

## Guide to DVD Chapter 28 Examples: *Taemin Cho*

# Audio Programming Basics in Xcode

### AudioFilePlayer

A built binary of this program is included in the “examples” directory.

To build the program, you must have the Apple Developer Tools installed. Xcode is included on Mac OS X Install DVD and you can install the Developer Tools from there; or you could download and install the latest version of Xcode from the Apple Developer Connection site at: <http://developer.apple.com/tools/xcode/>

Open *AudioFilePlayer.xcodeproj* and click on the “Build and Go” button.

The program should compile without warnings or errors and be pretty obvious to use:

