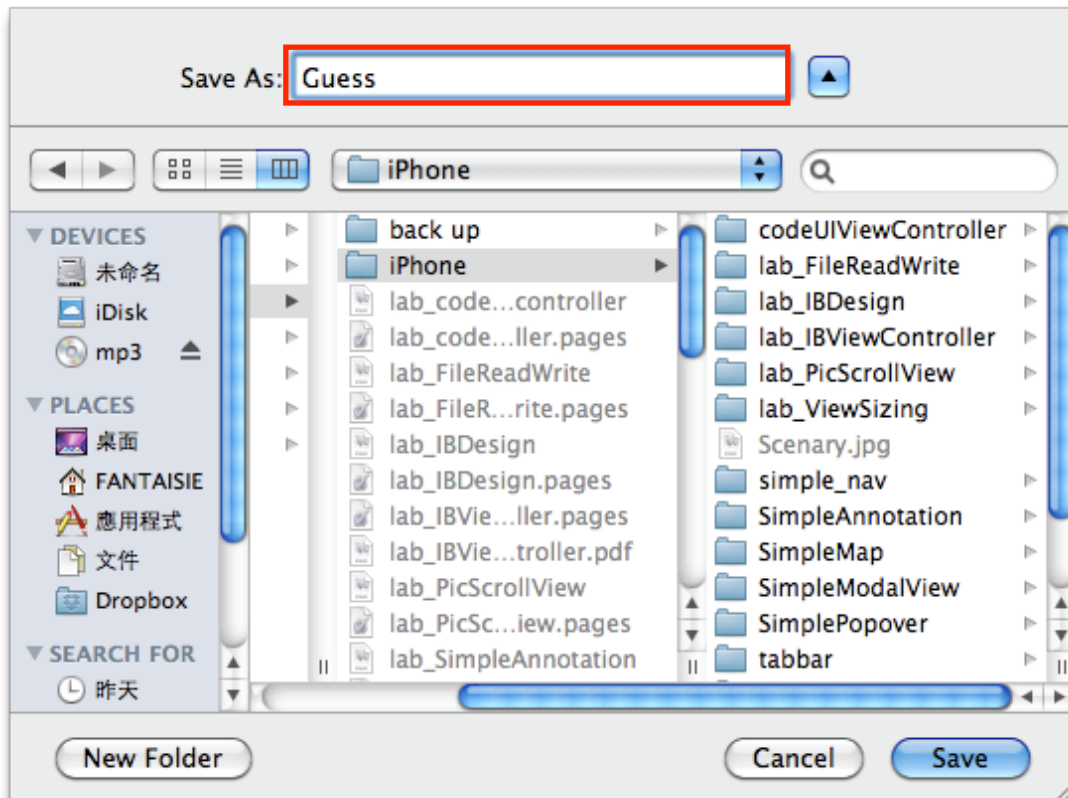
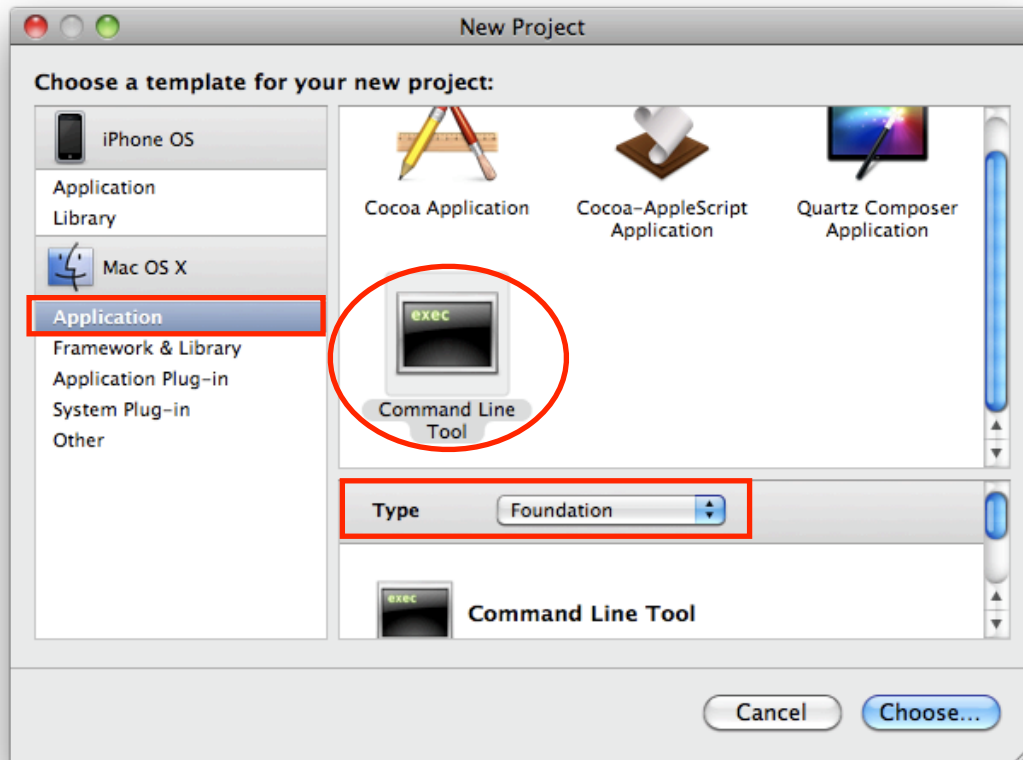
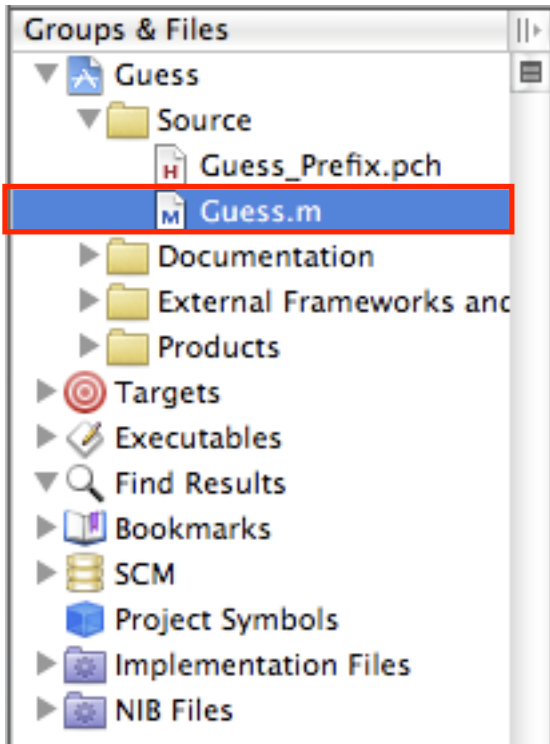


Lab Guess

Step1. 在File開啓一個新的project, 選擇 MAC OS X的Command line Tool, Type選擇Foundation, 將project命名為 Guess



Step2. 在Xcode左邊Groups & Files 視窗中,開啓Source > Guess.m



Step3. 在Guess.m中,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.

```
#import <Foundation/Foundation.h>
```

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

```
    // insert code here...  
    NSLog(@"Hello, World!");
```

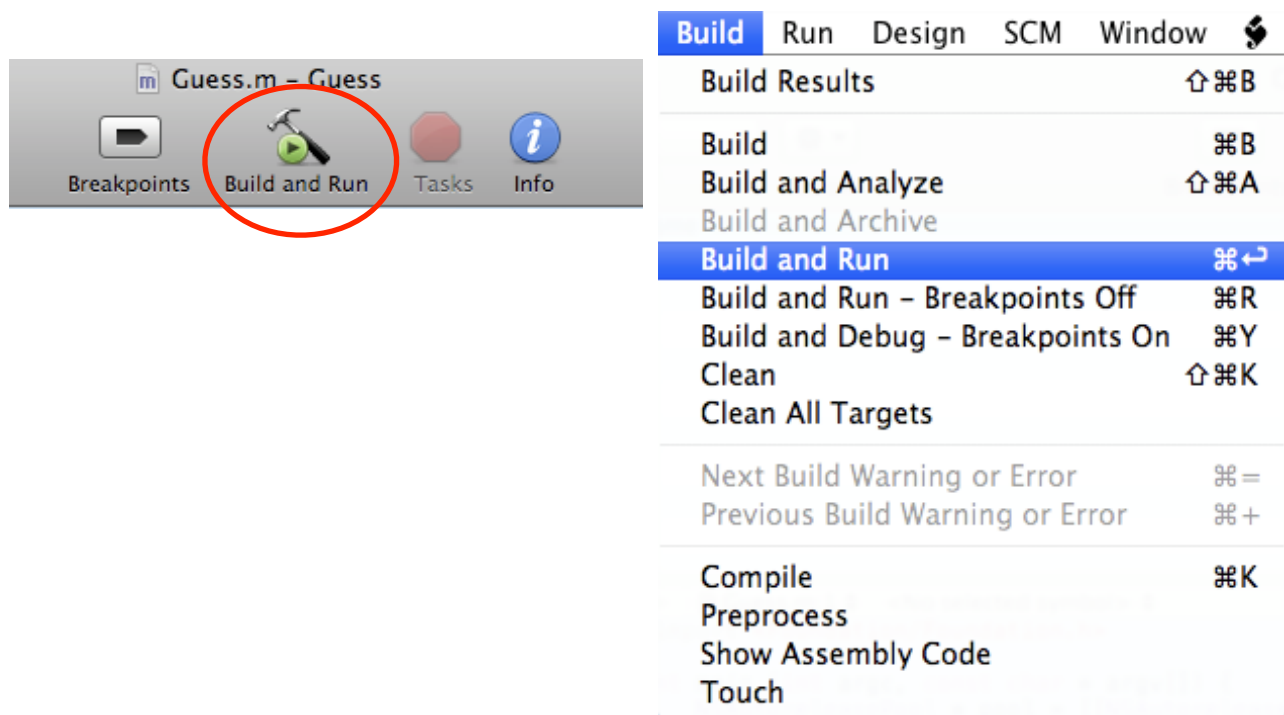
```
    int a;  
  
    while(a!=9){  
        printf("Guess an one-number integer: ");  
        if(scanf("%d", &a)==1)  
            printf("You inserted: %d\n", a);  
        else  
            printf("Not a integer\n");  
        while(getchar()!='\n'); //Clean buffer  
    };  
    printf("Correct! Game finished");
```

```
    [pool drain];  
    return 0;
```

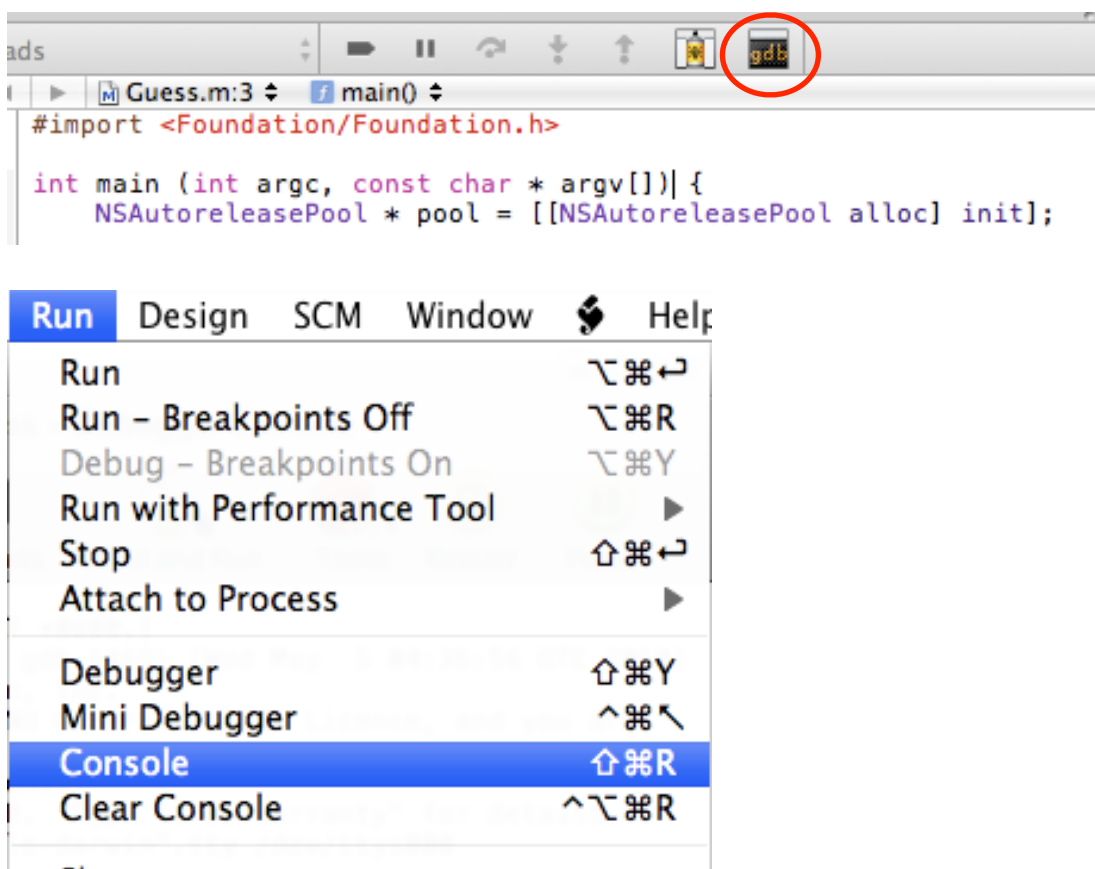
```
}
```

Step3. Build and Run (Command + enter)

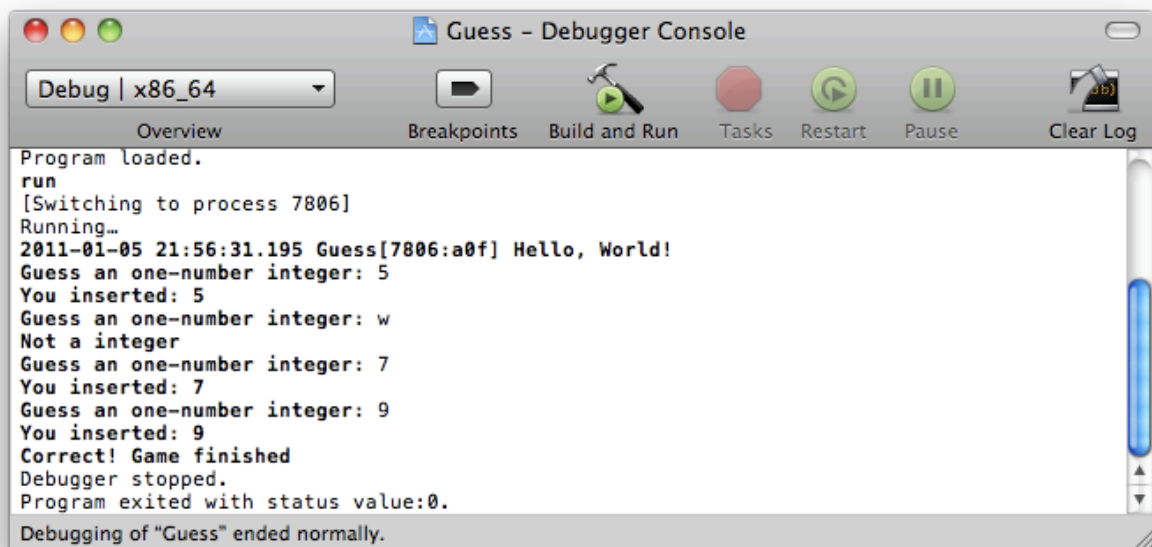
在Xcode主頁上按下Build and Run, 或是在Build > Build and Run, 即開始Build code並執行.



可在瀏覽程式視窗上方的 gdb 按下來開啓console, 或是在Run > Console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



```
Program loaded.  
run  
[Switching to process 7806]  
Running...  
2011-01-05 21:56:31.195 Guess[7806:a0f] Hello, World!  
Guess an one-number integer: 5  
You inserted: 5  
Guess an one-number integer: w  
Not a integer  
Guess an one-number integer: 7  
You inserted: 7  
Guess an one-number integer: 9  
You inserted: 9  
Correct! Game finished  
Debugger stopped.  
Program exited with status value:0.  
Debugging of "Guess" ended normally.
```