# Using Xcode for C++ Programming

Xcode is a fully-featured integrated development environment for the Macintosh platform, and is suitable for use in C++ programming classes at De Anza College. Best of all, it's free!

If you are running Mac OS X 10.7 or newer, you can download Xcode from the App Store. Simply open the App Store on your Mac, and search for Xcode:

It will likely bring up several results, but the one you want looks like the one in the upper left hand corner here. It's simply called Xcode, it's in the group Developer Tools, and the icon looks like a hammer over a blueprint. Also, it's the only result from Apple Inc.
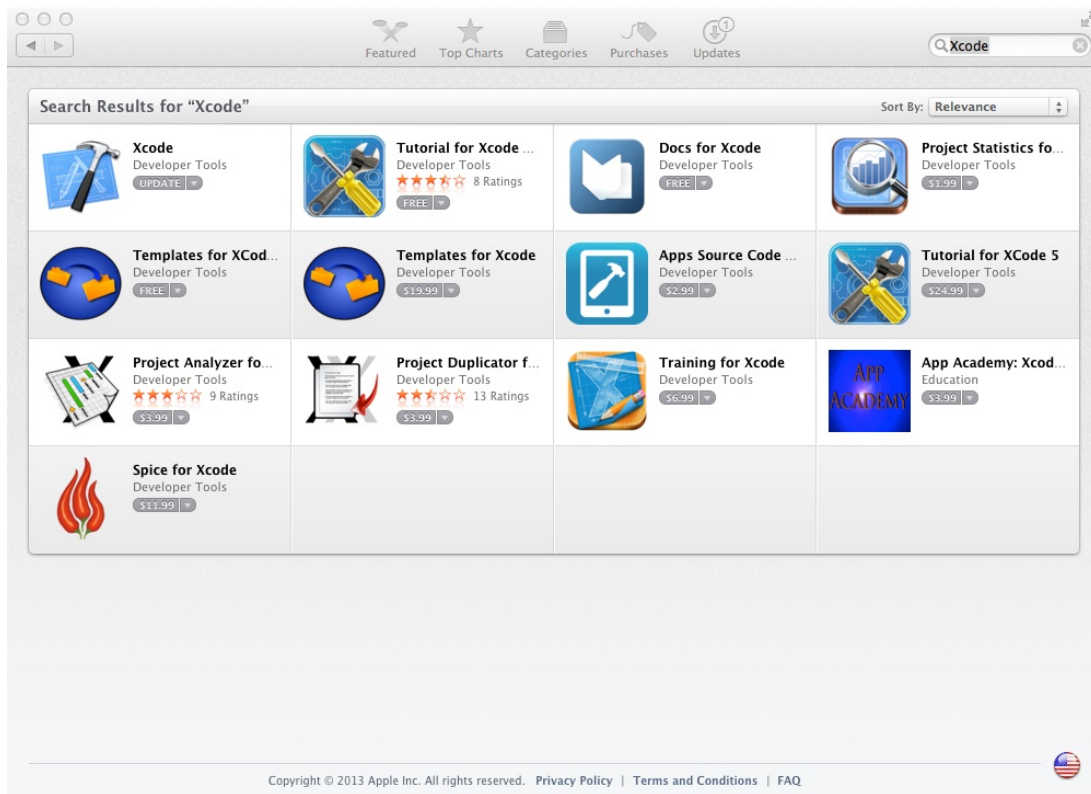

Xcode is between 1.5GB and 2GB, so it may take some time to download. After installing, when you open Xcode for the first time, you should be greeted with a screen that looks like this:
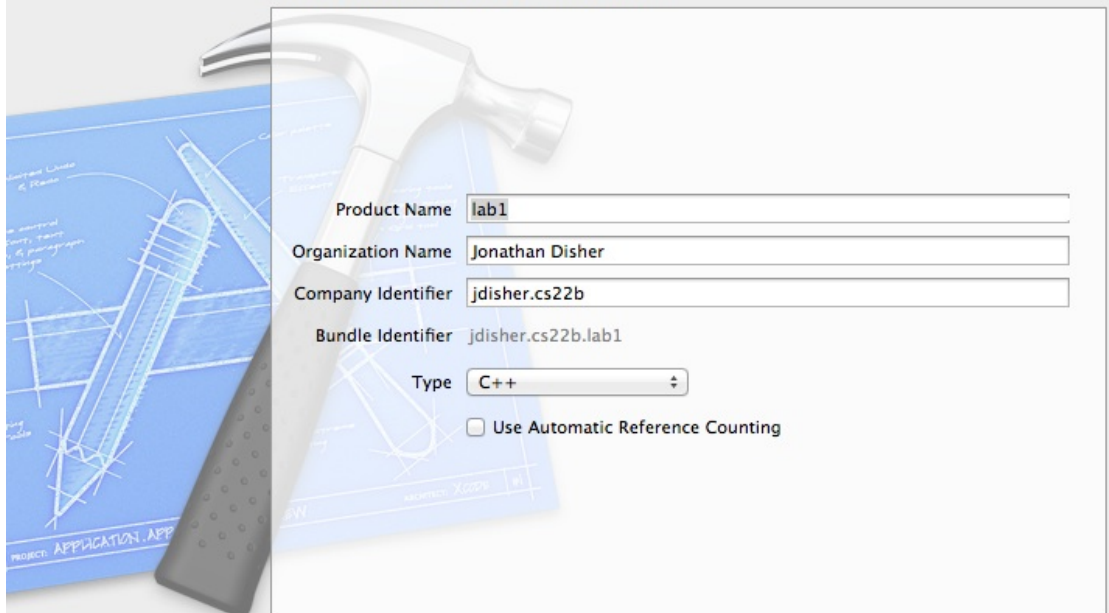
Note: Xcode 5 is now available for newer Macs, it will look different but the procedure will largely be the same.

Click on 'Create a new Xcode project'. You will get a screen with options that looks like this:
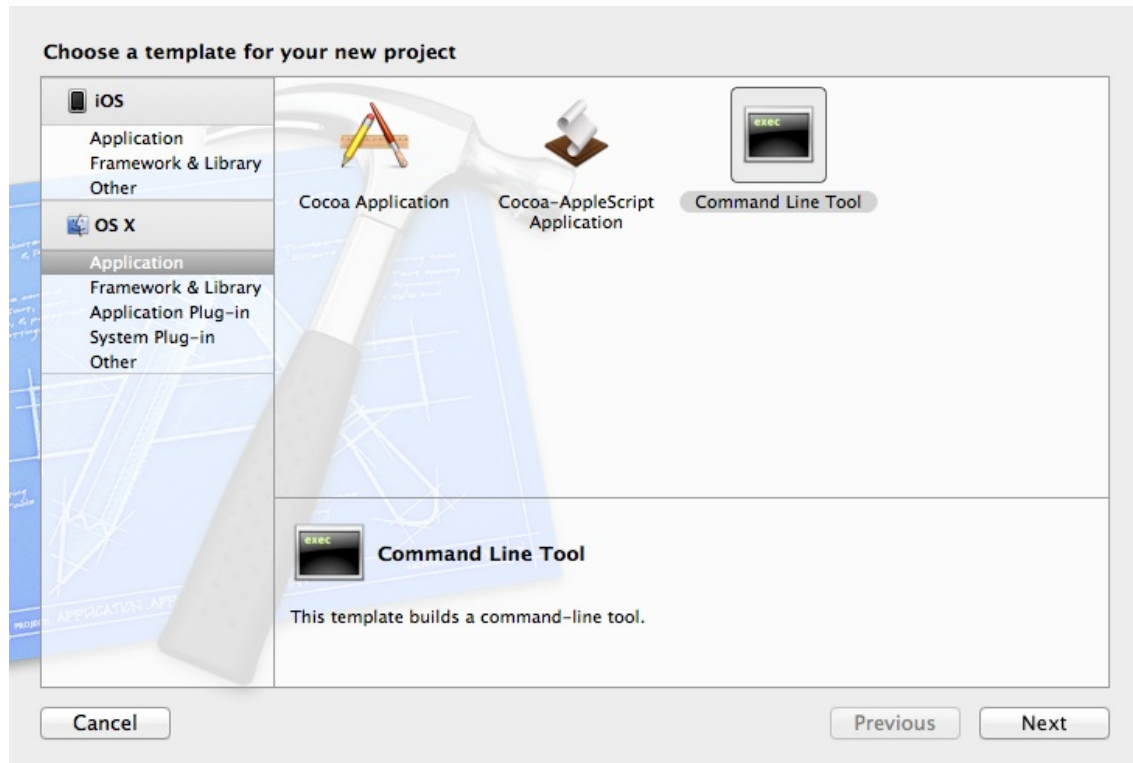
If 'Application' under 'OSX' is not selected on the left hand side, click on it. You will then get the three options above. Select 'Command Line Tool' - this is the equivalent of a "Console Application" in MS Visual Studio or CodeBlocks. Then click Next.

Choose options for your new project:

|	
Product Name	lab1
Organization Name	Jonathan Disher
Company Identifier	jdisher.cs22b
Bundle Identifier	jdisher.cs22b.lab1
Type	C++ ⬍
☐ Use Automatic Reference Counting	

Cancel   Previous   Next

Now you need to give your project a name. I went with the ever popular "lab1" in the 'Product Name' field. Also, remember to click the drop-down box next to 'Type', and change it to C++. If the 'Use Automatic Reference Counting' box is checked, uncheck it. Then click Next.
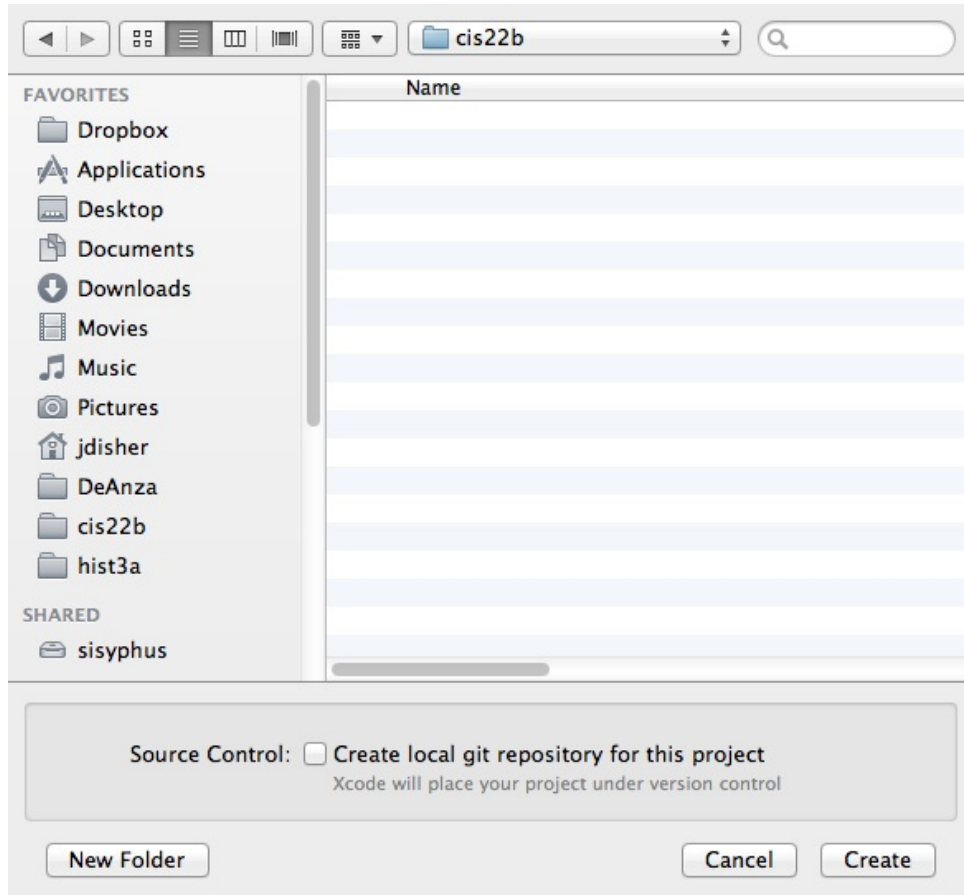
Now you will have to choose someplace to save your project. It's a good idea to have a folder with your development projects, I have one set aside specifically for cis22b. So I click on that folder, then click Create.
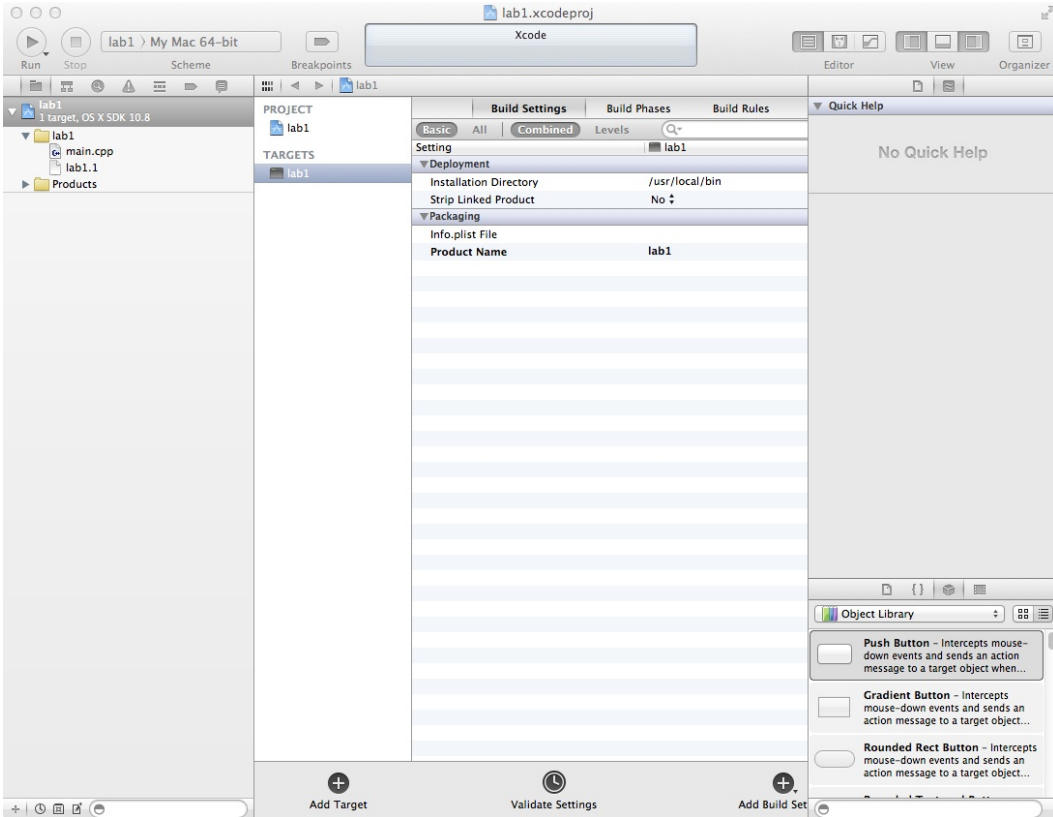
Xcode will bring up a screen with a bunch of options that looks similar to this. Don't worry, you don't need to set anything here. On the left side, click on 'main.cpp' under the 'lab1' folder. This is your source file for your project.