**CS385 -- MAC OSX INSTRUCTIONS FOR GCC AND ECLIPSE**

1. Install Xcode from the Mac App Store, making sure to install command-line tools when the option arises
2. Open the terminal from your Applications drawer
3. Paste the following into your terminal:  
     
   **cp /Applications/Xcode.app/Contents/Developer/usr/bin/g++ /usr/bin/**
4. Install Eclipse if you haven’t already, choosing the version for C/C++ developers.
   1. If you’ve installed Eclipse already, open the application and in the toolbar at the top, select “Help” >> “Install new software” >> Select a source from the dropdown menu (Mars) >> Scroll down in the selection window until you see “Programming Languages” >> Select C/C++ Development Tools, C/C++ Development Tools SDK, and C/C++ Unit Testing Support >> Click Next and Finish