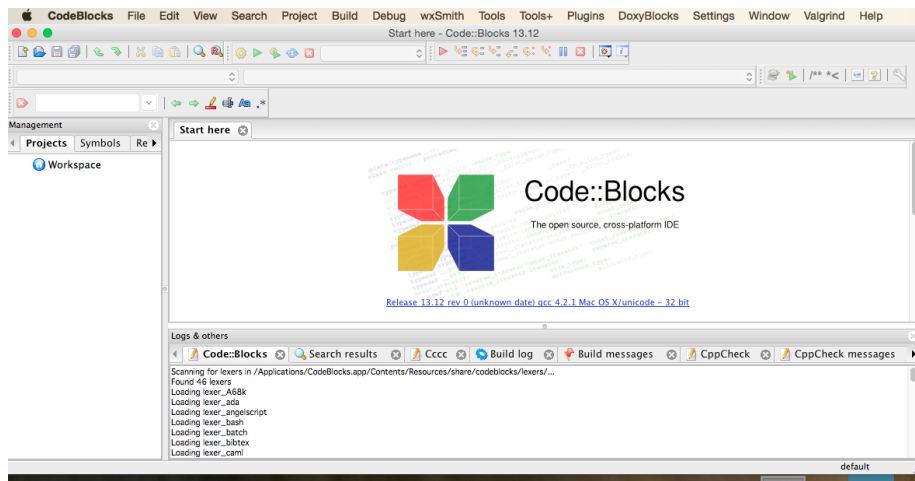


Figure 1: Step 10: Open Codeblocks

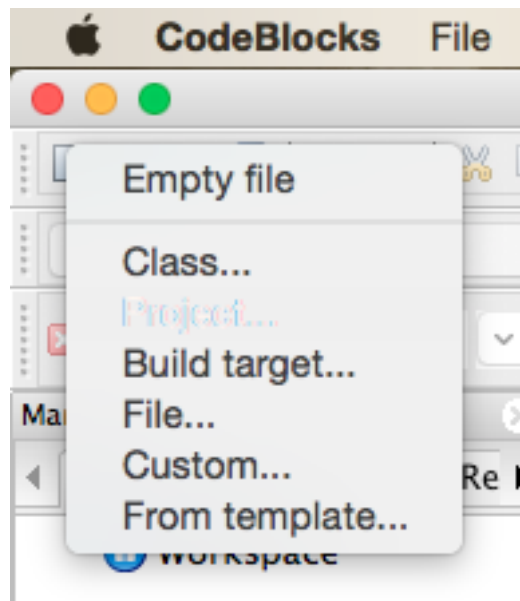


Figure 2: Step 11: Create a new project

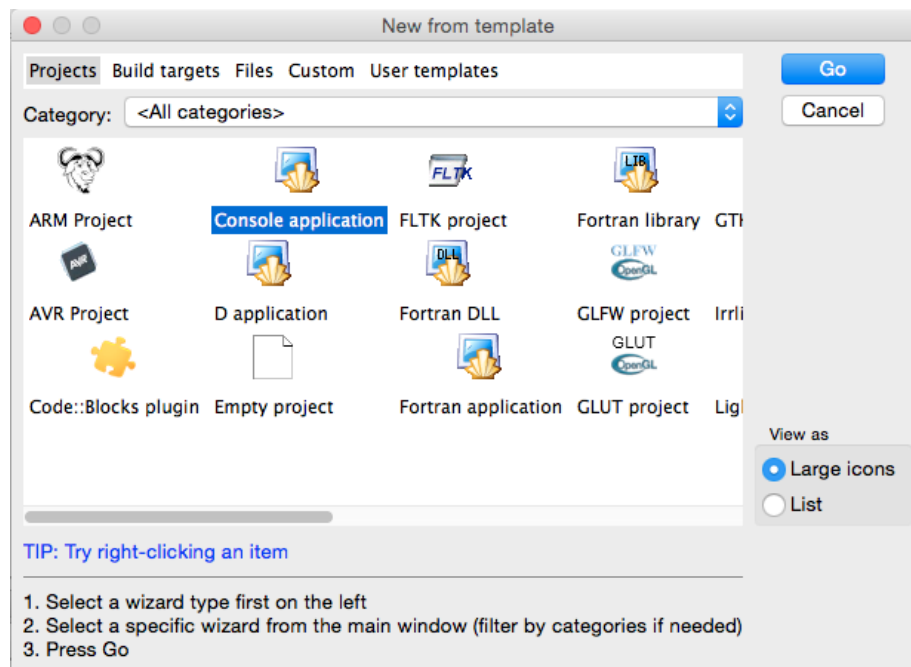


Figure 3: Step 12: Select “Console Application”

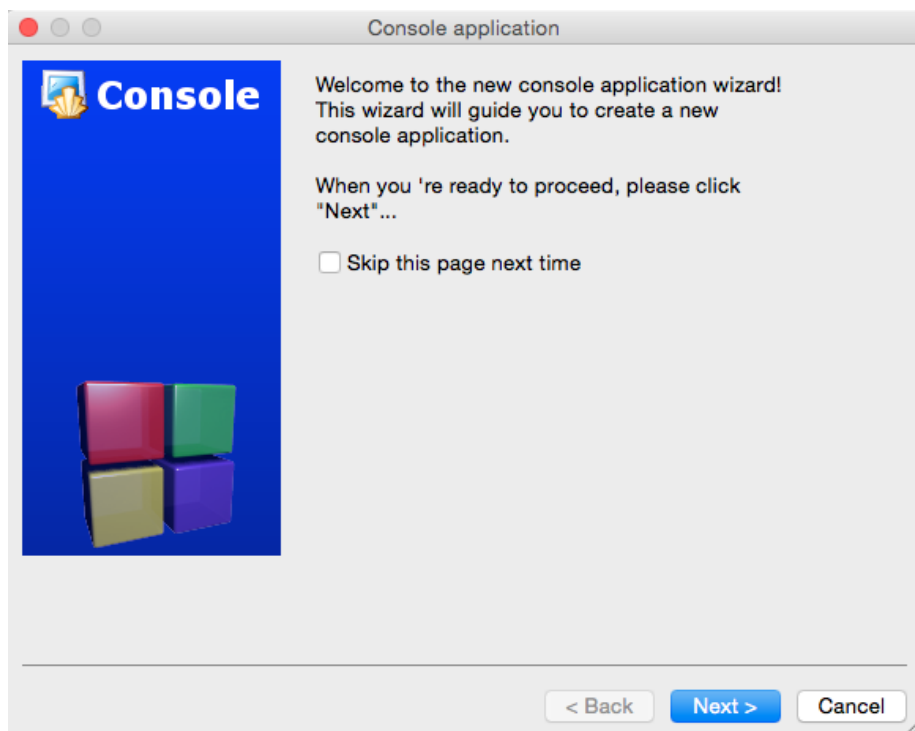


Figure 4: Step 13: A wizard!



Figure 5: Step 14: Make sure you select “C”

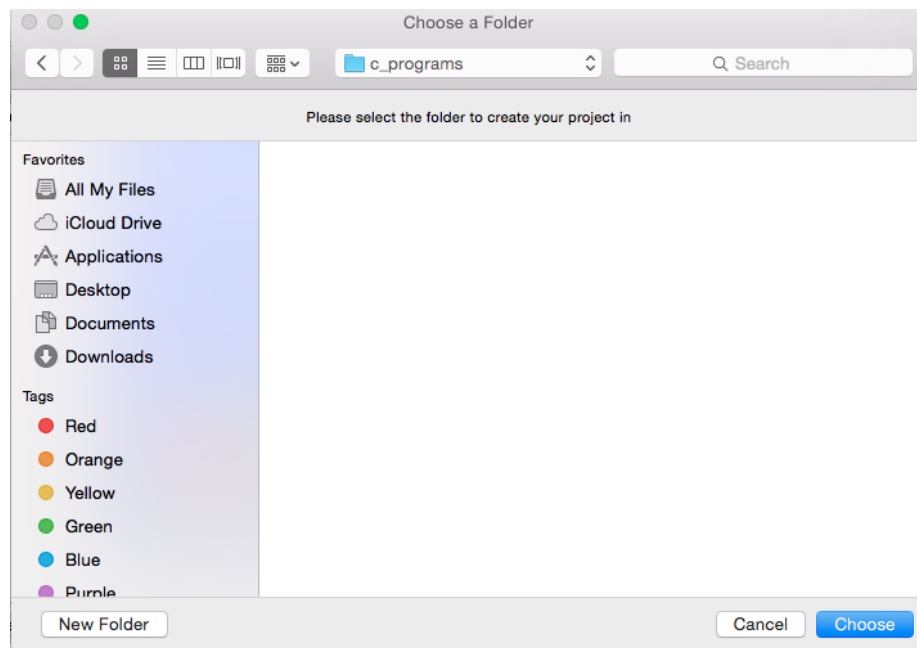


Figure 6: Step 15: It's probably a good idea to create a separate directory for all your code

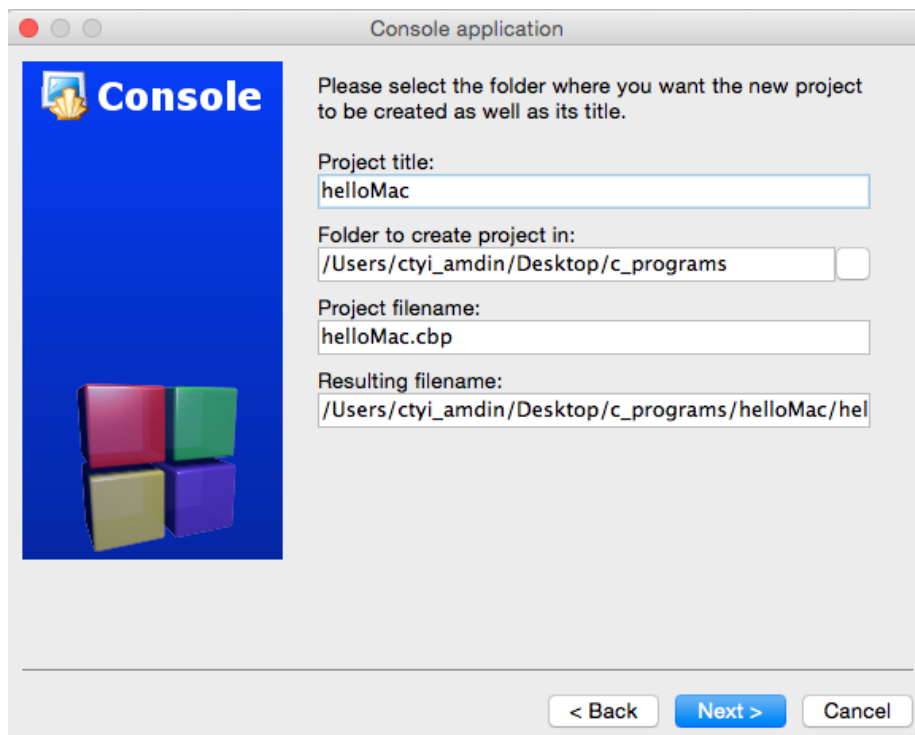


Figure 7: Step 16: Create your project in this directory

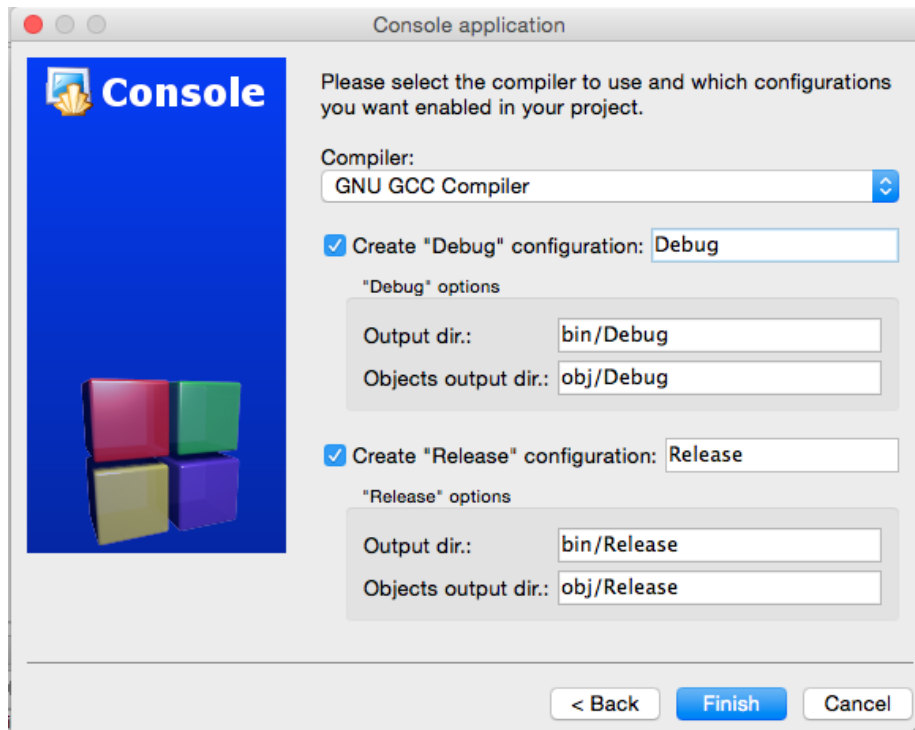


Figure 8: Step 17: Leave the defaults as they are

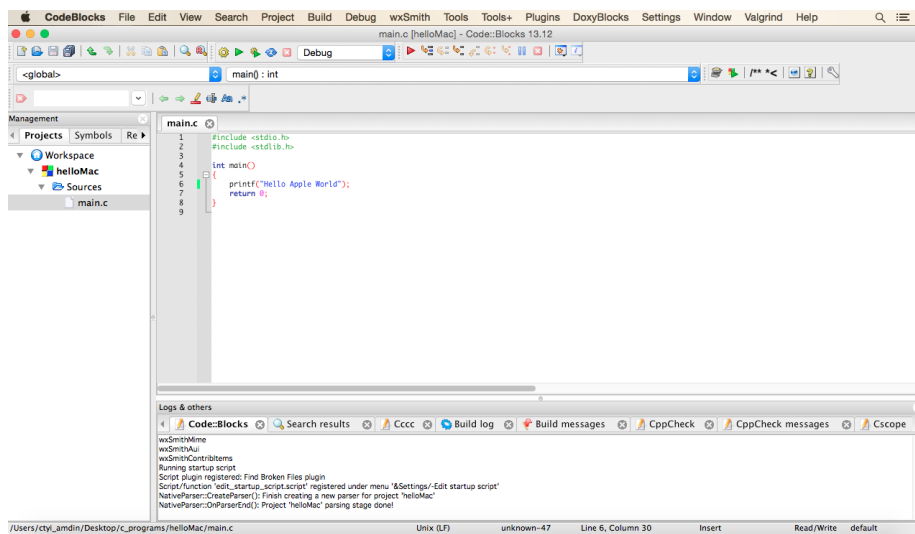


Figure 9: Step 18: Open “main.c” and modify the *printf()* function

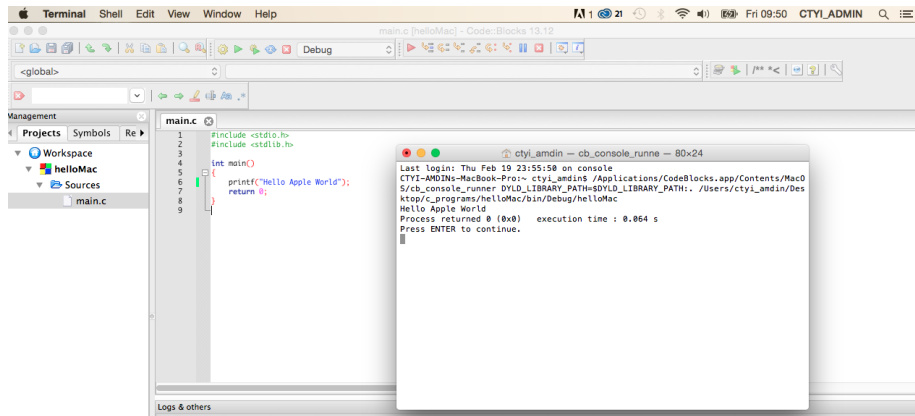


Figure 10: Step 19: Build and Run!