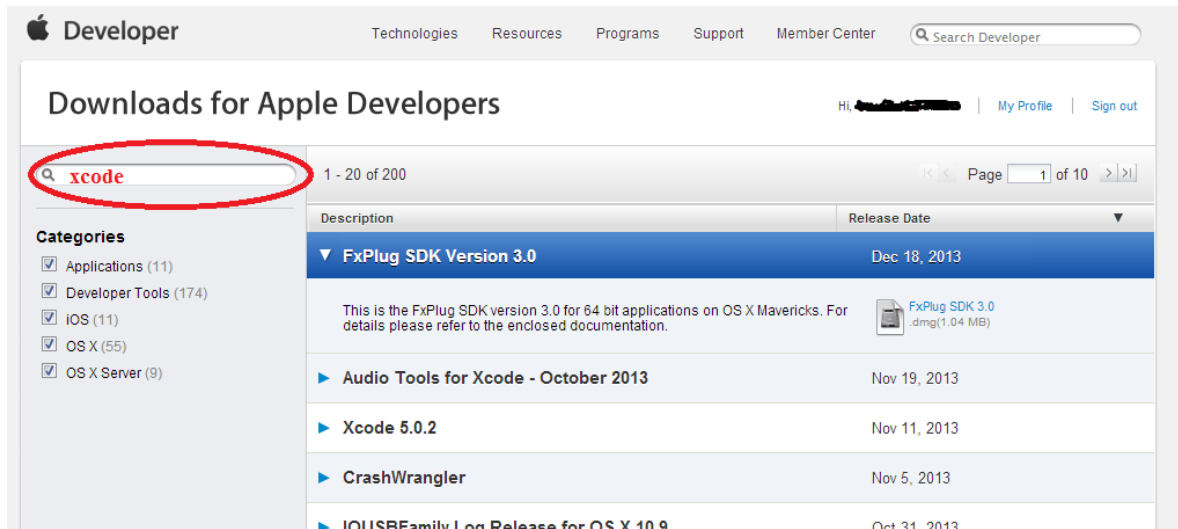


Step 1: Download and install XCode (Only if you have version less than 10.7)

- Go to <https://developer.apple.com/downloads>
- Sign in with your apple Id and you will see this page once signed in successfully.



- Then on this page type Xcode in the marked area (as shown in above figure).
- After the results page appears, look for XCODE 3.0 and download that dmg file.
- If you have MacOS 10.7, you can download XCode 4/5 (which ever supports your OS X version) for free from the App Store. Using the same process as explained above.

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

Also rather than 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."