Step 1: Download and install XCode

XCode consists of the compilers you need and an editing package. If you are an experienced student, you can use the Xcode environment to write your programs, but we recommend that most students use Codeblocks.

To download Xcode, you need to know which version of MacOS that you are running. Click on the Apple menu and choose "About this Mac". If you have a version less than 10.7, you can download a free version of Xcode 3. Go to http://developer.apple.com/xcode/ then choose the link next to "Looking for Xcode 3?" on the bottom right of the page.

If you have MacOS 10.7, you can download XCode 4 for free from the App Store.

Step 2: Download CodeBlocks

Download the DMG file , double click it in Finder to mount the image, then drag the CodeBlocks icon to your Applications folder.

Using CodeBlocks

On the Mac, CodeBlocks does not deal well with spaces in the filename. So make sure that all of the directories in the path leading to the file have no spaces.

When you "save file as" to save your .c file, in the dialog box for filename, type the full file name, such as hello.c, even though the save as type box already says that the file will be stored as a C/C++ file.

When you build and run CodeBlocks, the program will open a new Terminal window each time you execute the program. If you find that annoying, you can build the program using CodeBlocks, then run in the Terminal manually by switching to the Terminal window, hitting the up cursor key to select the previous command, then hitting *Return*.

A more involved, but elegant solution suggested by a student is

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Also rather then having a terminal window open for each time I ran a
program, I wanted to close the window automatically after the program
terminated. This is what I came up with…

From within the code blocks application go to settings, environment.
Then in the line where it says, "terminal to launch console
applications", you replace the current code with this:

osascript -e 'tell app "Terminal"' -e 'activate' -e 'do script
"exe=\'$SCRIPT\'; cd \\"${exe%/*/*/*}\\"; clear; \\"${exe% }\\"; echo -
e \'Press any key to continue...\'; read -n 1; osascript -e \'tell app
\\"CodeBlocks\\" to activate\'; exit"' -e 'end tell'

 Once this step is done you must go into the terminal application
preferences, click settings, then the shell tab and choose the option
"when the shell exits: Close if the shell exited cleanly."
```