How to Install VS Code and run code in C# for MacOS

1 Click "Q6. What VS Code Extensions and additional software do I need for this class?"

Q2. What is the best way to contact the instructor or the TA?

Q3. What is the attendance policy for this class?

Q4. Can I use tools like ChatGPT for this class?

Q5. How do I download Visual Studio Code? I have a Mac, is it compatible?

Q6. What VS Code Extensions and additional software do I need for this class?

Q7. I am having issues with VS Code on my laptop, are there any other ways for me to acces VS Cod

Q8. Where should I save my code on the Virtual Lab?

Q9. What is the naming convention for assignment submissions and how do I make submissions on C

Q10. What is the late submission policy for this class?

2   Click "Download .Net SDK"

his class?

his class?

Code? I have a Mac, is it compatible?
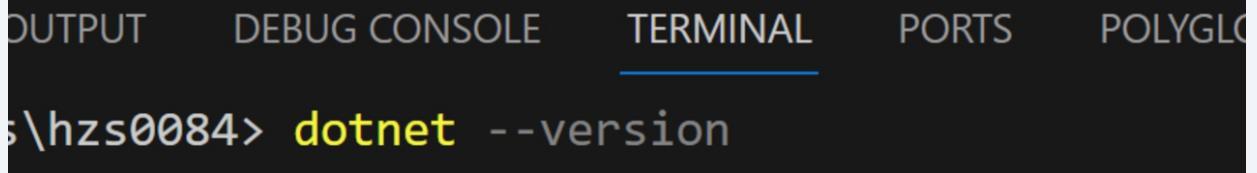
litional software do I need for this class?

.NET SDK. Install it from the official .NET website: Download .Net SDK
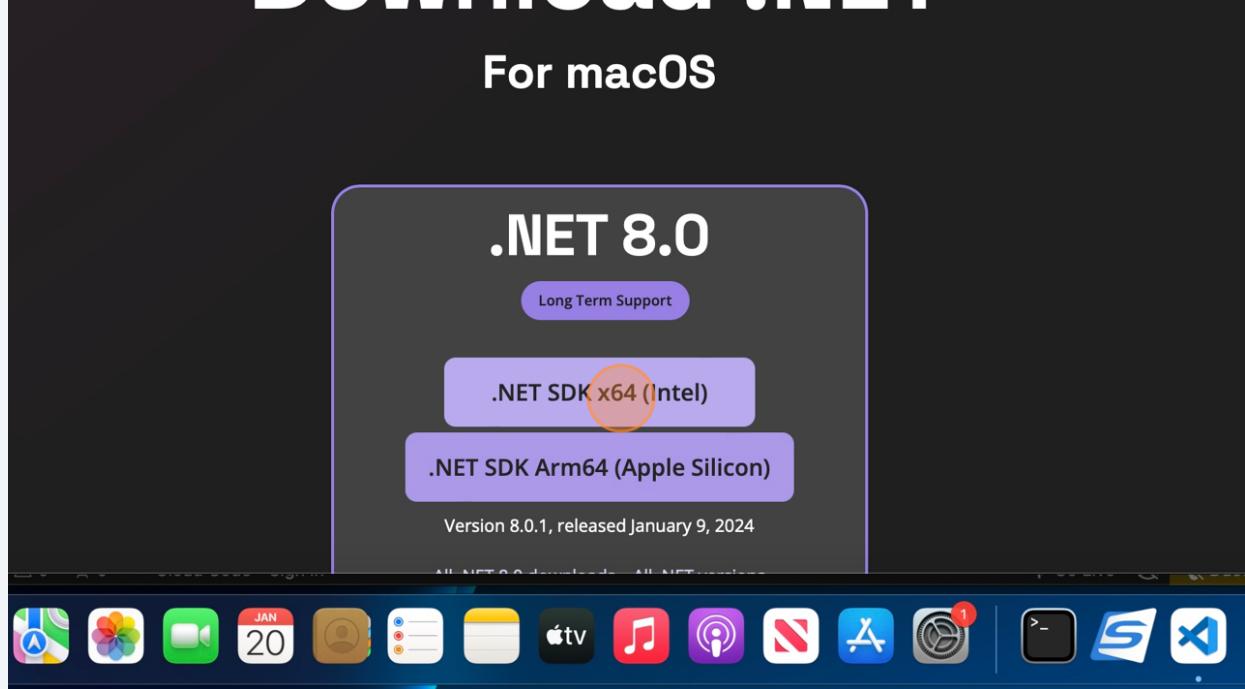ie steps to install the C# extension for VS Code: C# Extension for VS Code
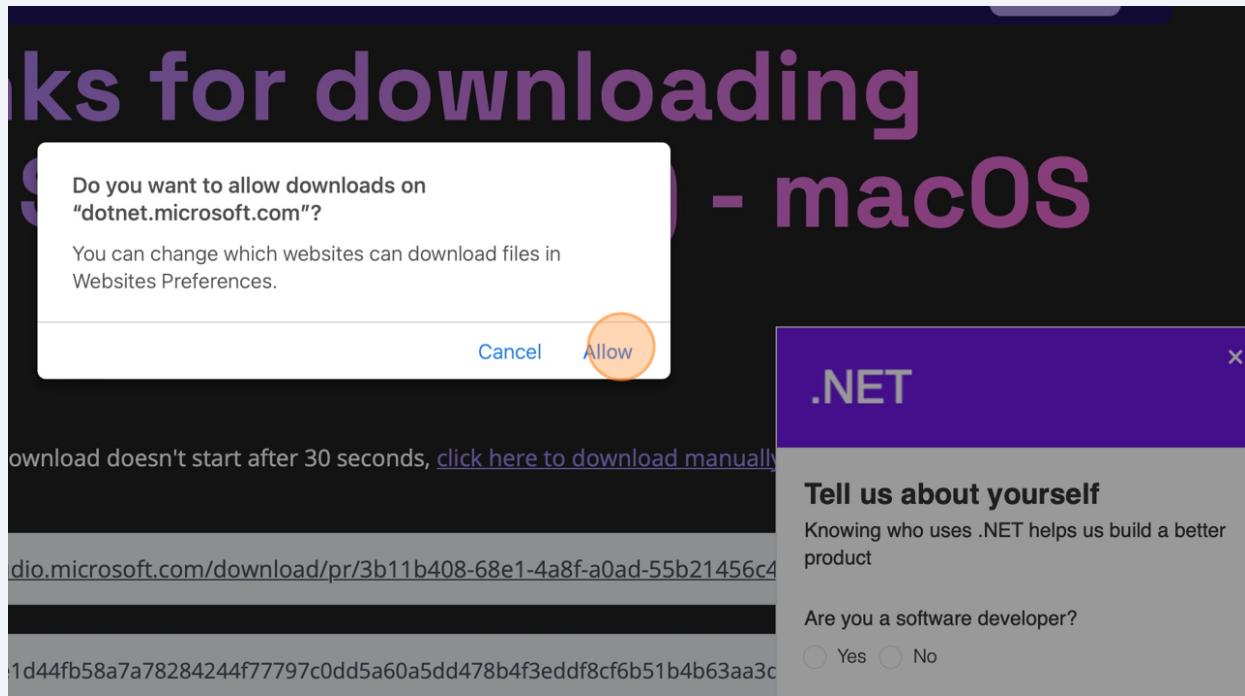nsion installed, open VS Code and click on the Extensions icon on the left side of the screen. Then search for C# and

e everything set up correctly is to open the terminal in VS Code and type in "dotnet --version". If you see a version n
iple of what you should see.

OUTPUT   DEBUG CONSOLE   **TERMINAL**   PORTS   POLYGL(

s\hzs0084> dotnet --version
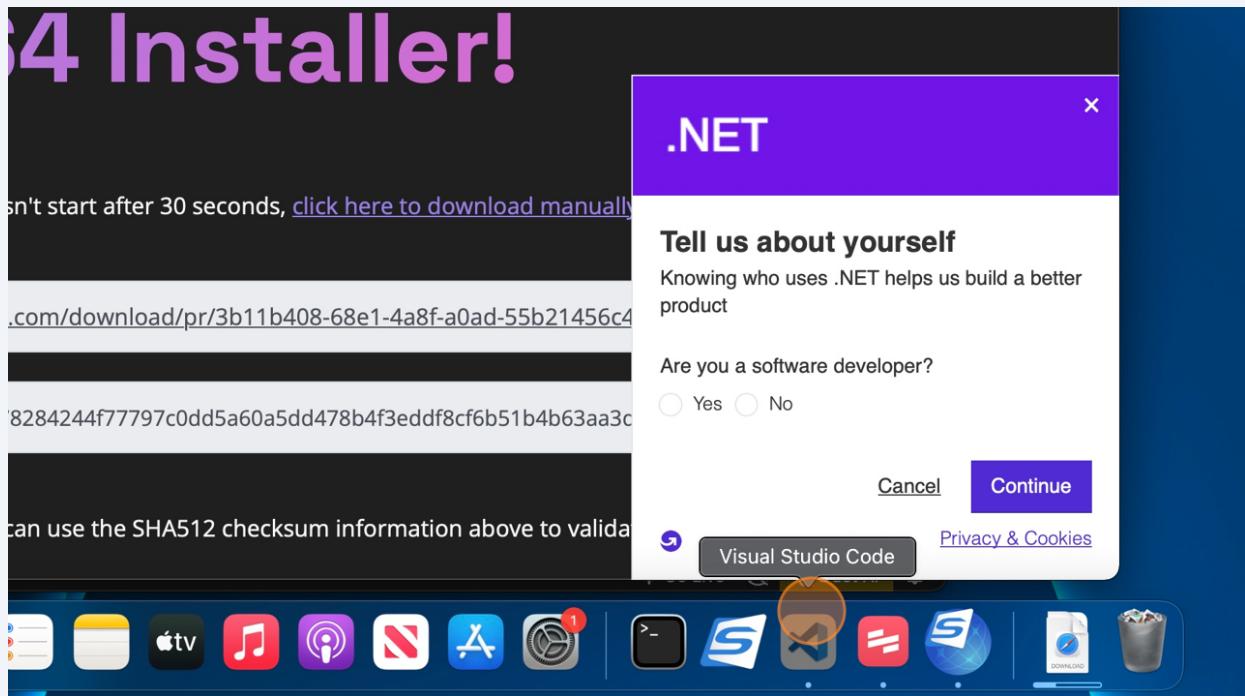
3   The installation is going to depend on what kind of MacBook you own. if you have
an Intel processor then Click ".NET SDK x64 (Intel)" if you have a M1 or a M2 laptop
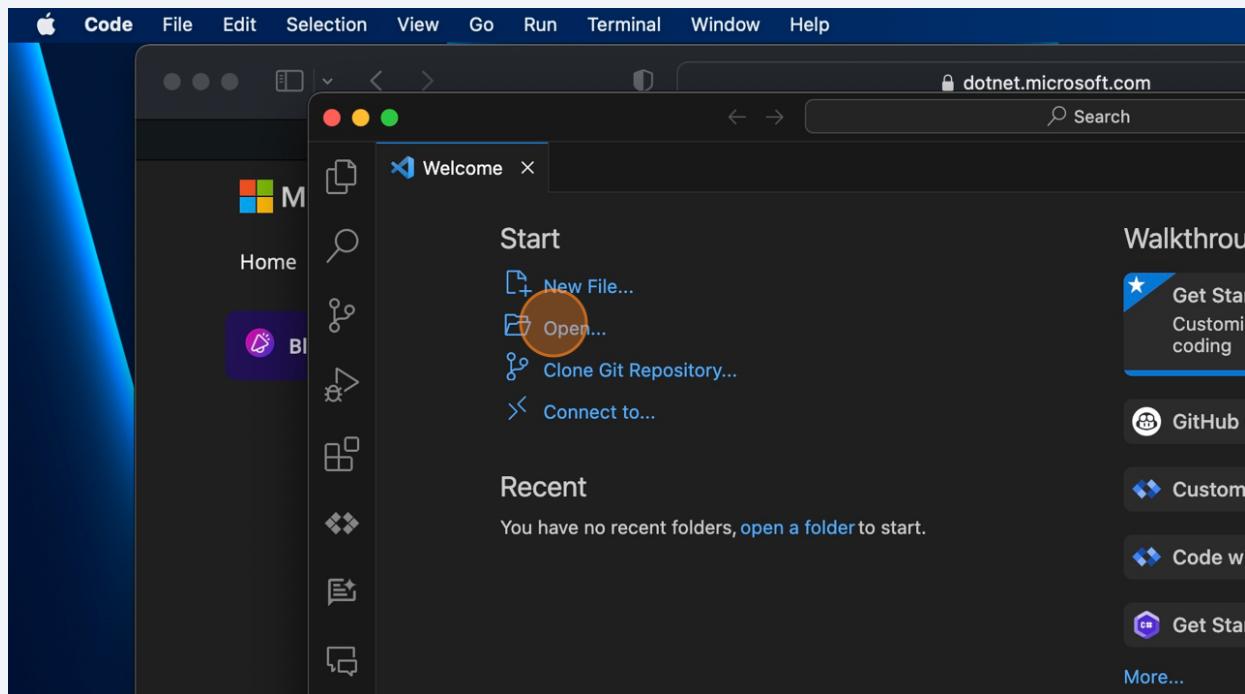then you need to Click ".NET SDK Arm64".

For macOS
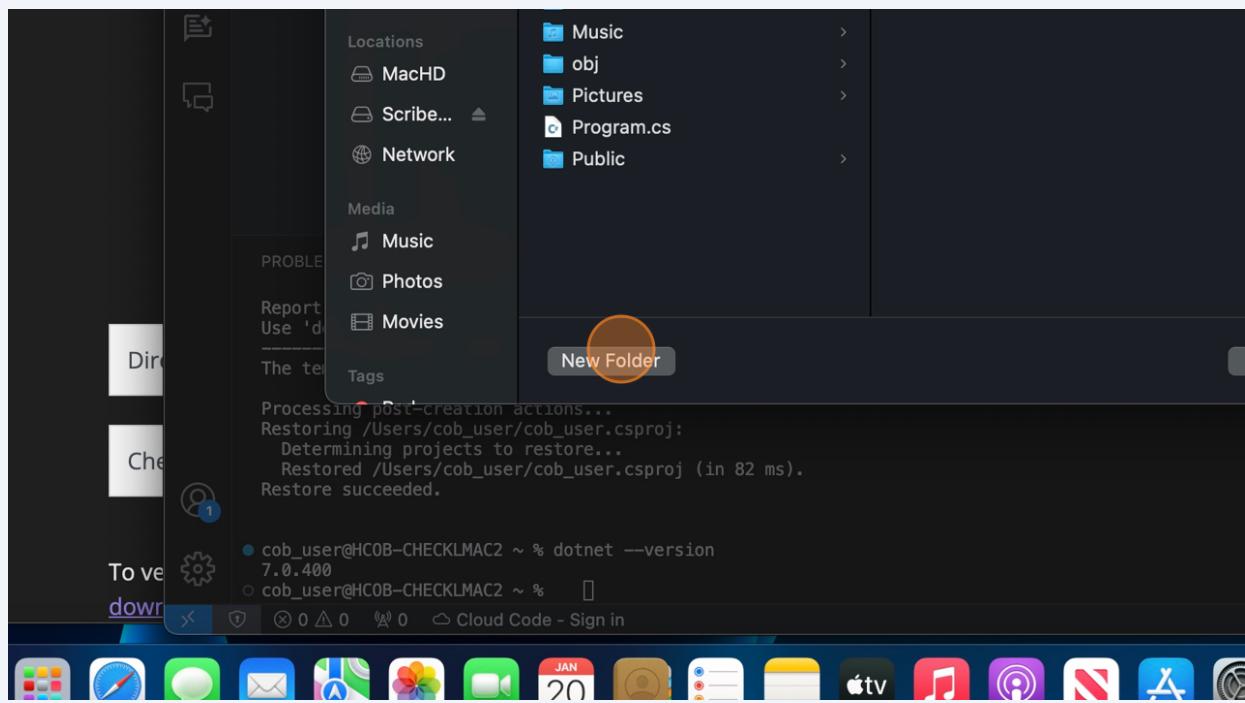
.NET 8.0

Long Term Support

.NET SDK x64 (Intel)

.NET SDK Arm64 (Apple Silicon)

Version 8.0.1, released January 9, 2024

4   Click "Allow"

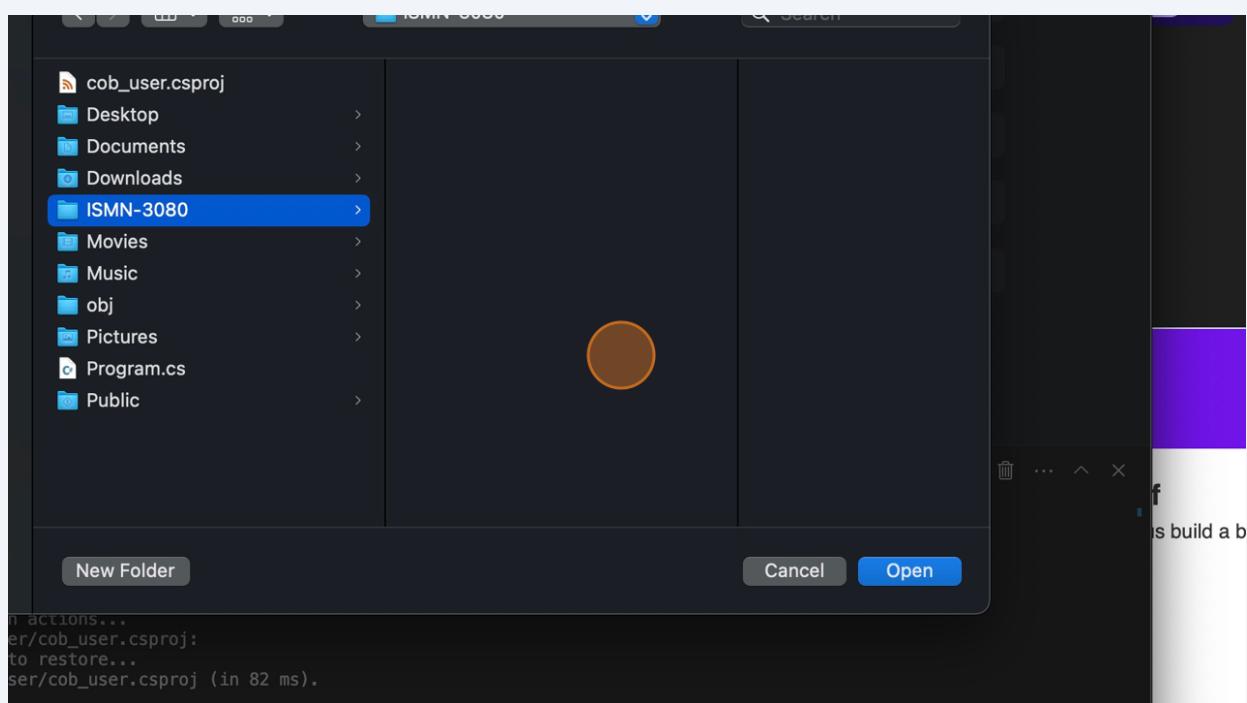**5**   Click "Visual Studio Code"
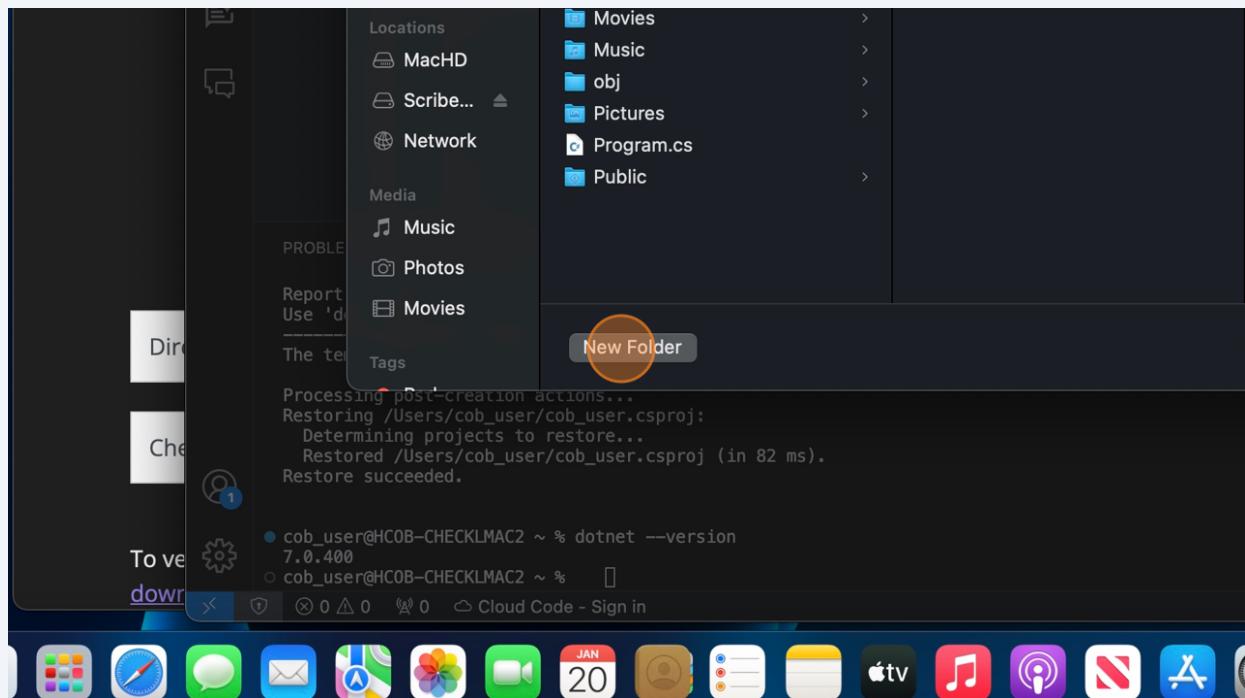
6   Click here

7   Click "New Folder"

8 Create a "ISMN-3080" because this is where all of your lab and programming assignments code will be stored.
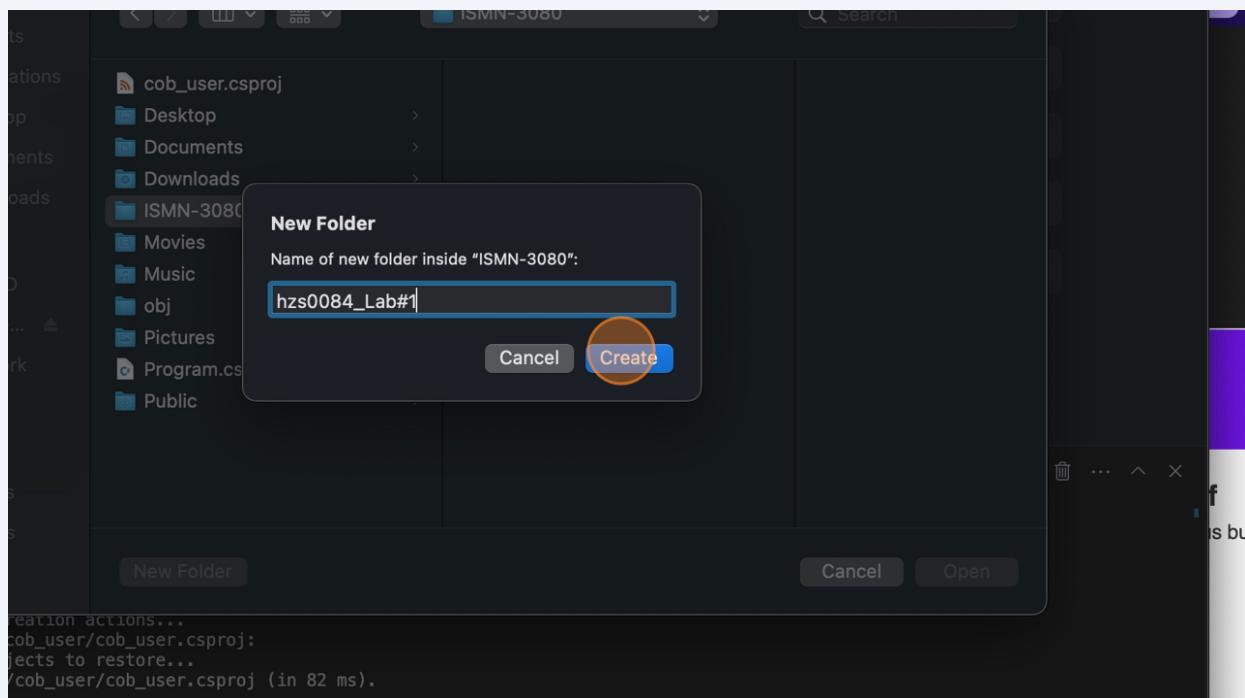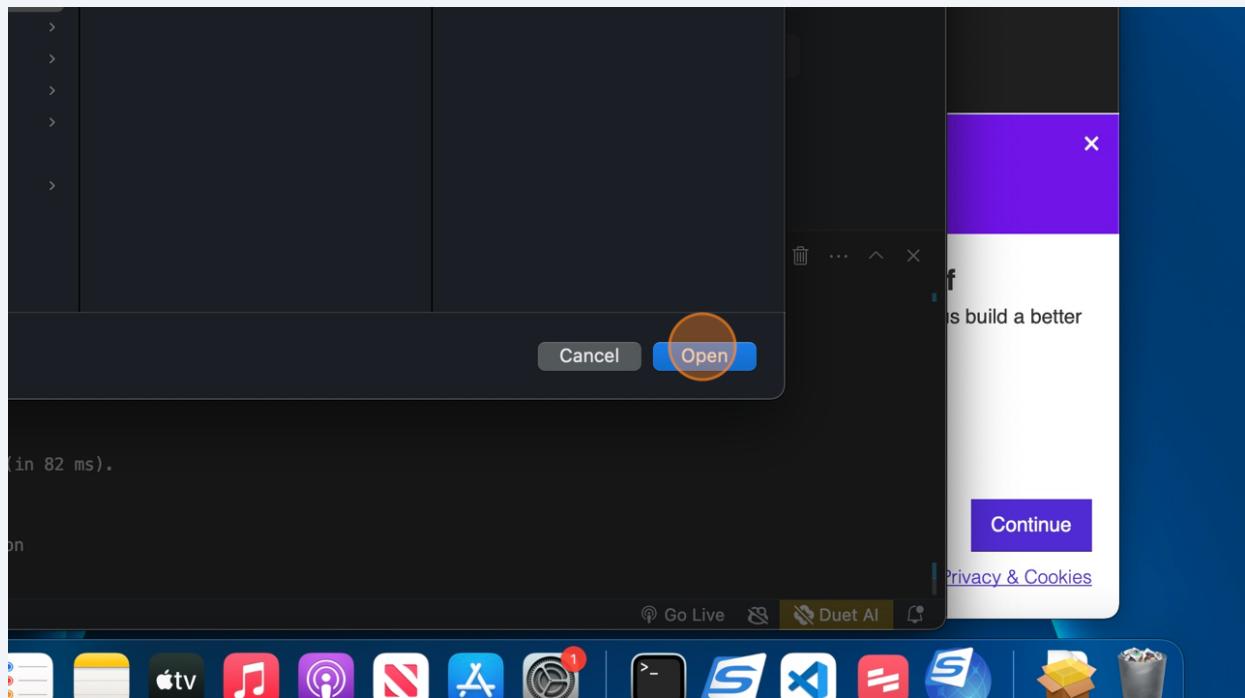
9 Click this list

10 Click "New Folder"

11 Create a "hzs0084_Lab#1" folder as this folder will later be used to make the Canvas submission. Each lab will have it's own VS Code files inside that you are going to need to run the code.
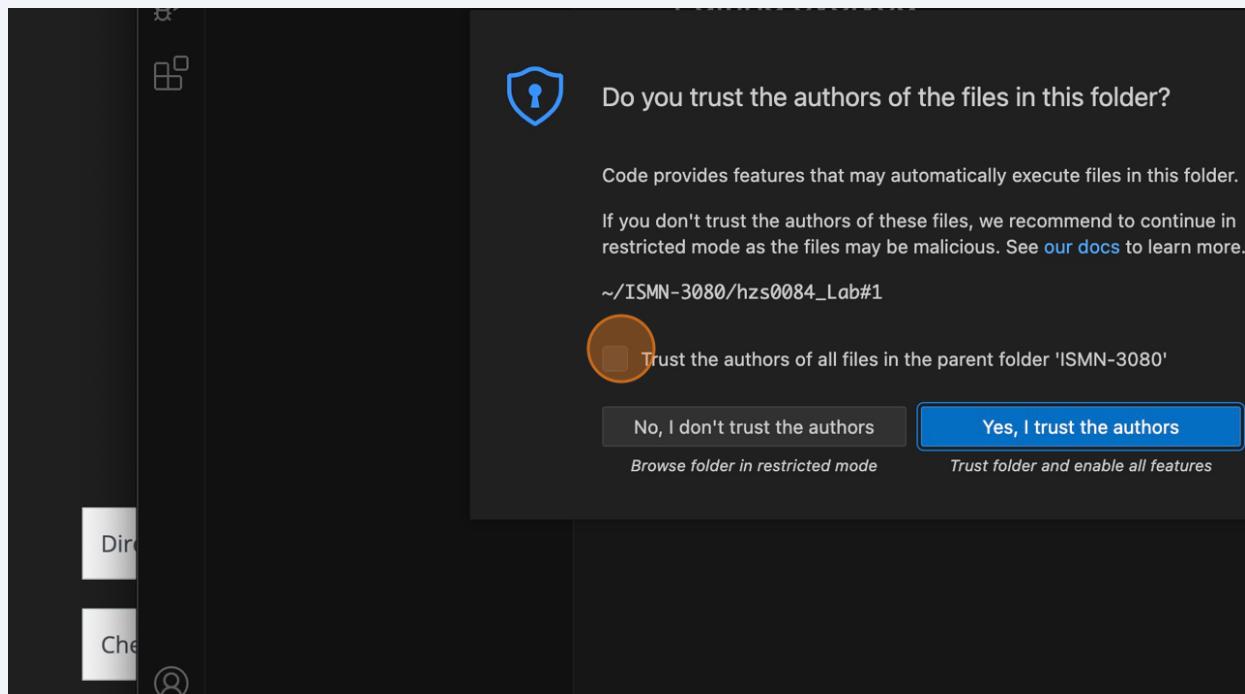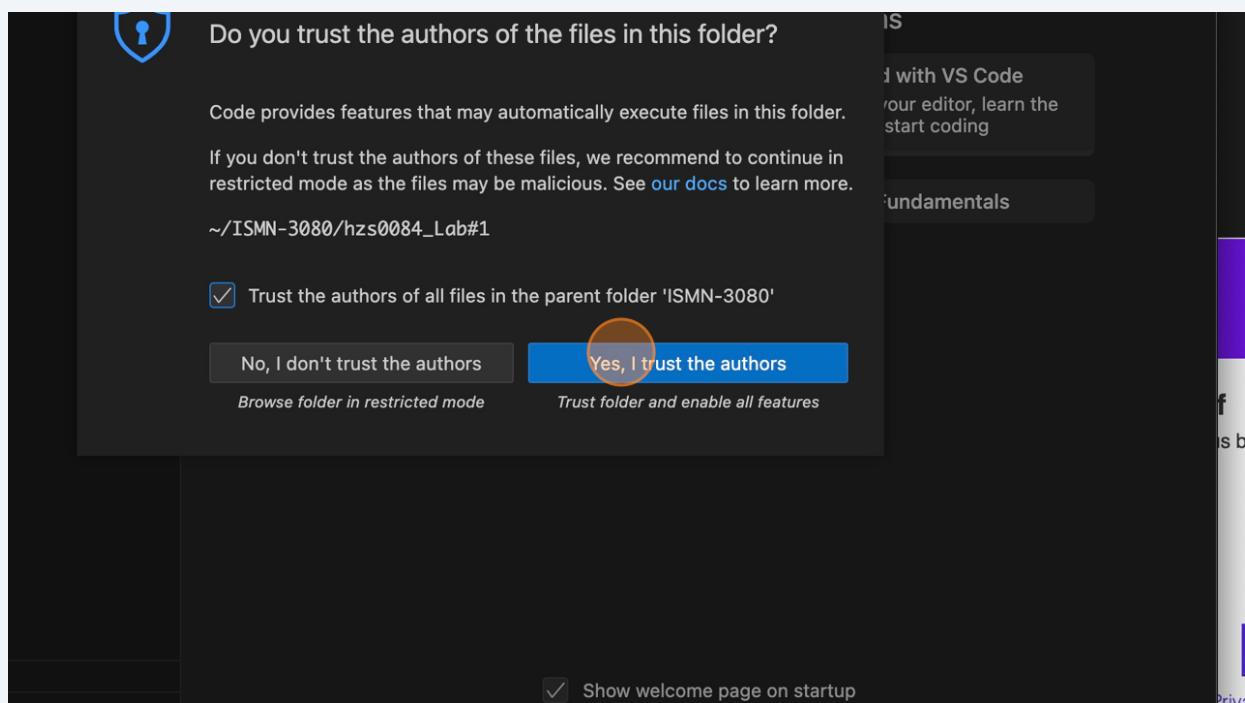
12 Click "Create"

13 Click "Open"
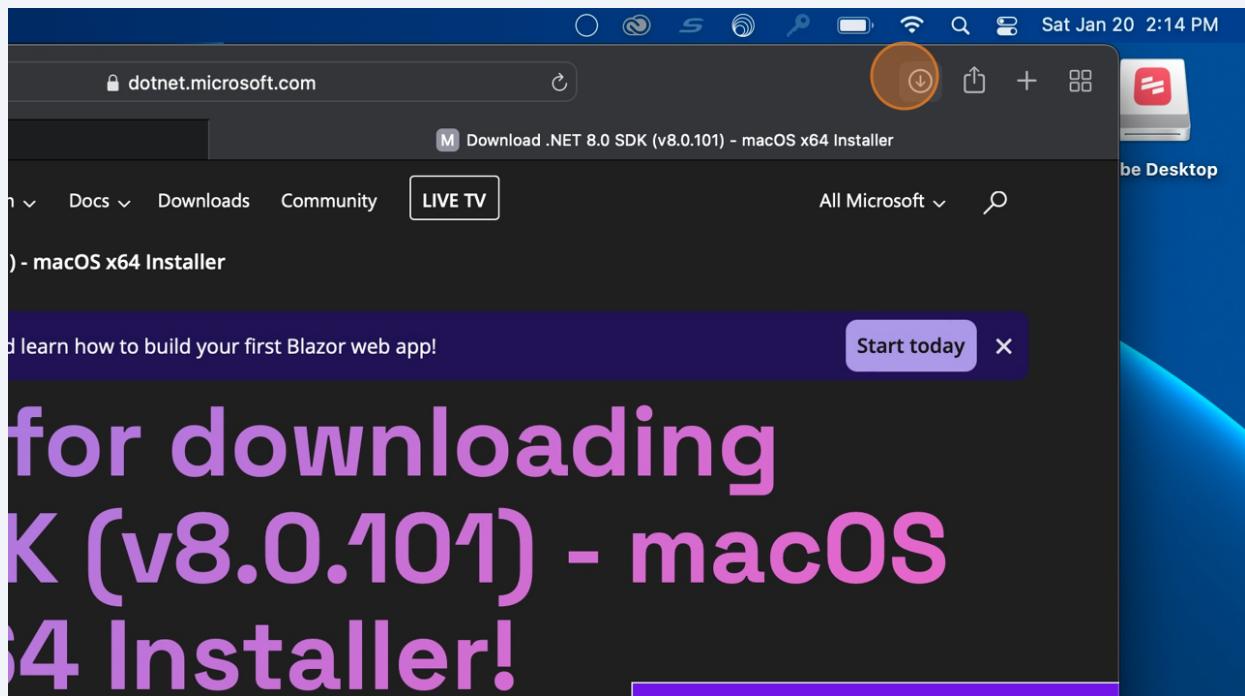
14 Click here
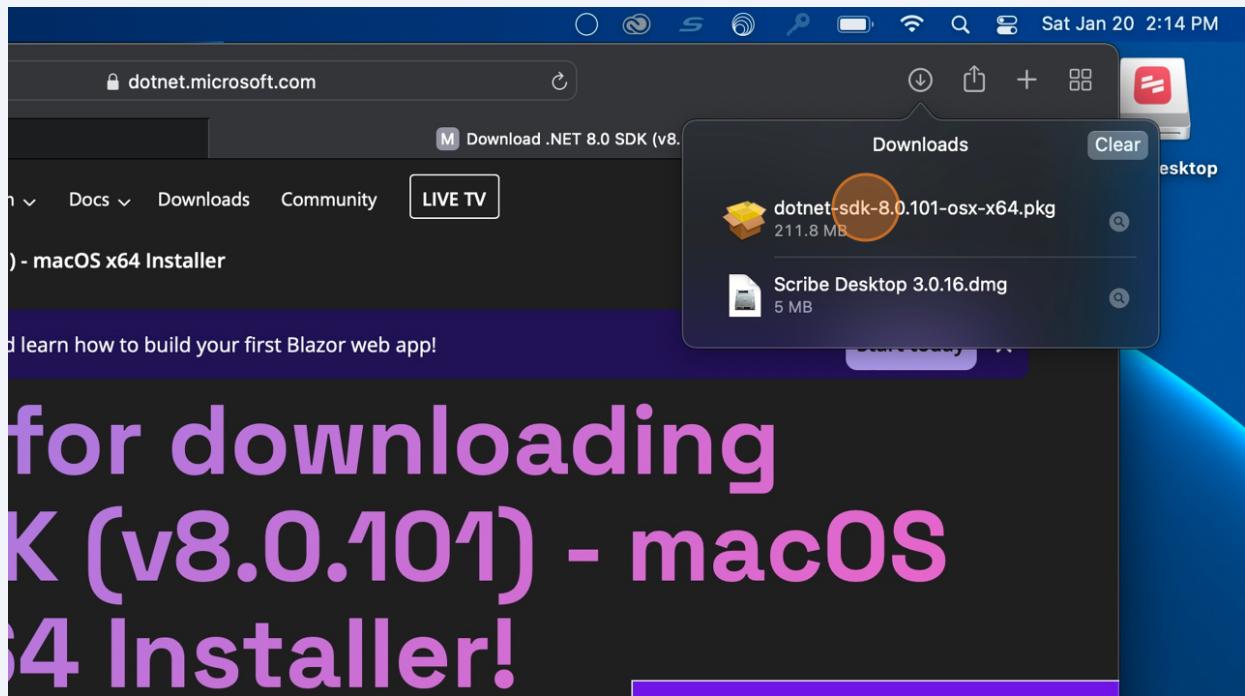
15 Click here
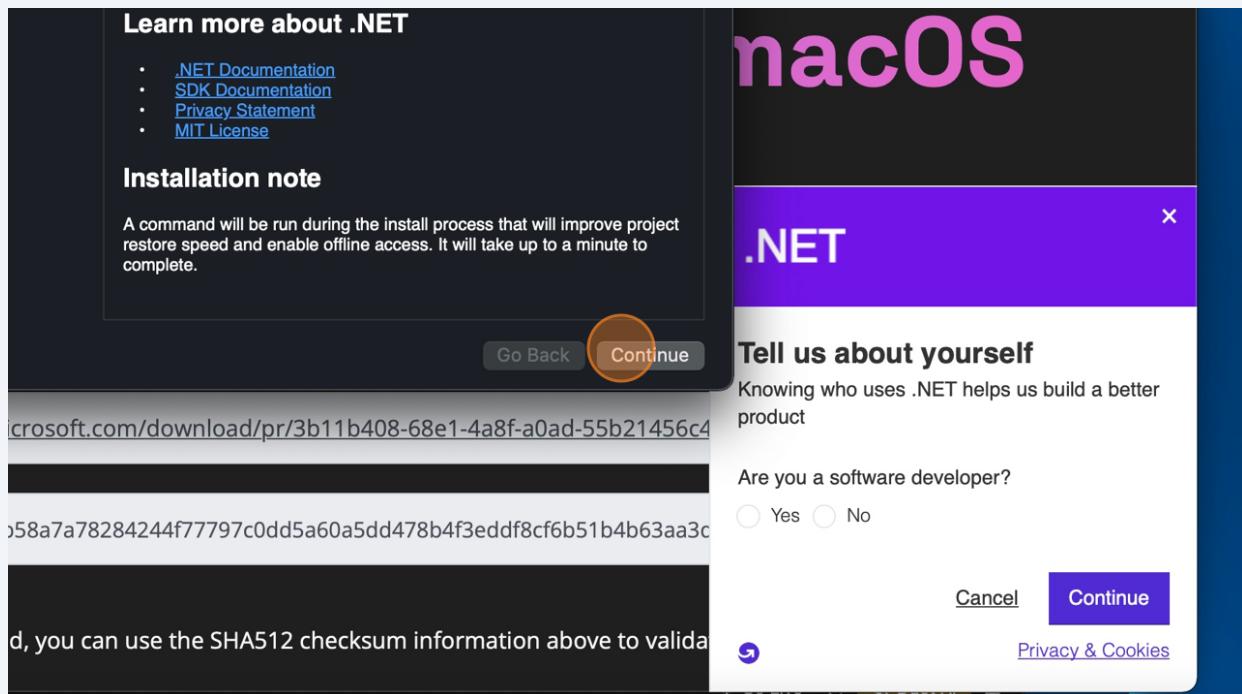
16   Click the Downloads button
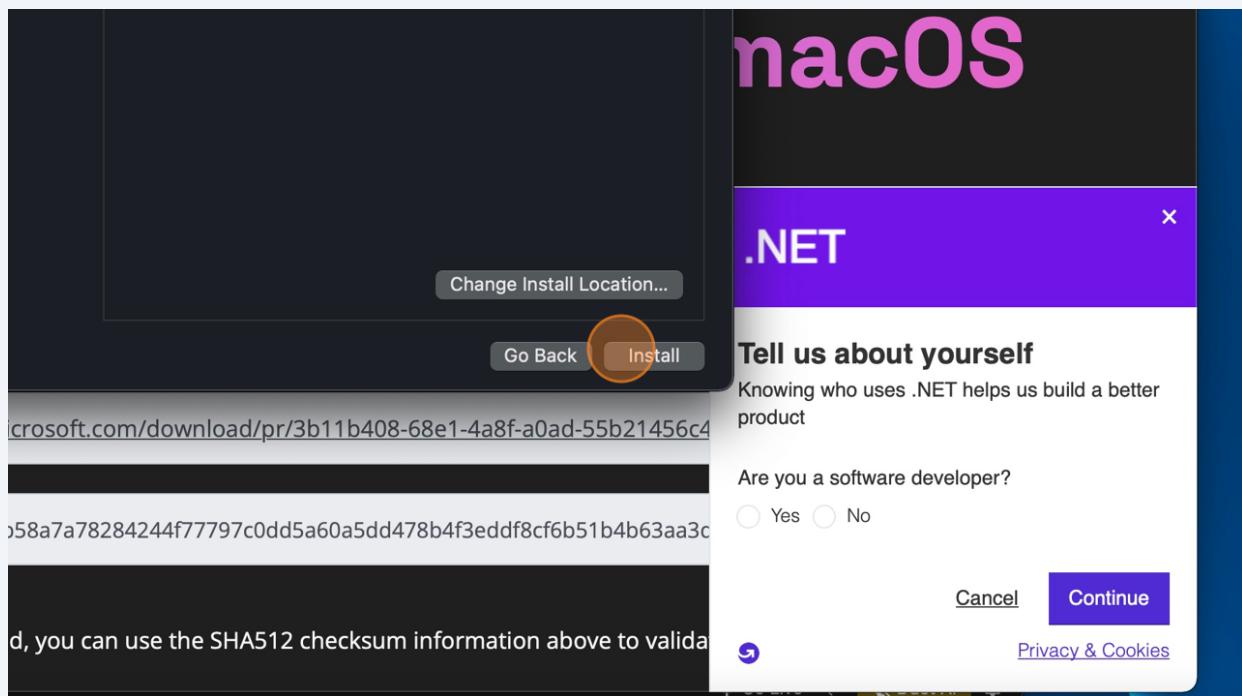
17   Click the dotnet-sdk-8.0.101-osx-x64.pkg download entry
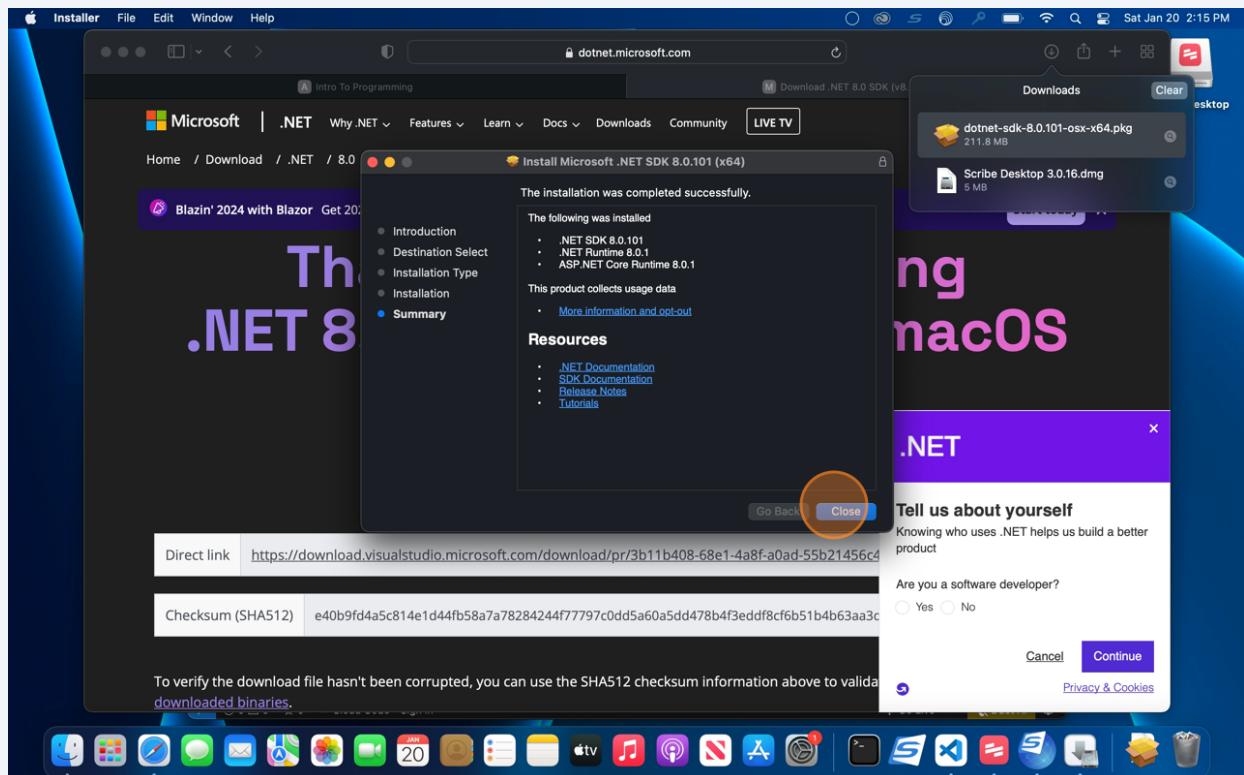
18 Click "Continue"
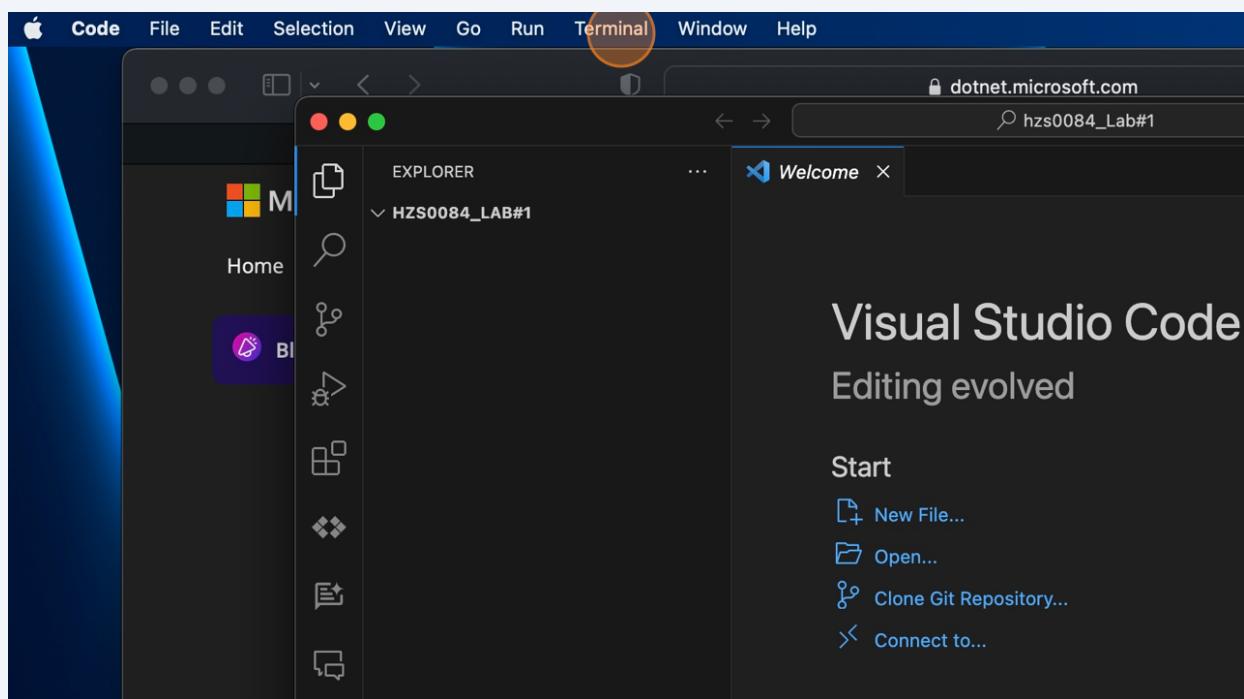
19 Click "Install"
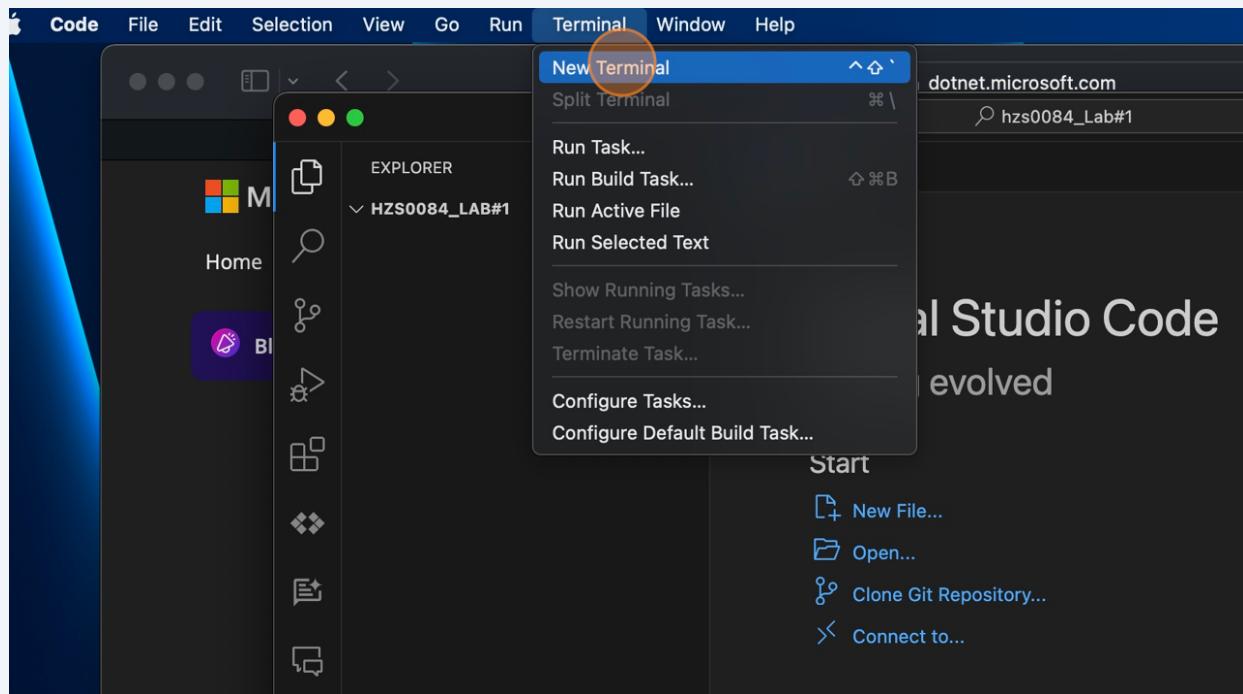
20   Click "Close"
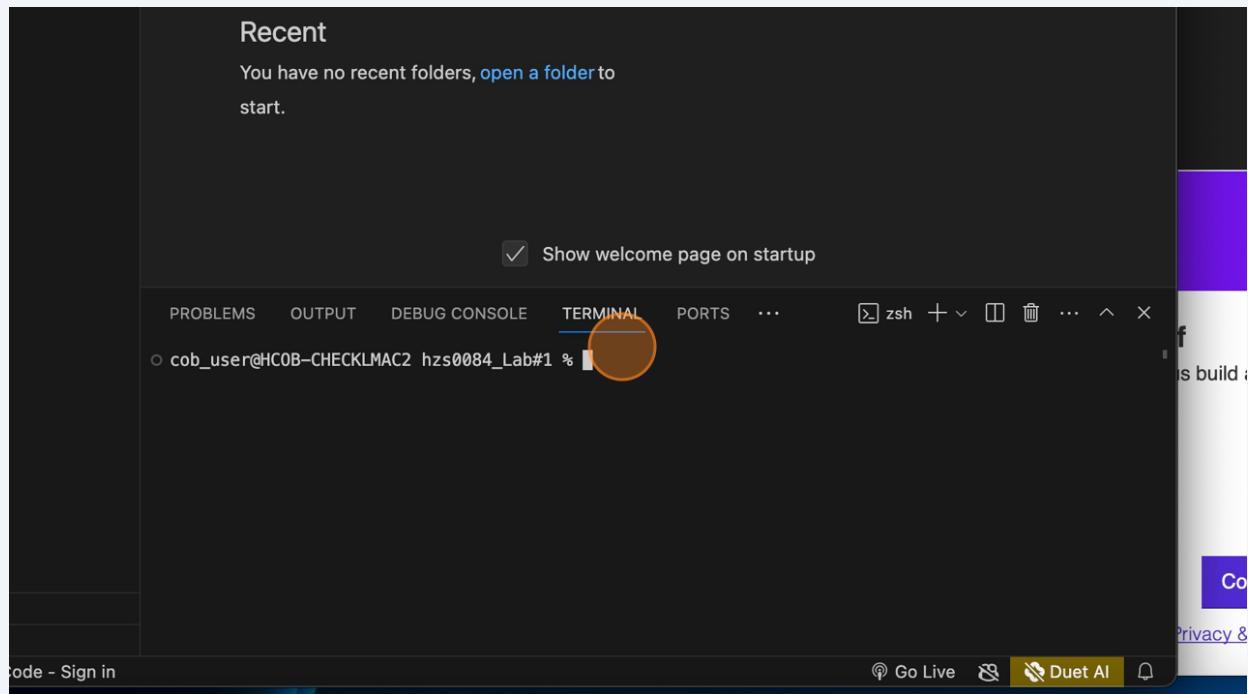
21   Click "Terminal"

22 Click "New Terminal"

23 Click here
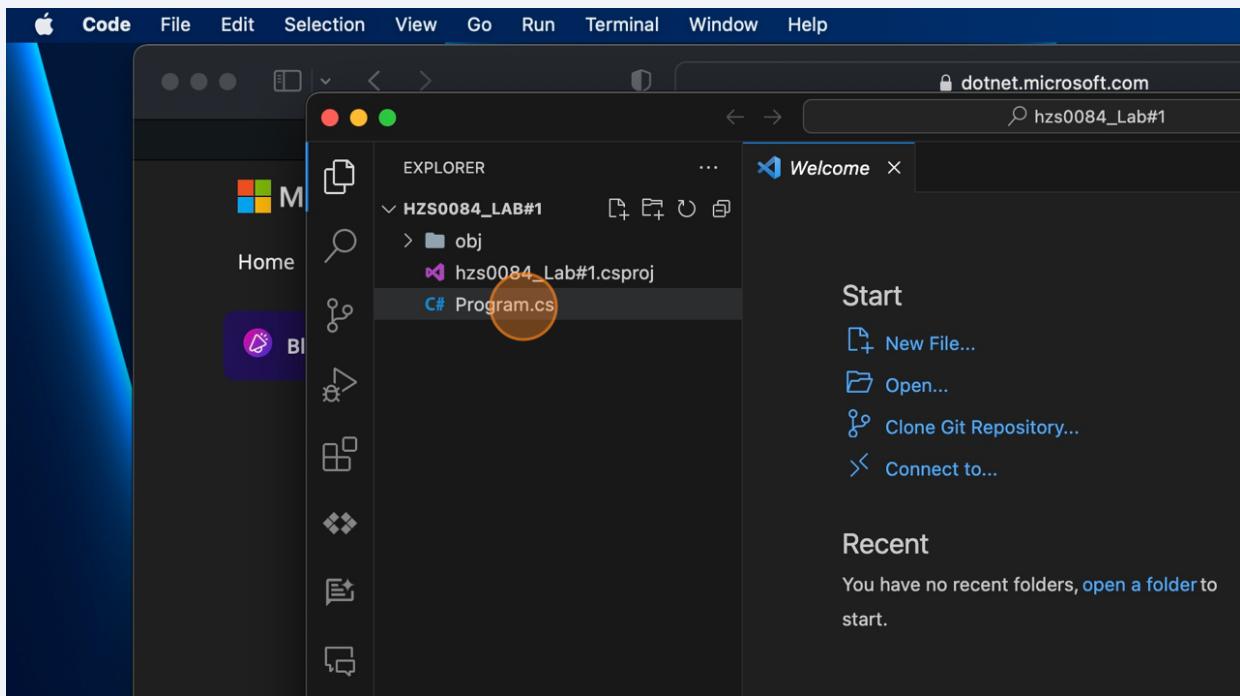
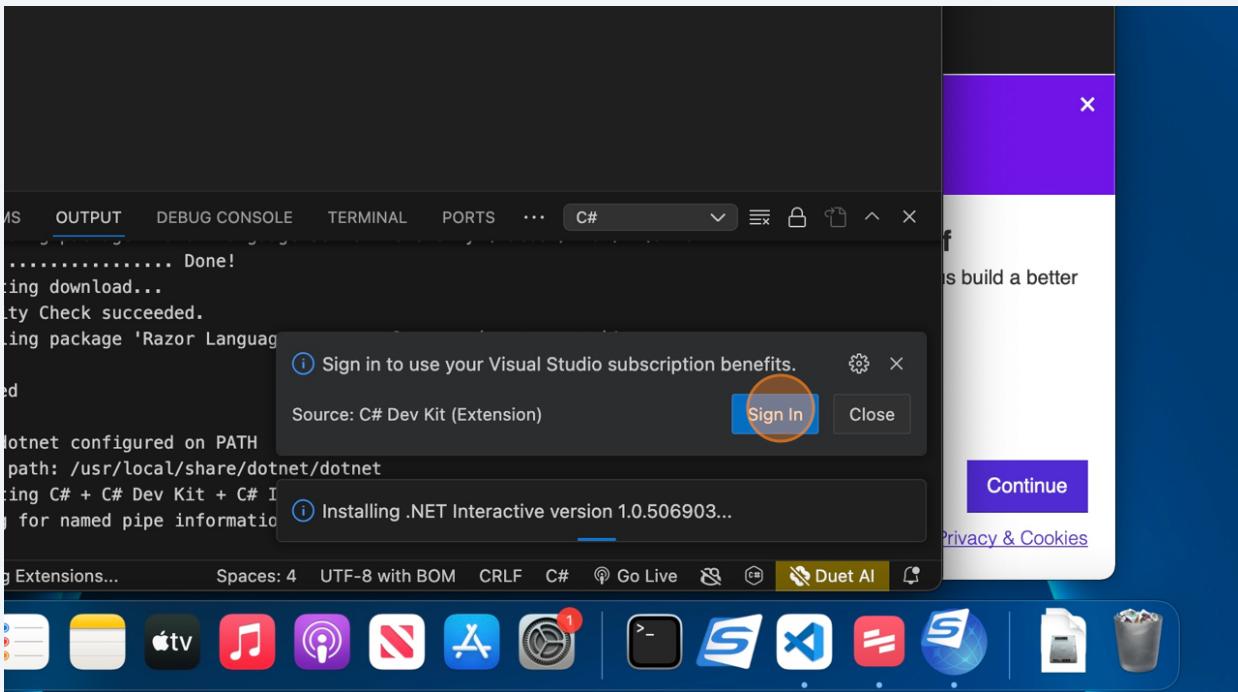**24** Type "dotnet new console" and then press Enter. You will see files populate on the left pane.

25 Click here on "Program.cs" as that's where you would write the C# code.
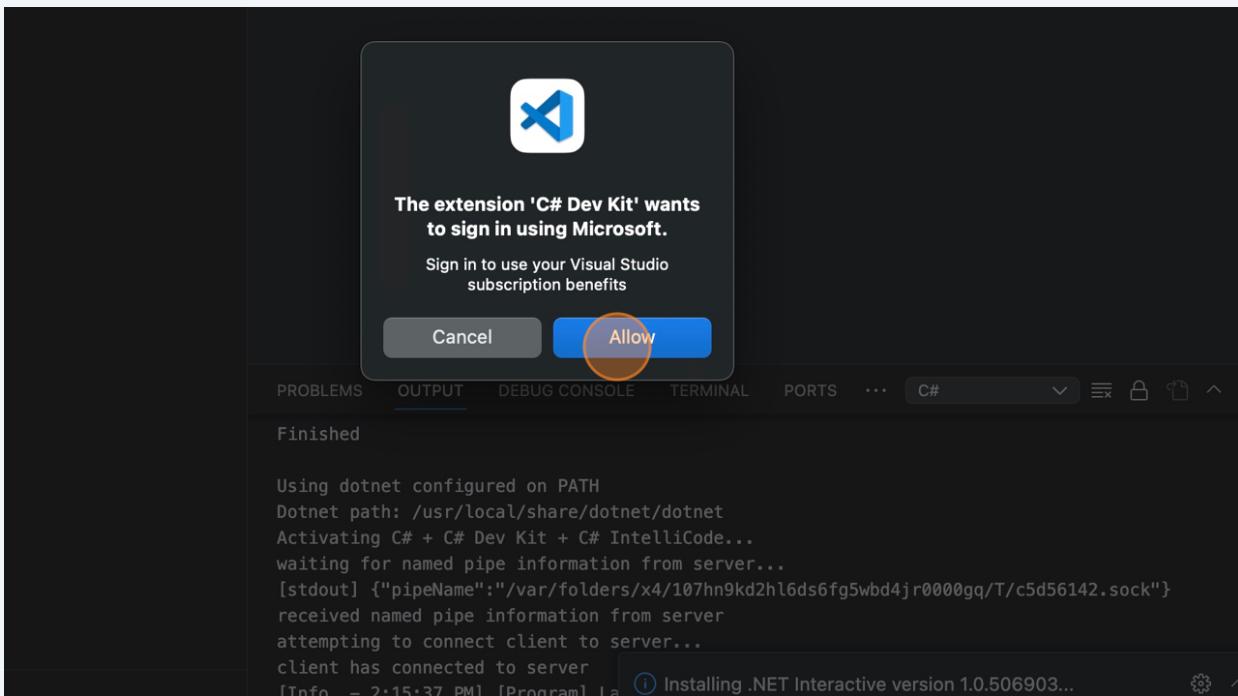
26 If you see a prompt like this that asks you to Sign in. Then click "Sign In" as you need the C# extensions to run in the background.
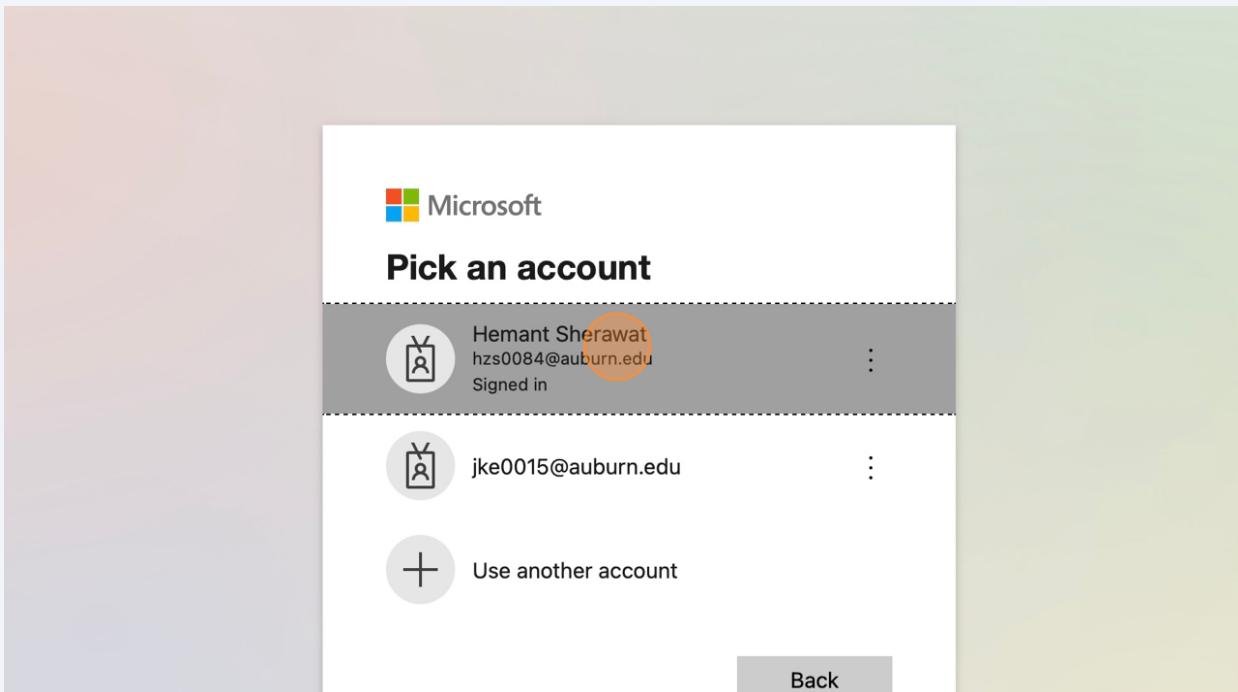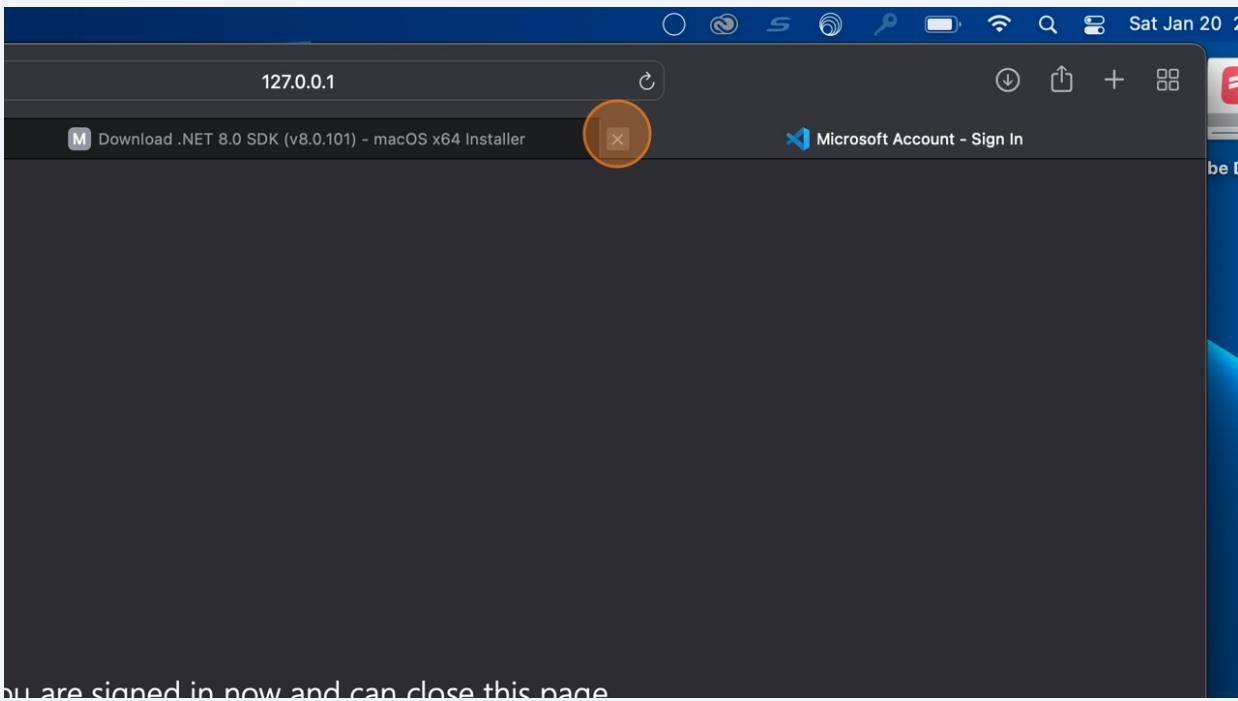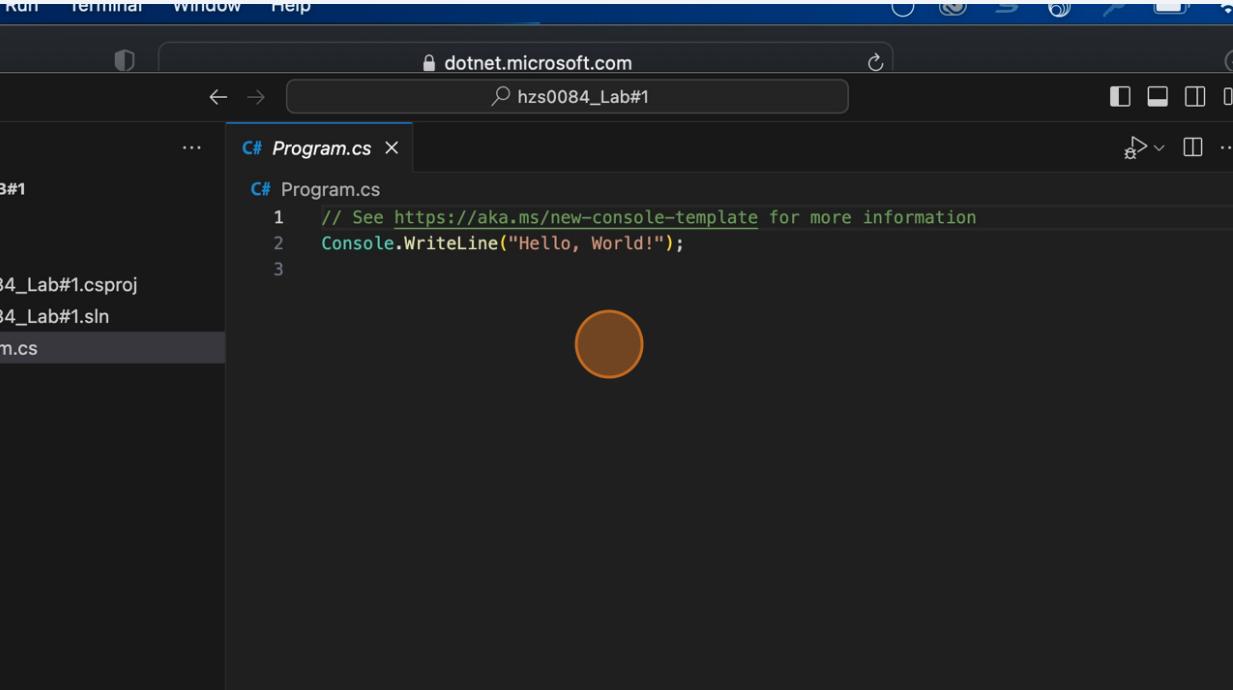

27 Click "Allow"

28   Log in into your Auburn Account and then you can close the browser.

29   Click "close tab"

30 Click here as that's where the code is going to be written.
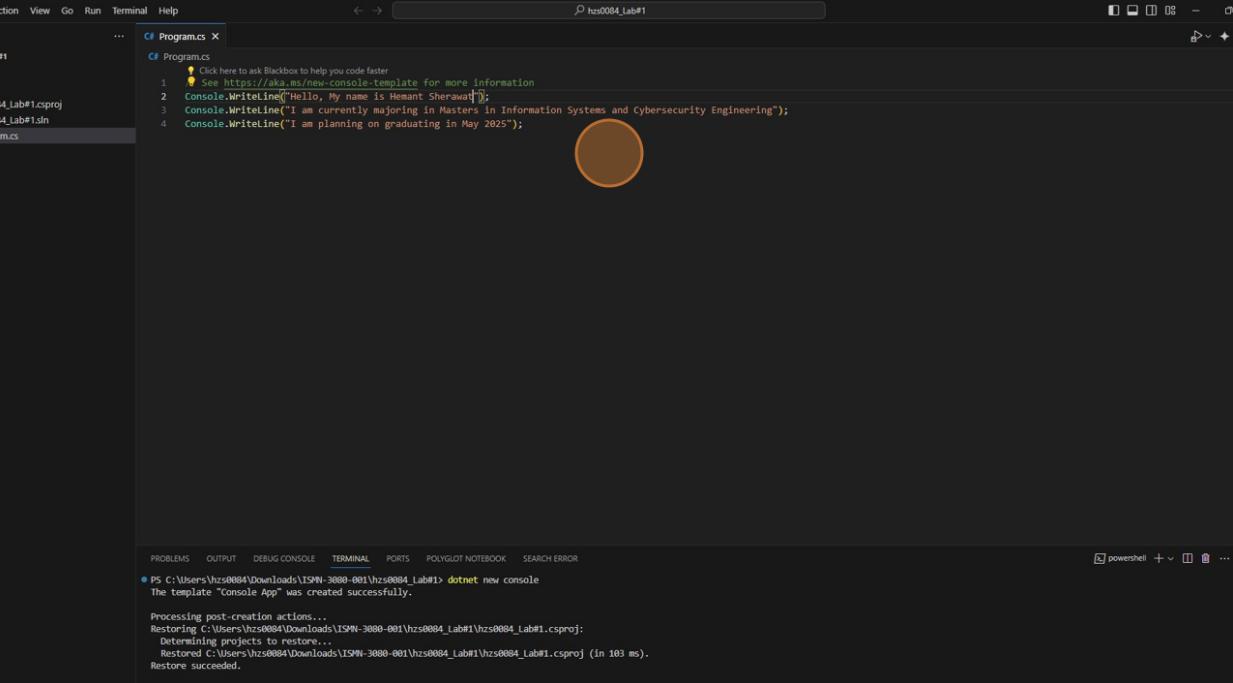
31 After making changes to the Program.cs file

32 Click here

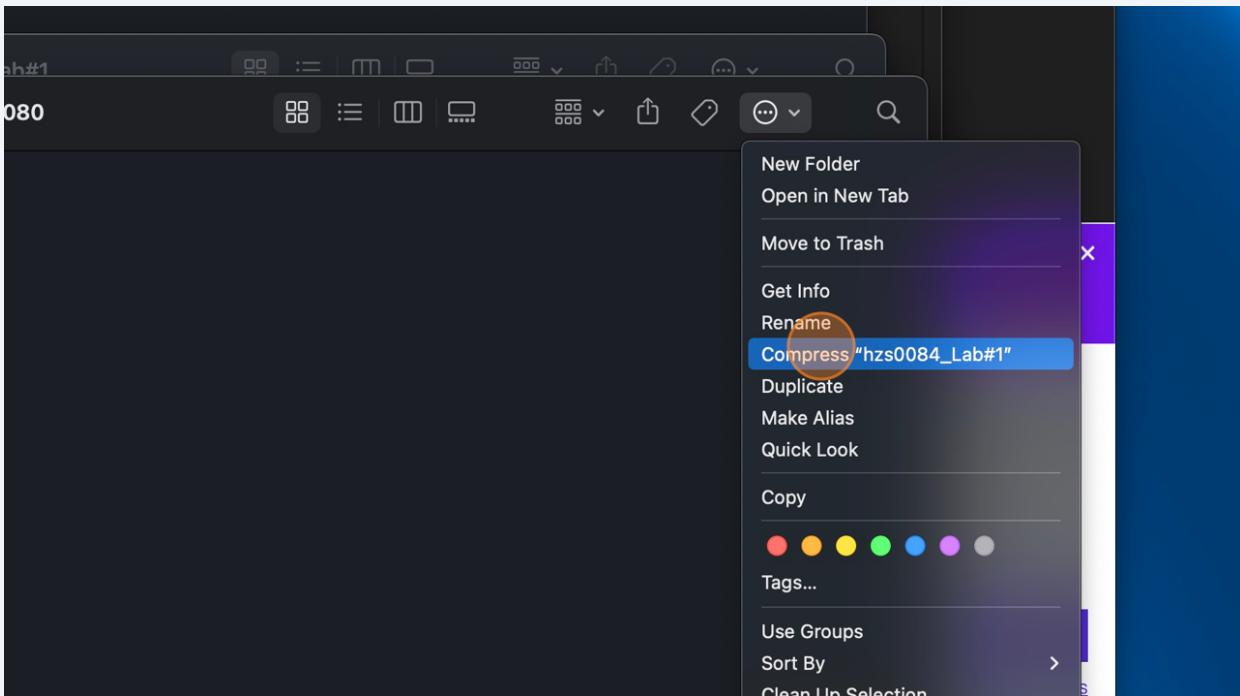**33** Type "dotnet run" to run the code and hit **Enter**

34 Click "hzs0084_Lab#1"

35 Click the Action menu button

36 Click "Compress "hzs0084_Lab#1""

37 Use that "hzs0084_Lab#1.zip" for your Canvas submission.