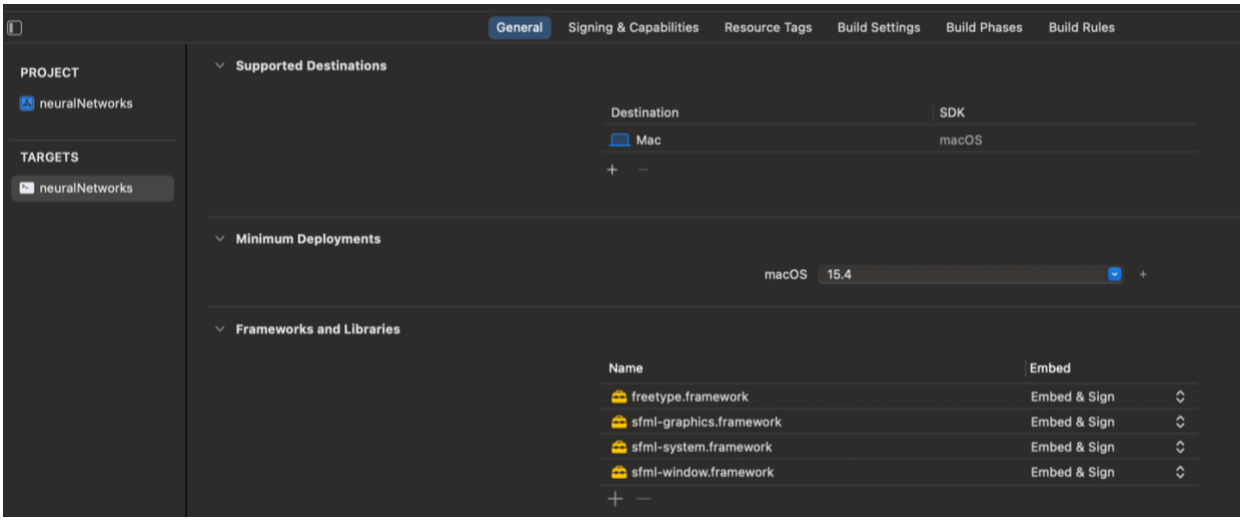
Necati Sefercioğlu
040210264

Usage And Compilation Of The Project

1. Setting Up Xcode With SFML

- Download SFML 2.6.1 for Apple Silicon [Clang - ARM64 (macOS 11+)] from https://www.sfml-dev.org/download/sfml/2.6.1/
- Unzip the .tar file and rename it to SFML-2.6.1
- Move “SFML-2.6.1” to “/Users/your_user_name”
- Move “SFML-2.6.1/extlibs/freetype.framework” to “SFML-2.6.1/Frameworks”
- Open/Create your Xcode project
- From project’s Target Settings, go to Frameworks under General. Click the “+” button and then “Add Other..” and then “Add Files…”
- Go to “/Users/your_user_name/ SFML-2.6.1/Frameworks” and add “freetype.framework”, “sfml-graphics.framework”, “sfml-system.framework” and “sfml-window.framework”. It should look like the screenshot below.



- Adjust the following settings from Build Settings section, change nsefercioglujr to your_user_name.

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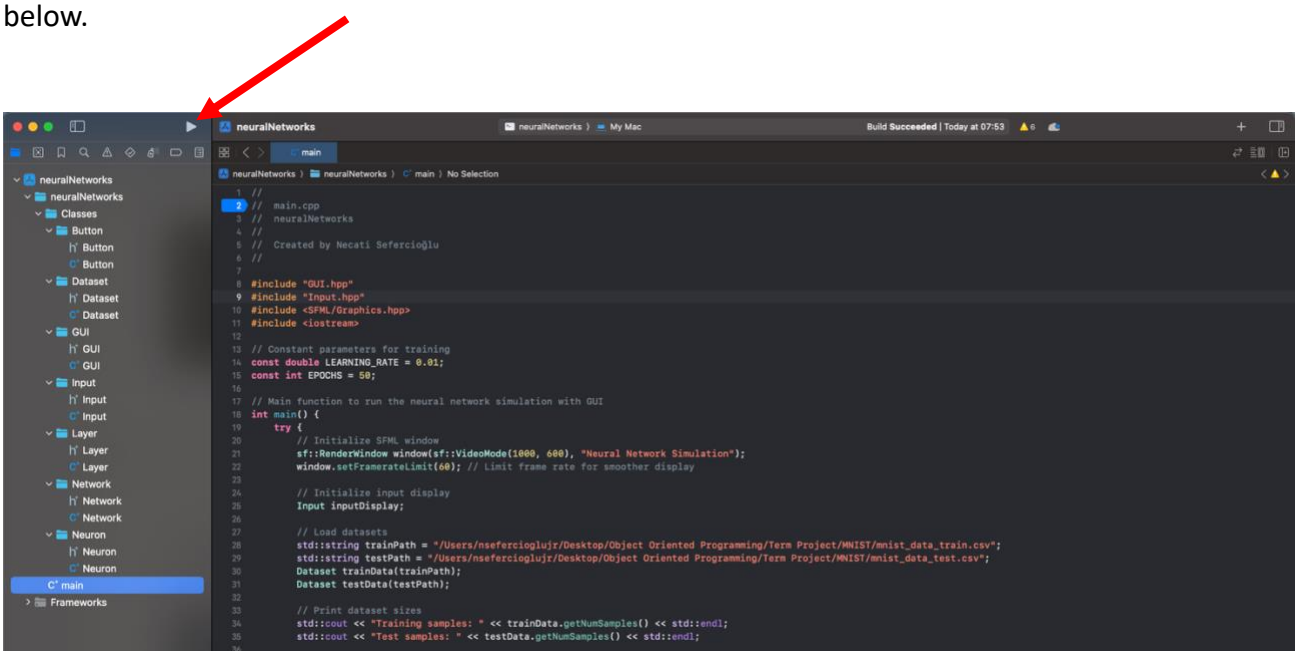
2. Setting Up Dataset Paths

In the main.cpp, change the “std::string trainPath” and “std::string testPath” in lines 28 and 29 to the paths of MNIST train and test sets, respectively. Screenshot below shows my implementation.

```
// Load datasets
std::string trainPath = "/Users/nsefercioglujr/Desktop/Object Oriented Programming/Term Project/MNIST/mnist_data_train.csv";
std::string testPath = "/Users/nsefercioglujr/Desktop/Object Oriented Programming/Term Project/MNIST/mnist_data_test.csv";
```

3. Compiling The Project

Click the “ ▶ ” button to compile and run the project. It is shown by red arrow in the screenshot below.



To compile and run the project again after closing it, press “Command + Shift +K” to first clean the current build. Then, click the “ ▶ ” button again to compile and run the project.