

Downloading Xcode

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CS106B students have the option of writing their programs on either the Mac or the PC. Anyone coding on a Mac should write his or her programs using a C++ compiler developed by Apple called Xcode. You can use Xcode on the Mac OS computers in the public clusters on campus, or you can download a copy for your own machine, as described below. If you're planning to work on one of the public cluster computers, you can just ignore this handout altogether.

We'll use Xcode version 4.4 or later in this class. If you want to download your own copy of Xcode, you should note that many versions of Mac OS X come with Xcode preinstalled. You can check what version you have by opening the application and selecting "About Xcode" from the Xcode menu. Also, acceptable versions of Xcode are only available on Mac OS 10.7 and later, so we will require you to have either 10.7 "Lion" or 10.8 "Mountain Lion". If acquiring a new operating system will be a problem for you, then send the TA, Ben, an email at [**bholtz@stanford.edu**](mailto:bholtz@stanford.edu).

If you don't have the correct version of Xcode—or if you just want to be fashionably up to date—use the following directions to download the most recent version (after installing the correct OS, of course!):

1. If you don't already have one, you'll need to create an Apple ID. To do this, or to reset your password if you don't remember it, go to [dhttp://appleid.apple.com/](http://appleid.apple.com/).
2. Head to <http://developer.apple.com/xcode/> and click the "View in Mac App Store" link.
3. Once in the App Store on the Xcode page, click the "Install" button. You will be prompted for your Apple ID and password, then Xcode will be installed.