Running C++ On Mac

Based on a handout by Eric Roberts.

In CS 106B, you have the option of writing your programs on an Apple Macintosh, a Windows-based PC, or any machine running the Linux operating system. For the Mac environment, you will write your 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 in the following section. If you're planning to work on one of the public-cluster computers, you should be able to skip this handout and go directly to the assignment.

If you want to download your own copy of Xcode, you should note that many versions of Mac OS X come with Xcode preinstalled. Even if you have it, you should check which version of Xcode you have. The easiest way to do so is to first open the application. Then, from the Xcode menu, select "About Xcode". The window that opens should say what version you have. If it is version 3.2 or later, you have one that should work for this course. If not, use the following directions to download the most recent version:

1. Use your web browser to connect to http://developer.apple.com/tools/Xcode/.

2. Click on the **Download Latest Xcode** link.

3. Click on the **Download Now** button under "Xcode for Mac-only development."

4. Sign up for the free membership in the Apple Development Center.

5. Follow the instructions on the screen for downloading and installing Xcode.

You also need to make sure that your Macintosh has a recent version of Java (Java 1.6 or higher). To make sure you have the latest version, select the Software Update item under the Apple menu. If the update program determines that you need to upgrade to the most recent version of Java, follow the instructions for doing so.