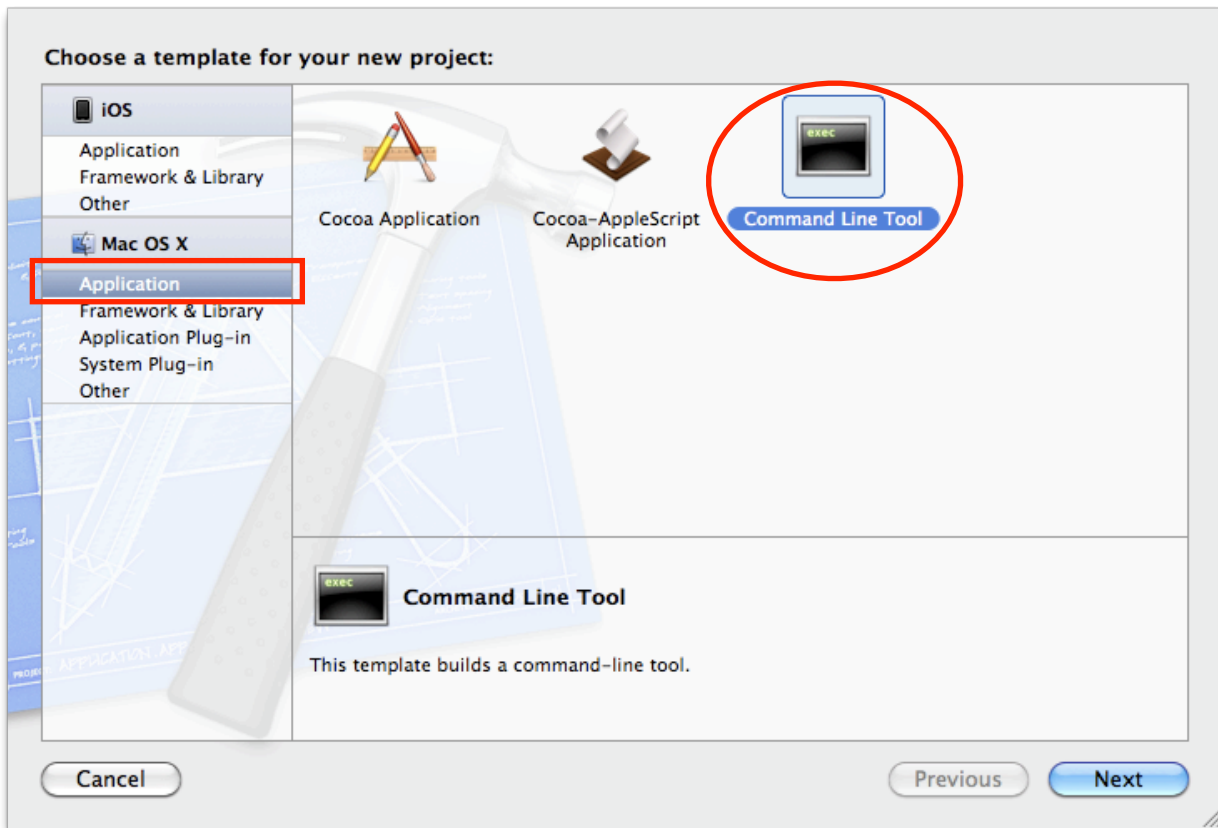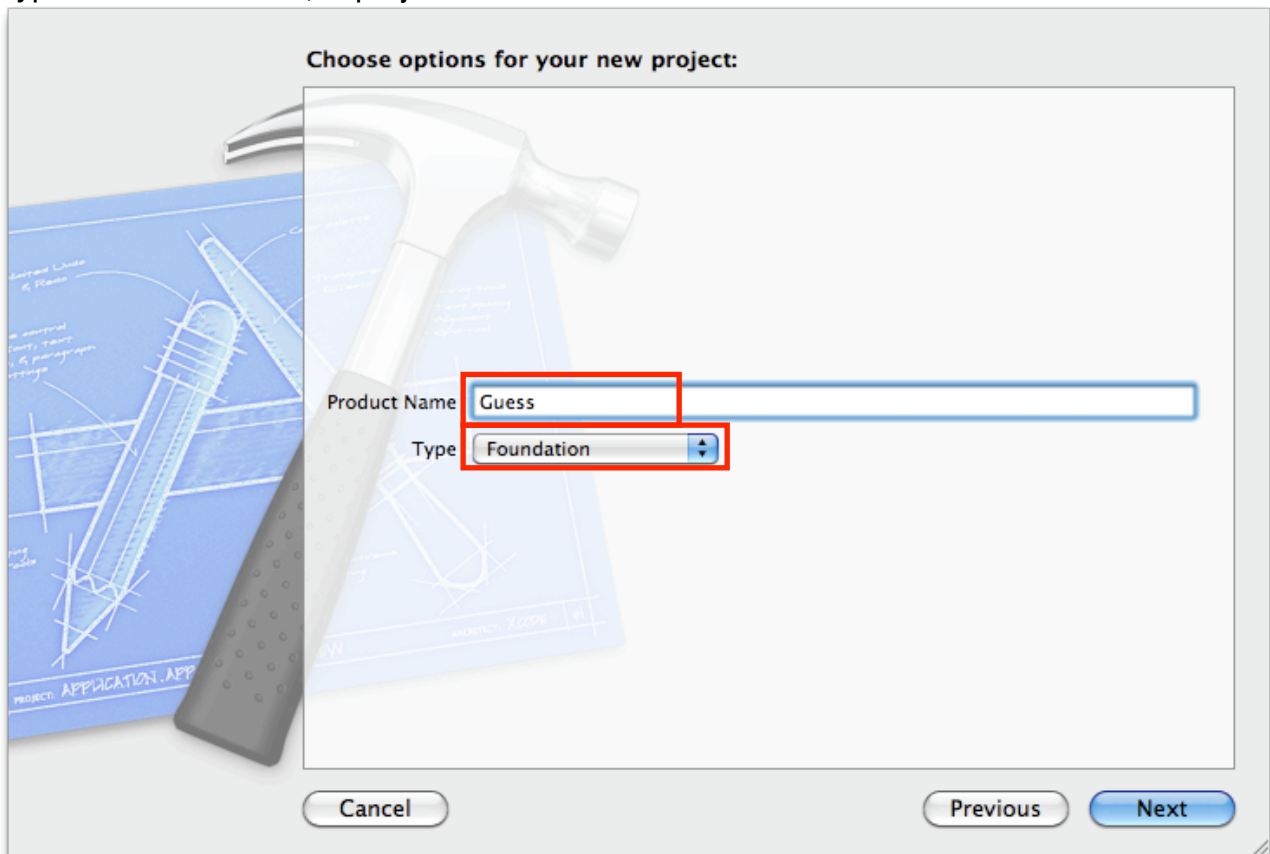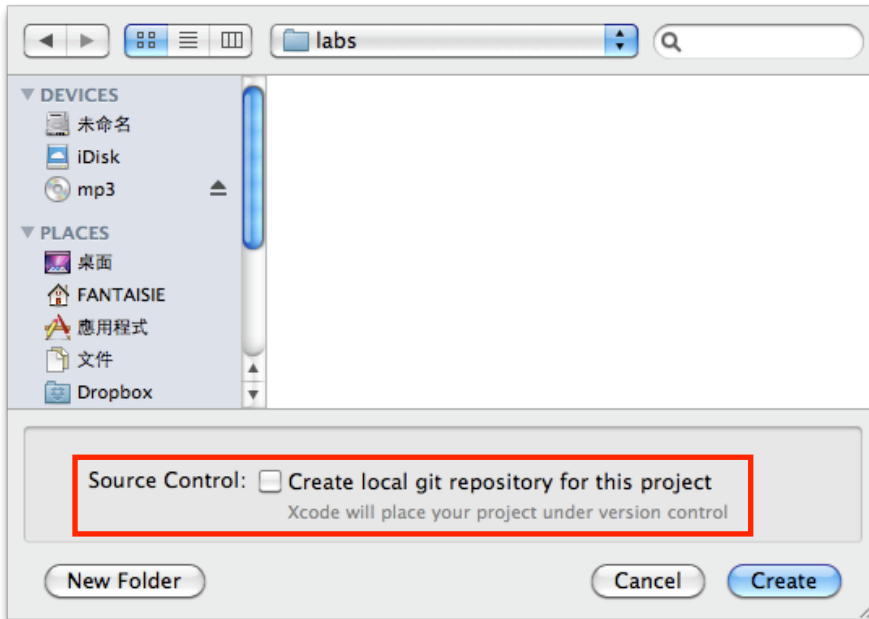# Lab Guess

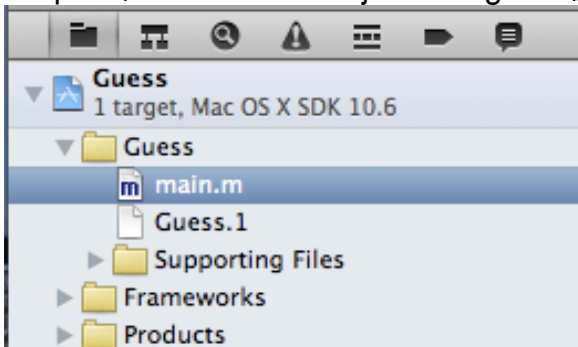Step 1. 在File > New > New Project開啓一個新的project, 選擇MAC OS X的Application目錄裡的 **Command Line Tool**

Type選擇**Foundation**, 將project命名為 **Guess**

在此我們不做version control的動作,所以**不勾選**Create local git repository for this project

Step 2. 在Xcode左邊 Project Navigator 視窗中,開啟 **main.m**

在main.m中,將印出Hello, World!!這行Mark掉,加入以下的程式做一個猜一位數字的遊戲
當輸入的值為9時,遊戲結束,.if(scanf("%d", &a)==1) 代表判斷輸入的值是否為數字
while(getchar()!='\n'); 代表清除scanf的buffer等待下次輸入的值
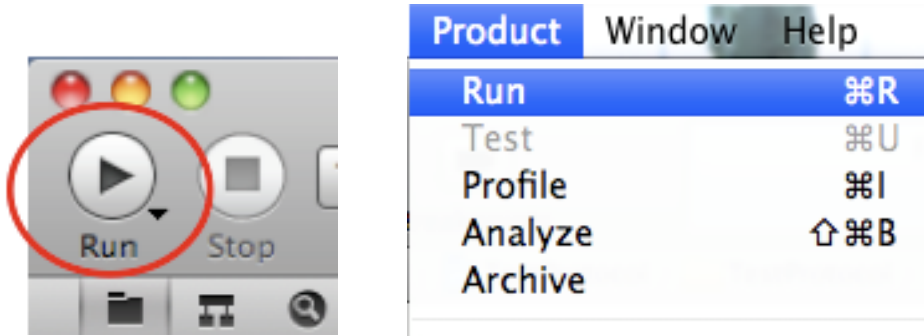
```objc
#import <Foundation/Foundation.h>

int main (int argc, const char * argv[]) {
    NSAutoreleasePool * pool = [[NSAutoreleasePool alloc] init];

    // insert code here...
    //NSLog(@"Hello, World!");
    int a;
    while(a!=9){
        printf("Guess an one-number integer: ");
        if(scanf("%d", &a)==1)
            printf("You inserted: %d\n", a);
        else
            printf("Not a integer\n");
        while(getchar()!='\n'); //Clean buffer
    };
    printf("Correct! Game finished\n");
    [pool drain];
    return 0;
}
```
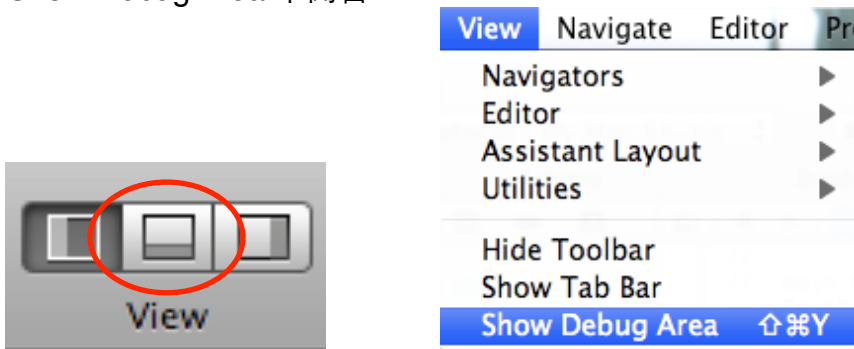
Step 3. Run (⌘+R)
在Xcode主頁左上角按下Run, 或是在Product > Run, 即開始Build code並執行

之後會自動開啓console, 沒開啓的話在右上角View點擊中間的Button, 或是選擇View > Show Debug Area 來開啓

在Console中在Guess an on-number integer後面來開始輸入猜測的整數,若輸入的值不為數字,則會跳出Not a integer字串並可在輸入猜測的整數,直到數入的值為9,遊戲結束