

Introduction

System Preferences

Xcode

Homebrew

Usage

Cask

iTerm2

Zsh

tree

fzf

ack

Git


Git Ignore

Bash Completion

Vim

Emacs

# macOS Setup Guide

branch	status
main	<div><div> Test</div><div>passing</div></div>
health-check	<div>links failing</div>

This guide covers the basics of setting up a development environment on a new Mac. Whether you are an experienced programmer or not, this guide is intended for everyone to use as a reference for setting up your environment or installing languages/libraries.



Some environments we will set up are [Node](#) (JavaScript), [Python](#), [C++](#) and [Ruby](#). Even if