SETTING UP XCODE

If you already have the newest version of XCode installed, you may skip to step 3.

1a - Download

Download XCode from the Mac App Store, or via the following link:

https://itunes.apple.com/us/app/xcode/id497799835

Xcode [4+]

Apple

★★★☆☆ 776 Ratings
Free

View in Mac App Store ↗

2 - Set Up

After downloading XCode, you may be prompted to download additional components. In order to run C++ code you will need to download these components.

3a - Create a New Project

Once the setup and installation has been completed, you'll want to create a new project. Select the "Create a new Xcode project" button to get started.

Make sure you create a new project and not a playground.

Get started with a playground
Explore new ideas quickly and easily.

Create a new Xcode project
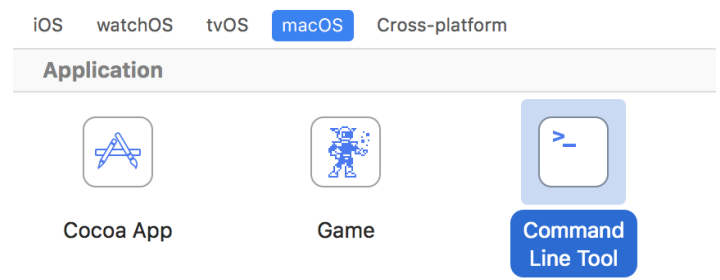Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.

Clone an existing project
Start working on something from an SCM repository.

3b - Configure Project

Select 'Command Line Tool' under the 'macOS' section.

| iOS | watchOS | tvOS | macOS | Cross-platform |

Application

Cocoa App   Game   Command Line Tool

3c - Project Options

Make sure you select 'None' as the team and 'C++' as the language, and click next. Choose the location you want to save the project and click 'Create' to finish.

Product Name:	a1_1
Team:	None
Organization Name:	Keegan Donley
Organization Identifier:	CS10
Bundle Identifier:	CS10.a1-1
Language:	C++

4 - Edit Code

You should now be able to edit main.cpp by selecting it in the left sidebar.

If you don't see the file on the sidebar, click on "View -> Navigators -> Show Project Navigator" or press "Command + 1" to show it.
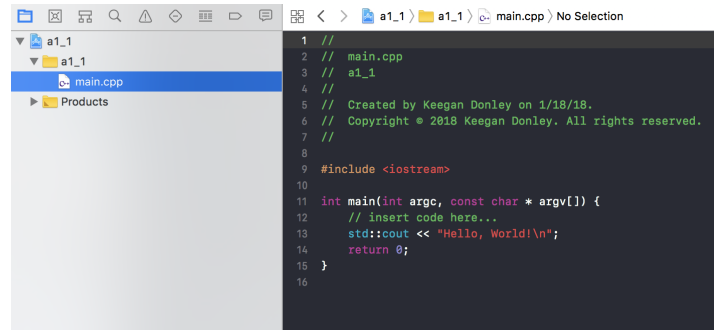
5 - Run Code

You can now run your code by clicking the triangle icon at the top of the window. The output will show at the bottom of the window.