

Instructions for downloading and installing Code::Blocks v10.05 (Mac version)

If you have trouble, contact your instructor. It will be helpful to note which page of these instructions you were on when you had problems.

*Note that you need to install Mac's XCode tools **first!***

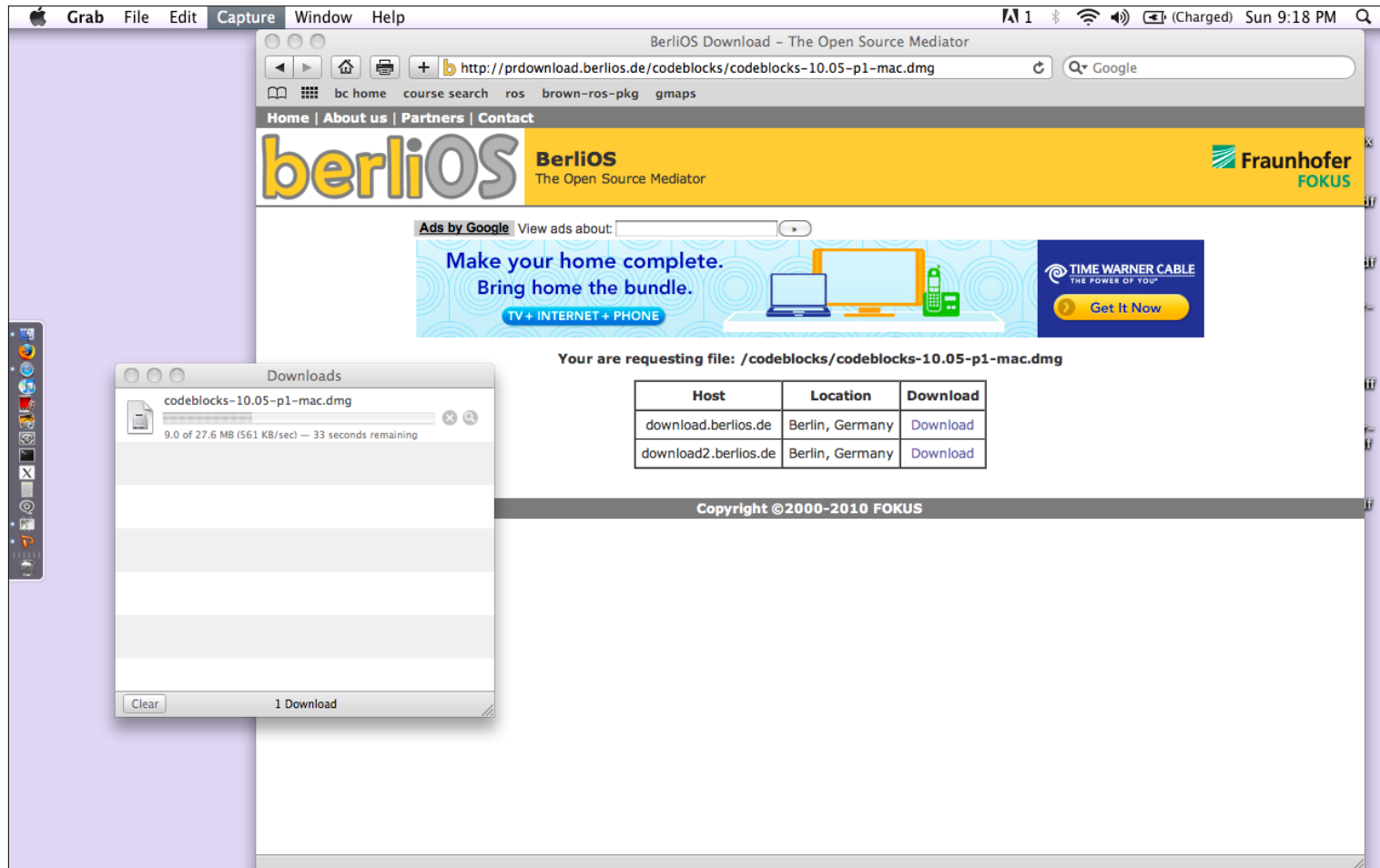
Then you need to download the software onto your Mac.

In your browser, go to the following URL:

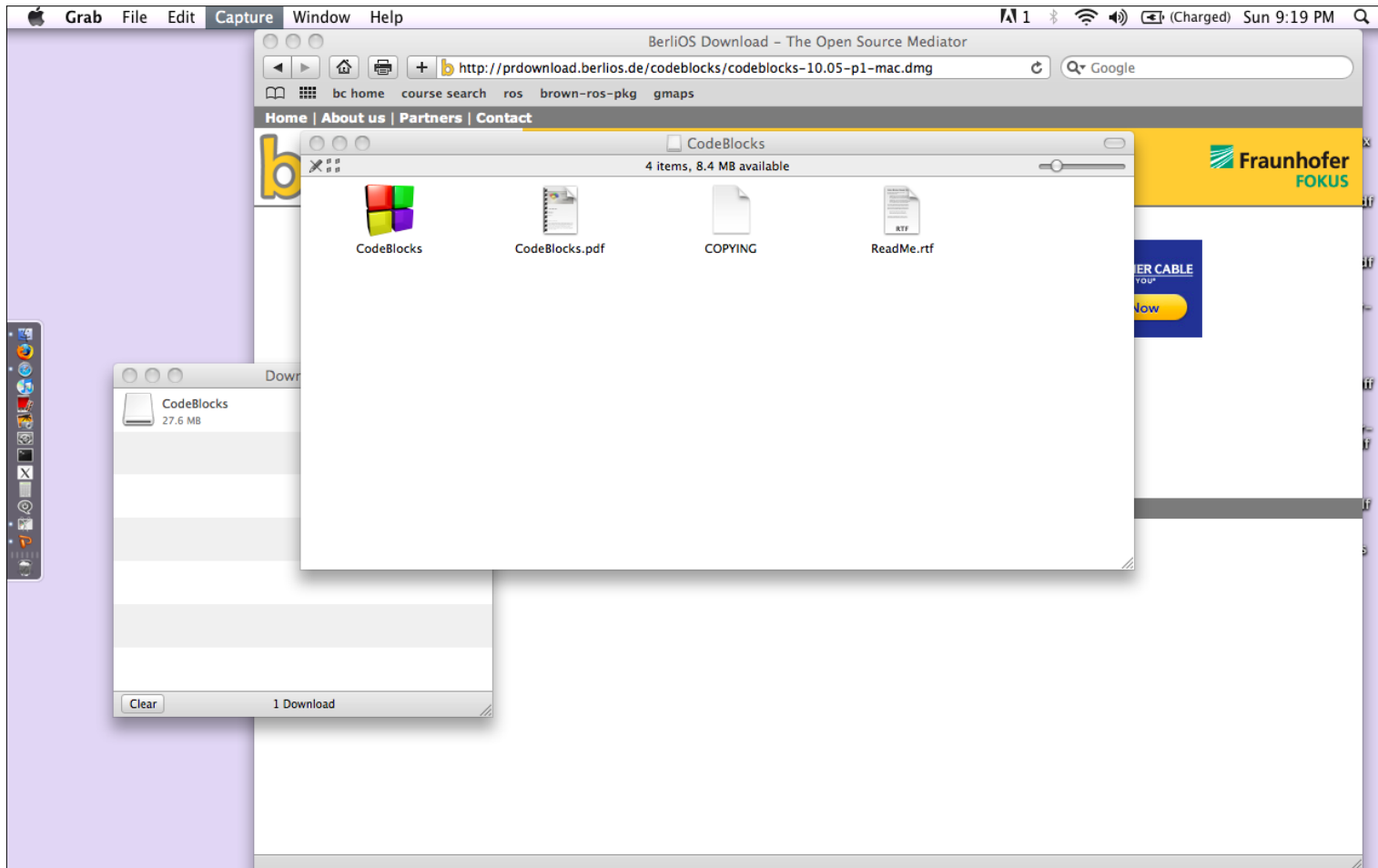
<http://prdownload.berlios.de/codeblocks/codeblocks-10.05-p1-mac.dmg>

and click on one of the links to download the software.

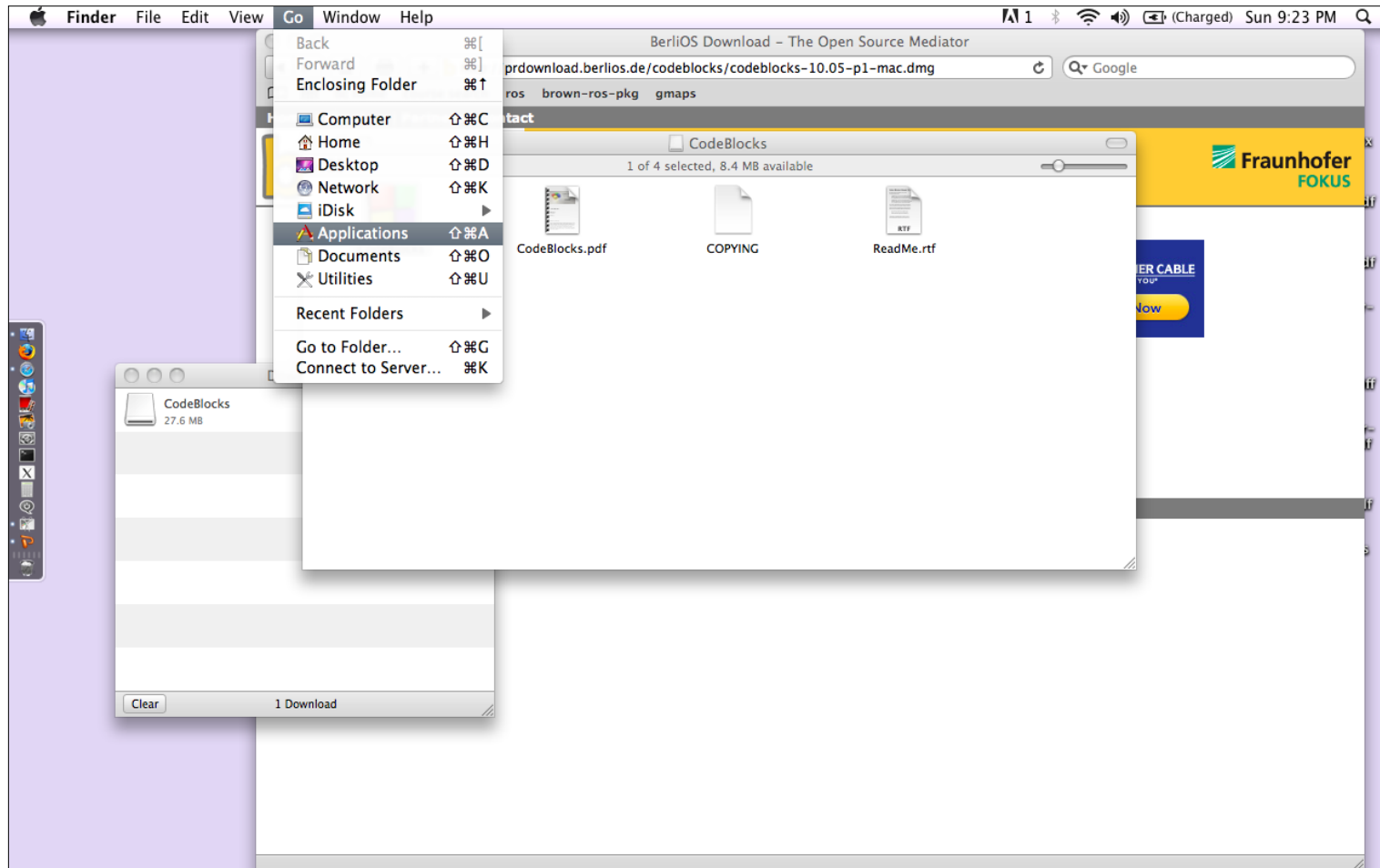
The screen below shows the downloading process. I clicked on the second link (the line starting with “download2”...).



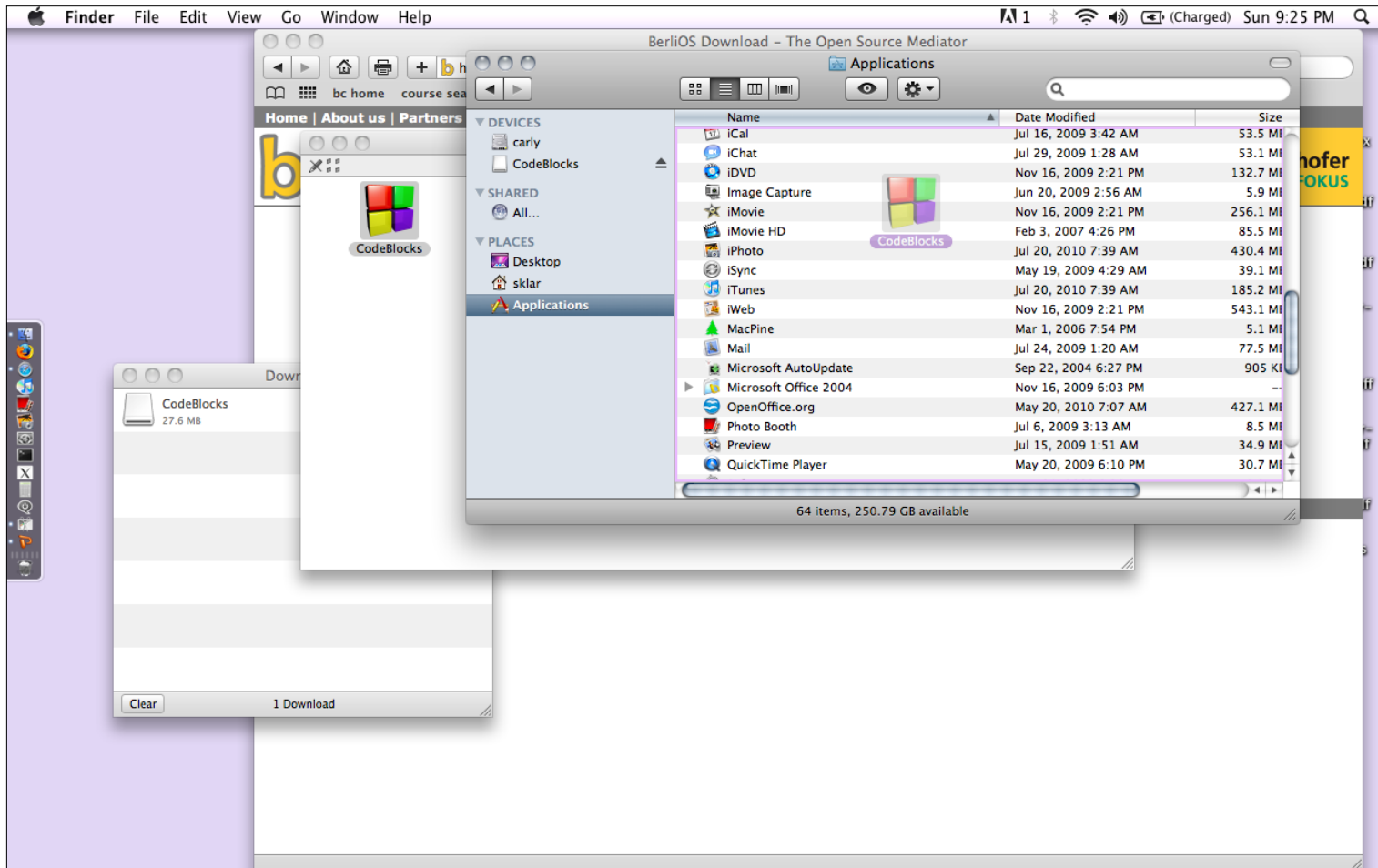
When the software has finished downloading, a *CodeBlocks* window should open, as below.



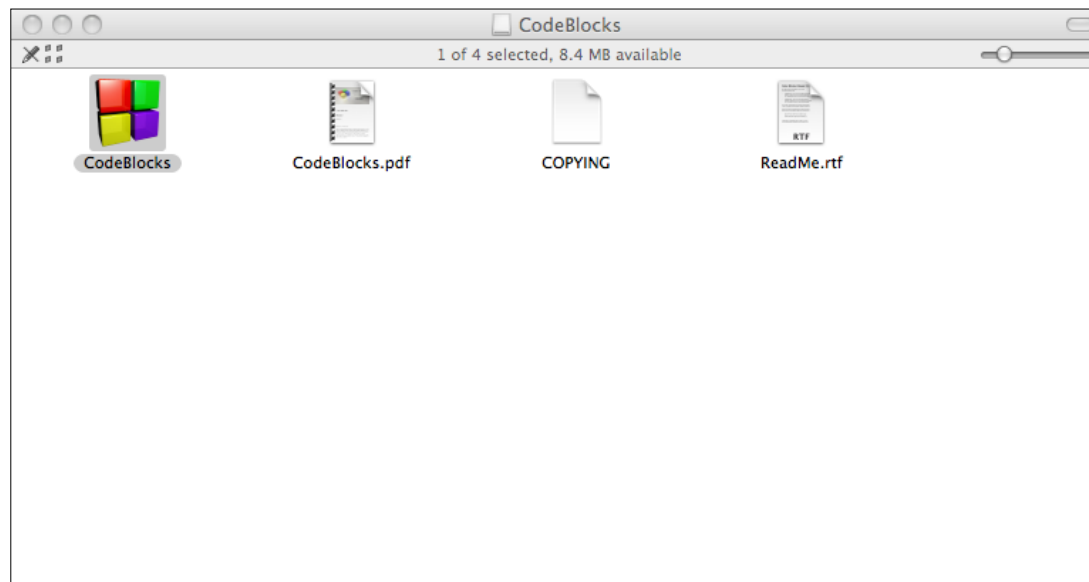
Select **Go...Applications** from the Finder menu, which will open a window displaying your *Applications* folder.



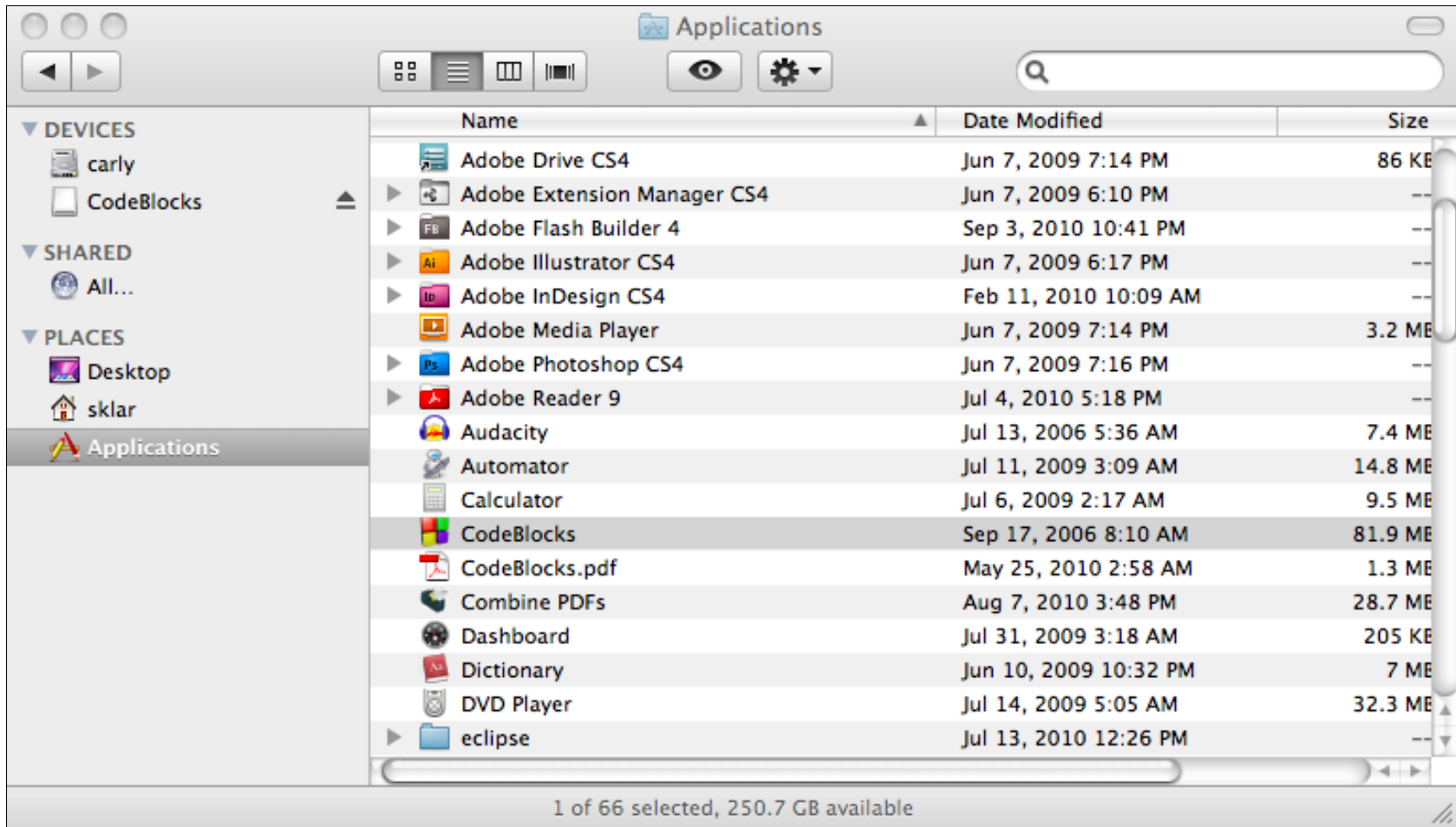
Drag the *CodeBlocks* icon into your *Applications* folder. You will probably see a window that says *Copying CodeBlocks to Applications* show up for a short time.



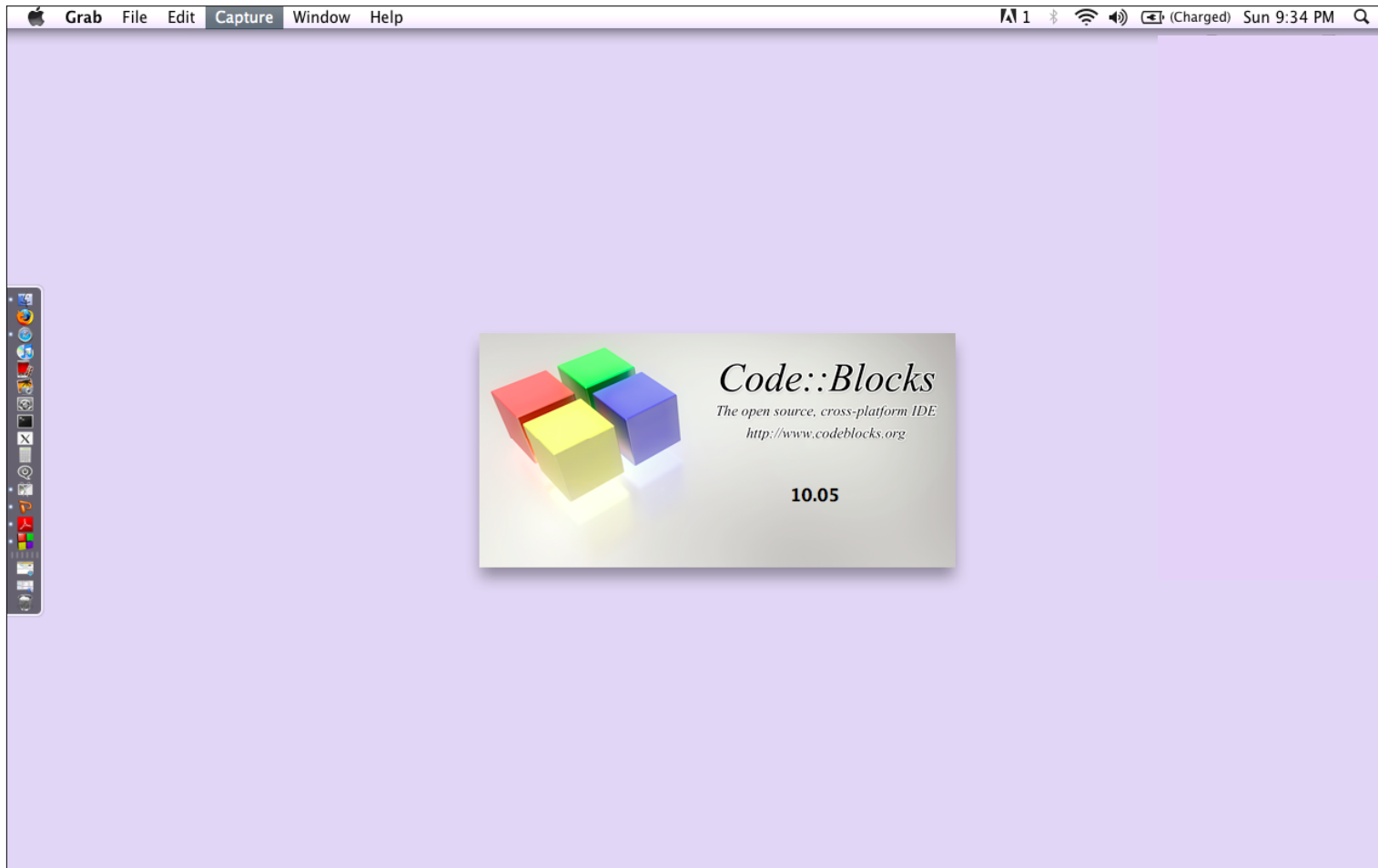
For reference, you may want to copy the other files from the CodeBlocks installation onto your *Desktop* or your *Applications* folder (CodeBlocks.pdf, COPYING and ReadMe.rtf). CodeBlocks.pdf is the user's manual, so you may find that file especially helpful.



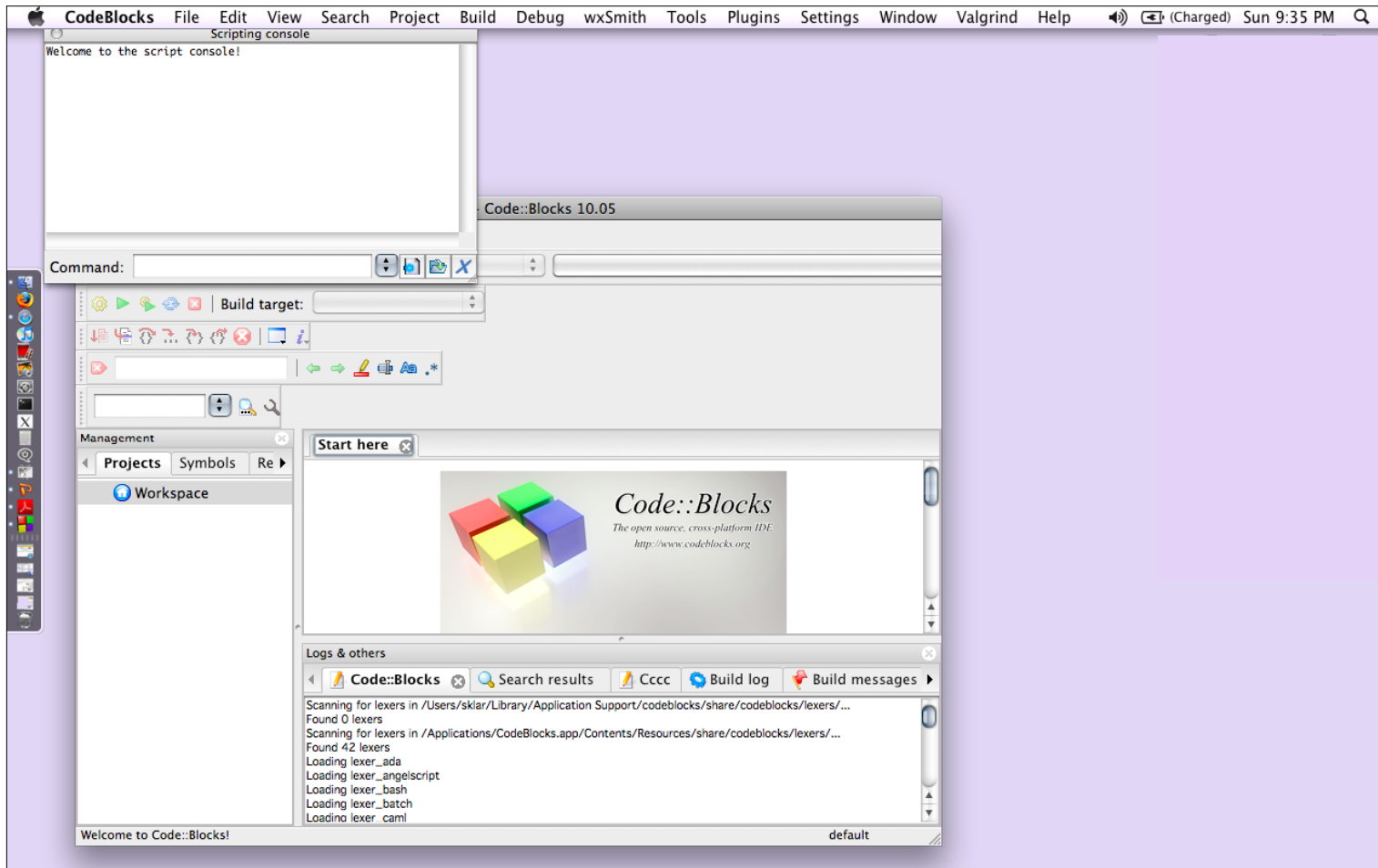
To start up Code::Blocks, find the **CodeBlocks** icon in your *Applications* folder. Double-click on it.



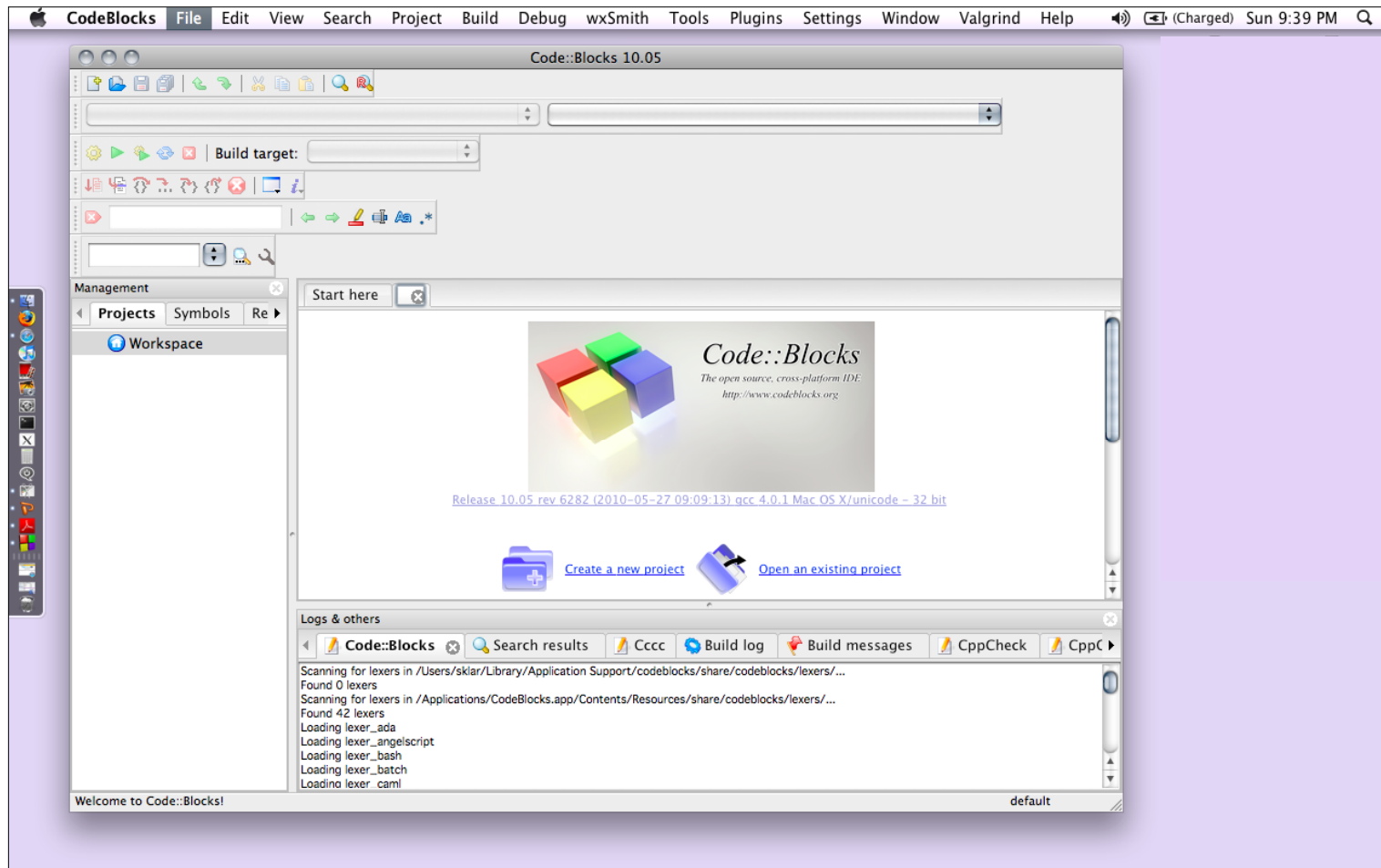
The first time you start up Code::Blocks, you may see the splash screen displayed for a while. Just be patient...



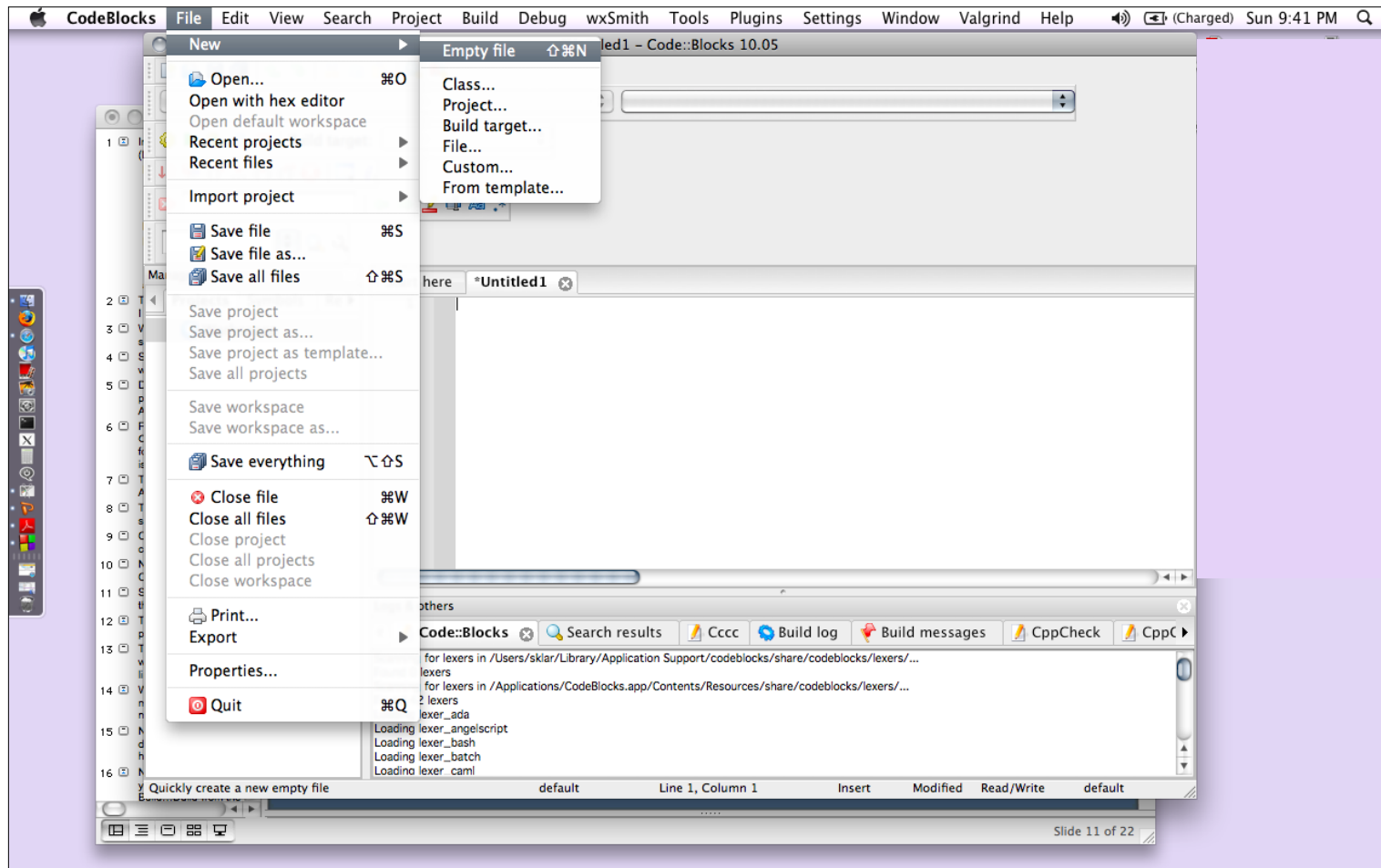
Code::Blocks will open two windows. You can close the *Scripting console*.



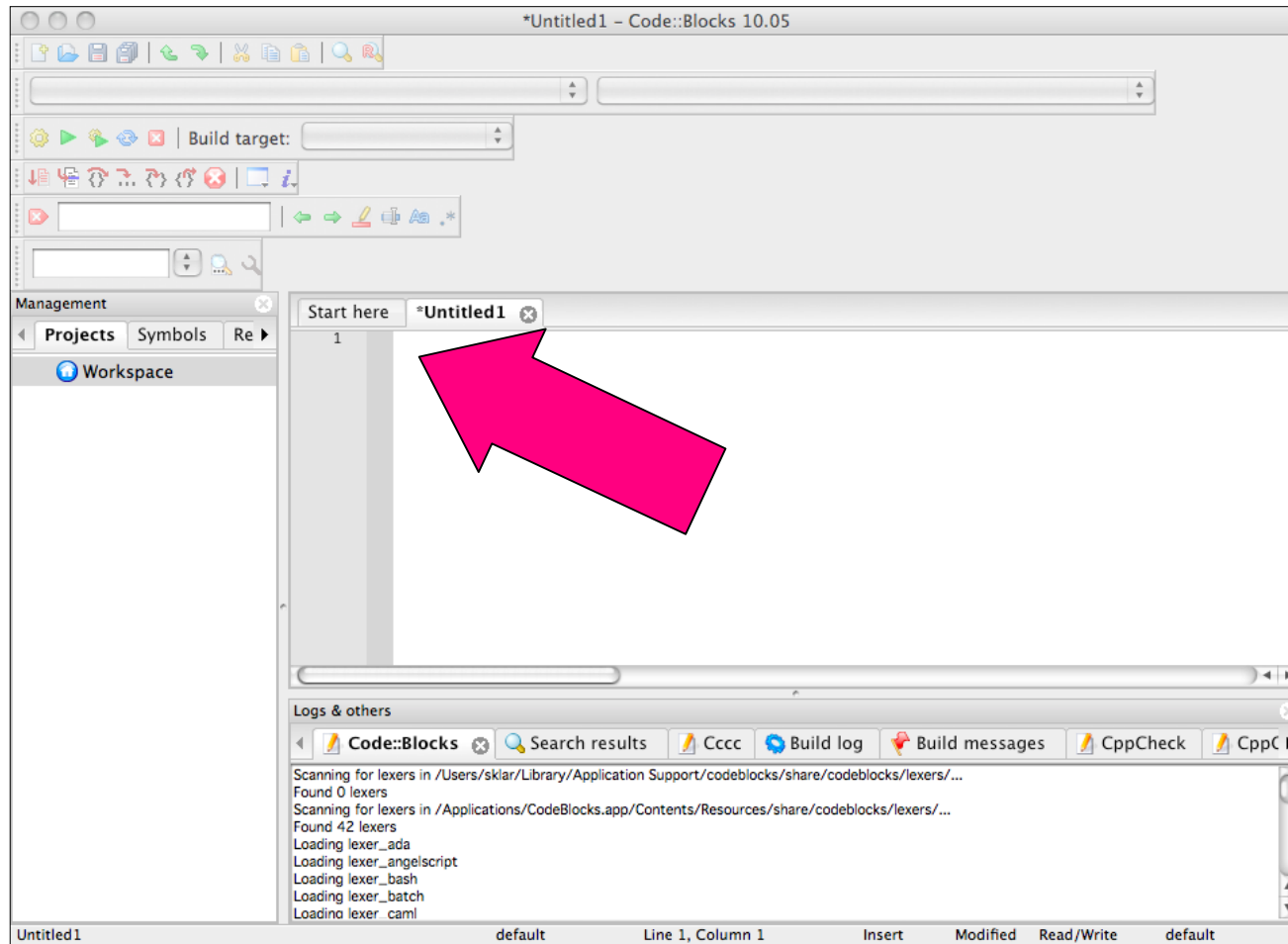
Now you are finally ready to create your first program in Code::Blocks!



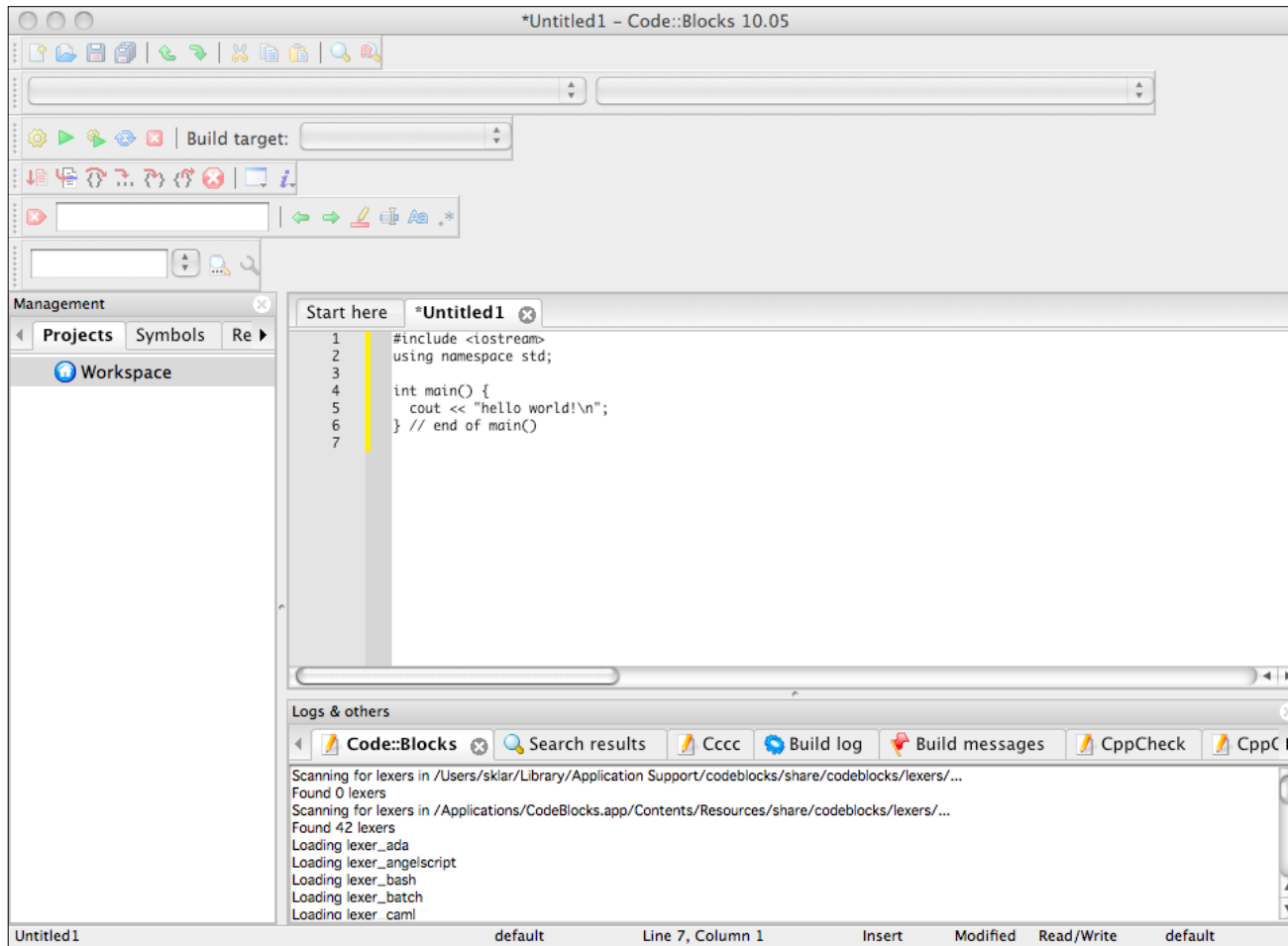
Start by selecting **File...New...Empty File** from the pulldown menu at the top of the screen.



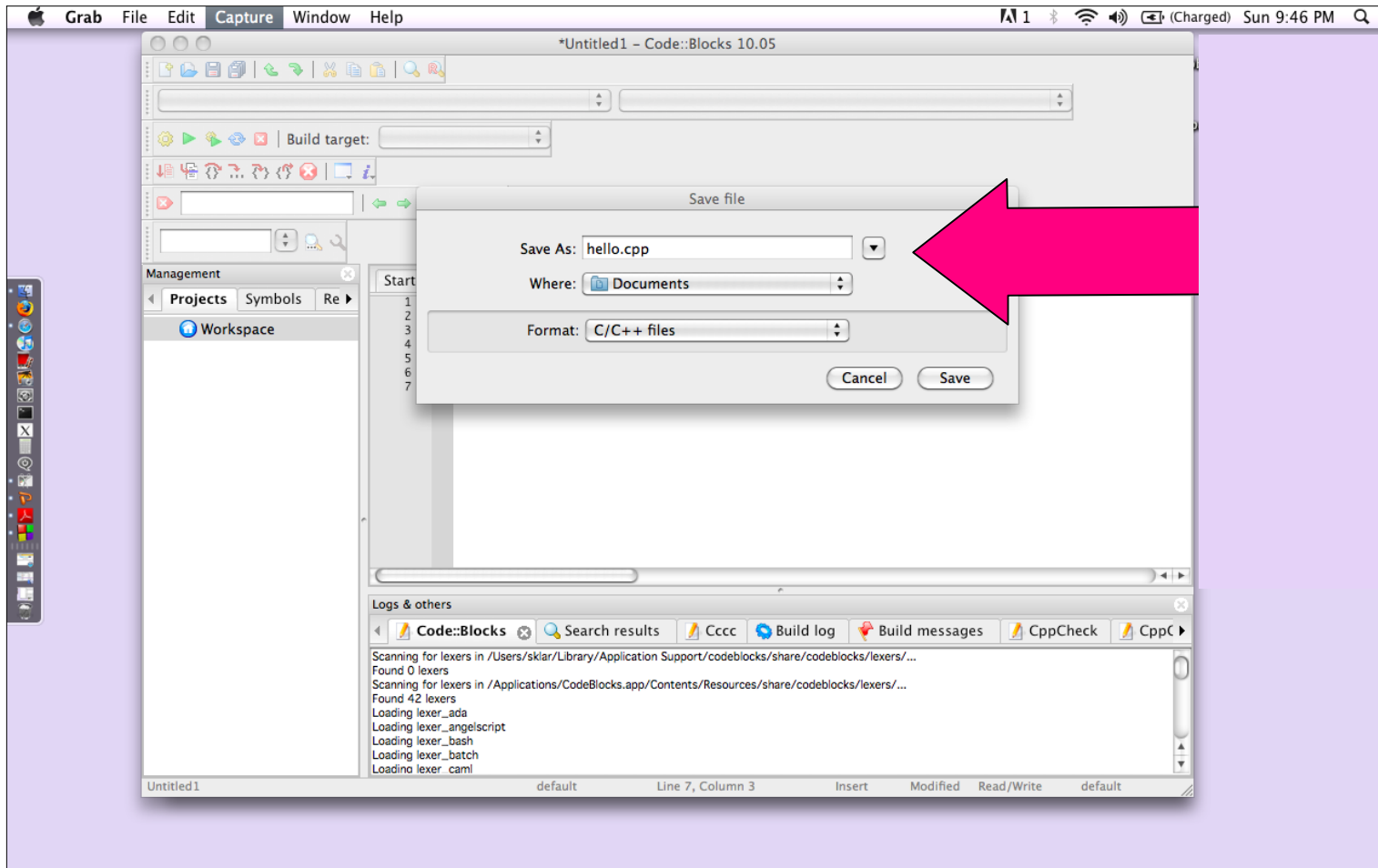
The editor where you will type your C++ program is shown below. I put a pink arrow on the image to show you where to type.



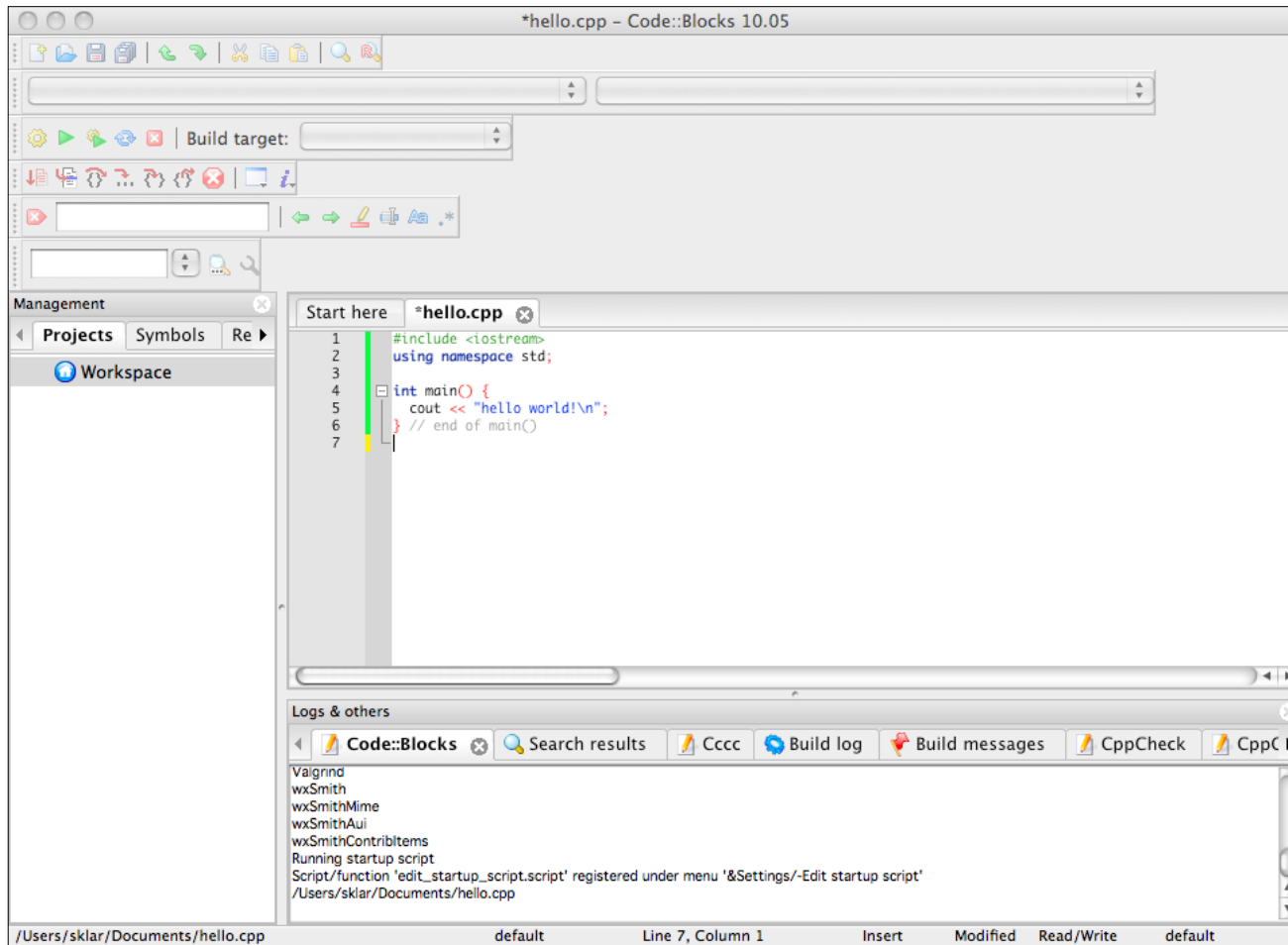
Type the code for the “hello world” program in the editor window, like we did in class. Note that every time you press the **Enter** key, a new line and line number appear.



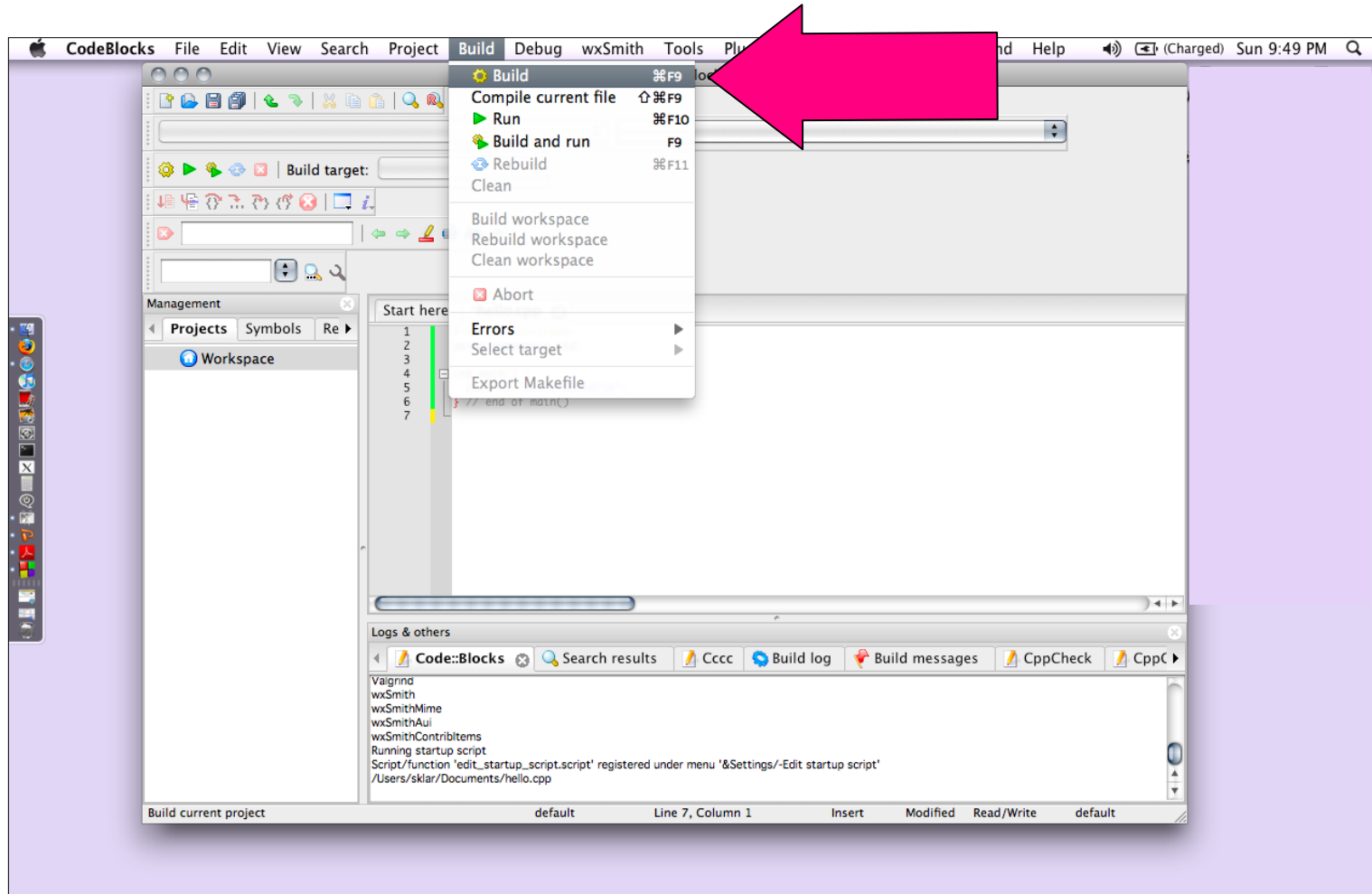
When you are done typing, select **File...Save File As...** from the menu. The *Save File* window appears. Type **hello.cpp** in the *Save As:* box, then click on **Save**.



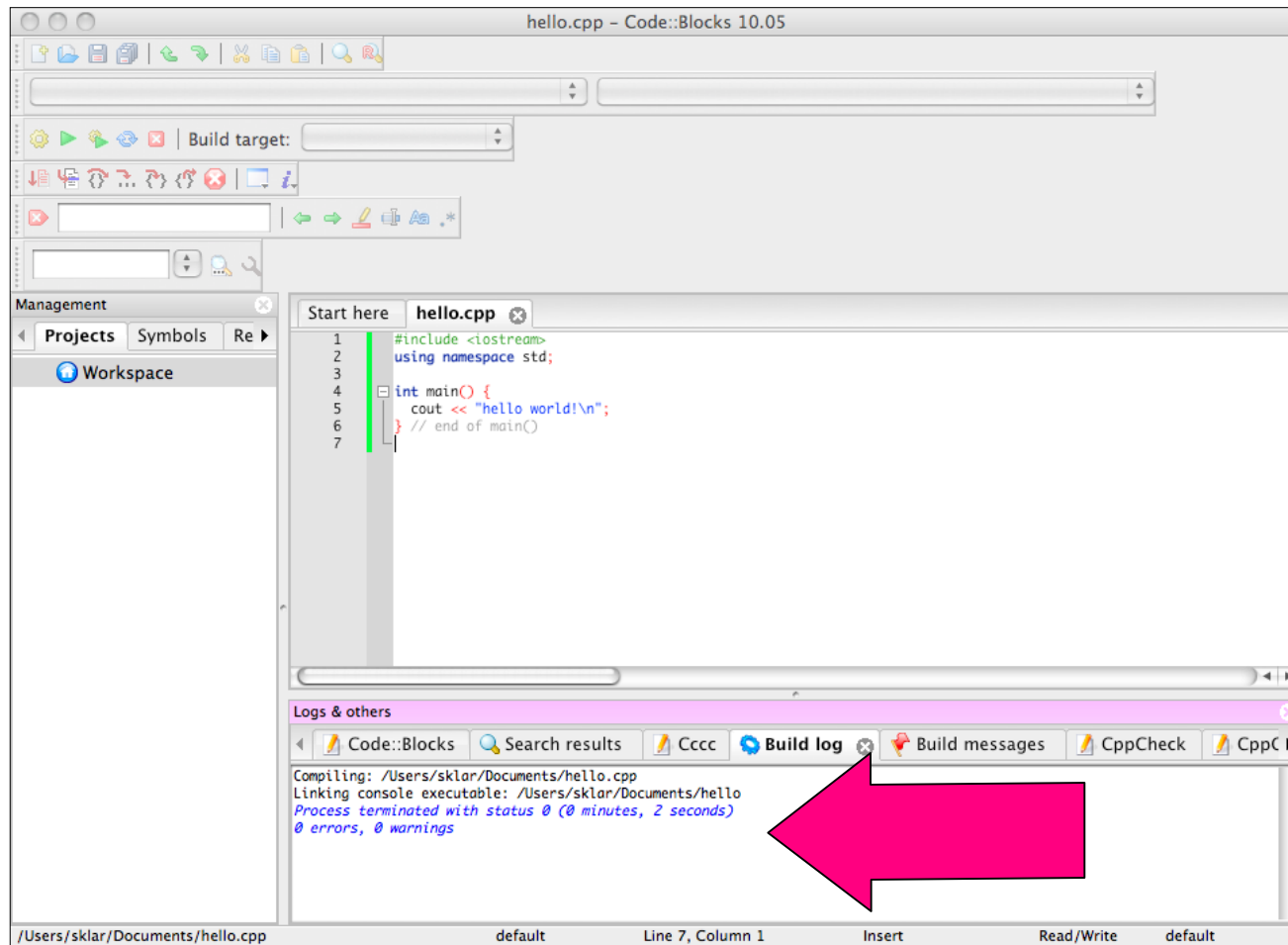
Notice that after you have saved the file as a **.cpp** file, the editor will display the text you typed in color. This is called “syntax highlighting”. It can help you be careful.



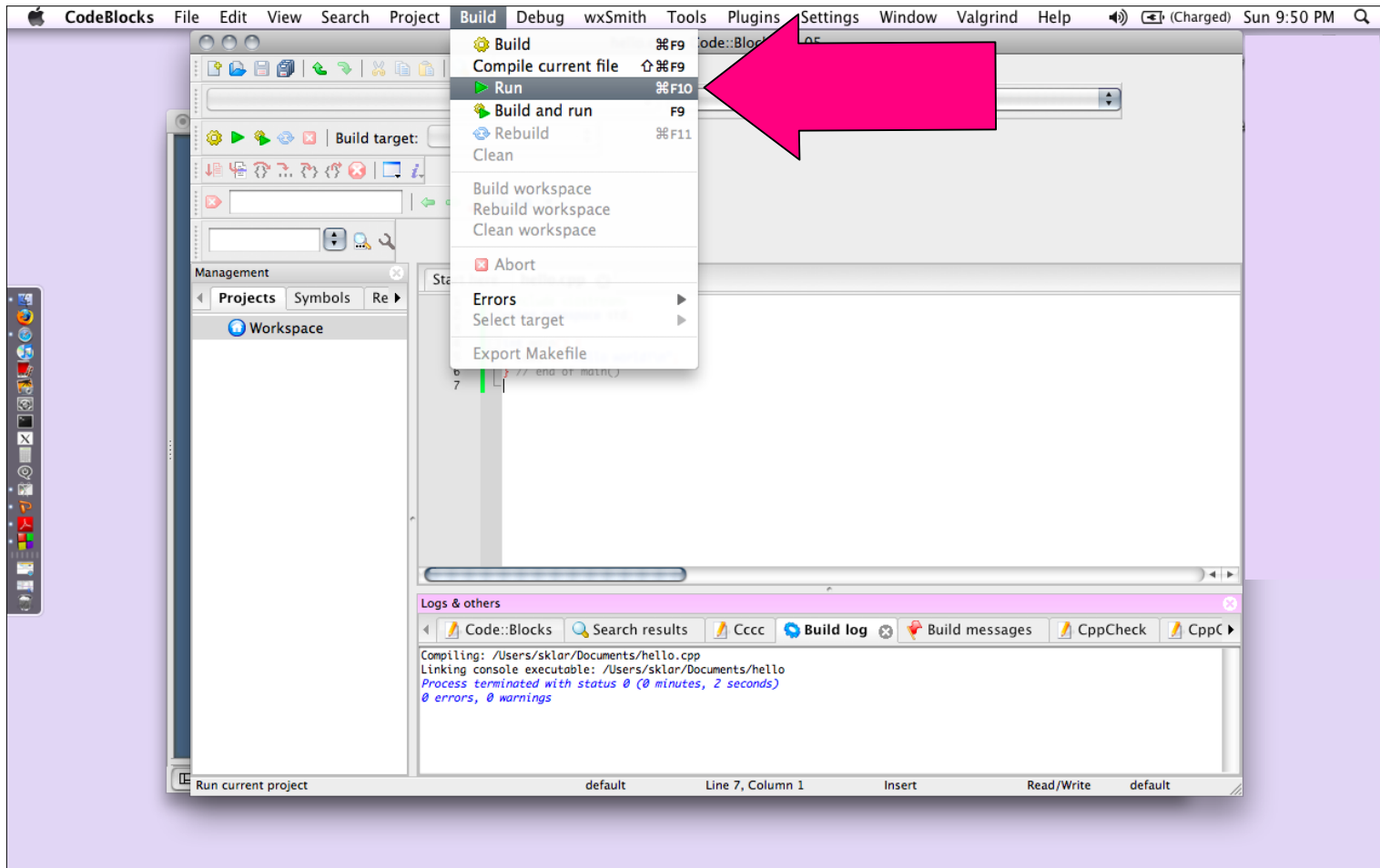
Now it is time to *compile* your code, to translate it from the language you can read into a language that the computer can run. Select **Build...Build** from the menu.



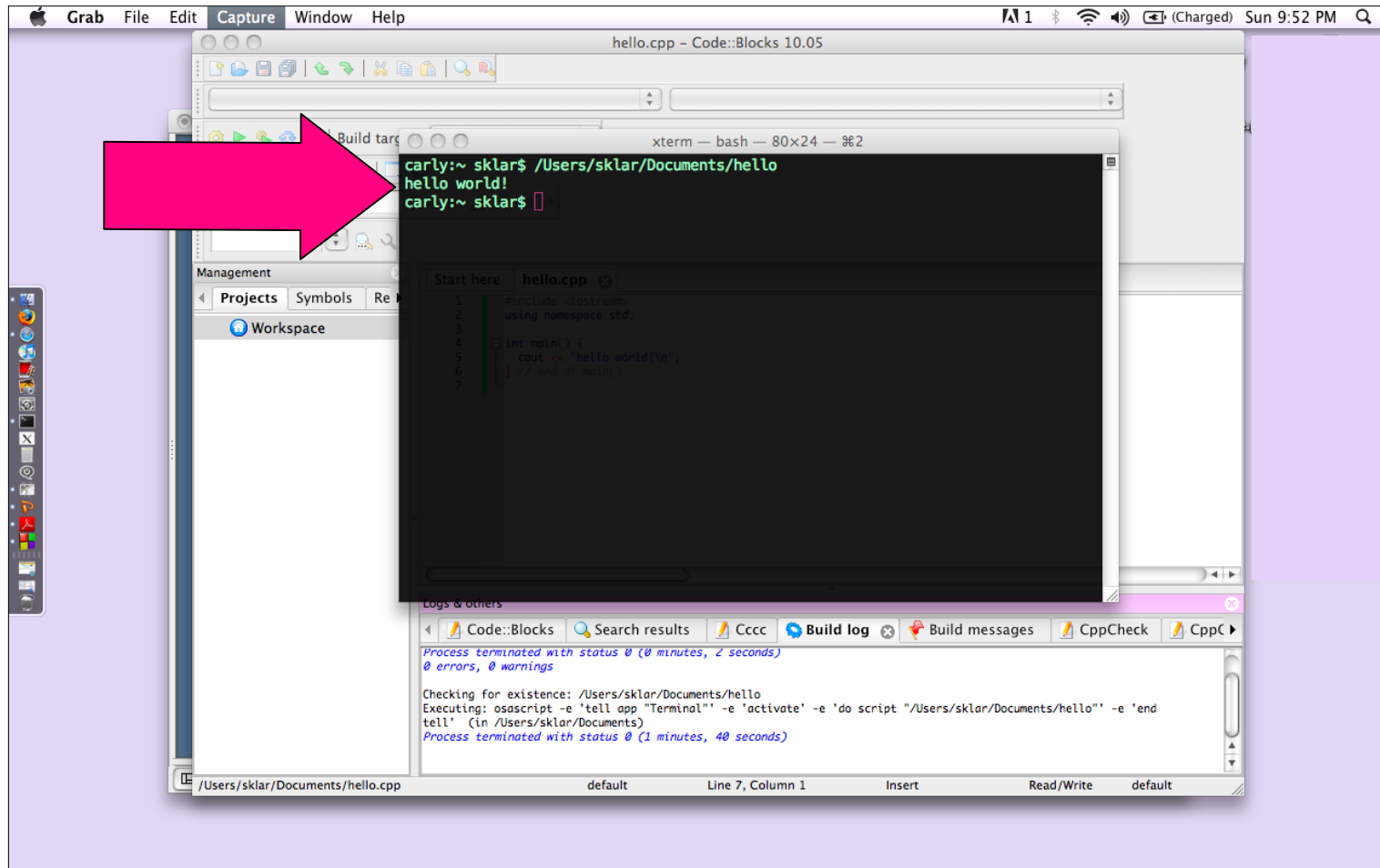
Check the *Build log* window at the bottom of the screen. You should have 0 errors and 0 warnings.



If your file compiled with 0 errors and 0 warnings, then you are ready to run your program. Select **Build...Run** from the menu.



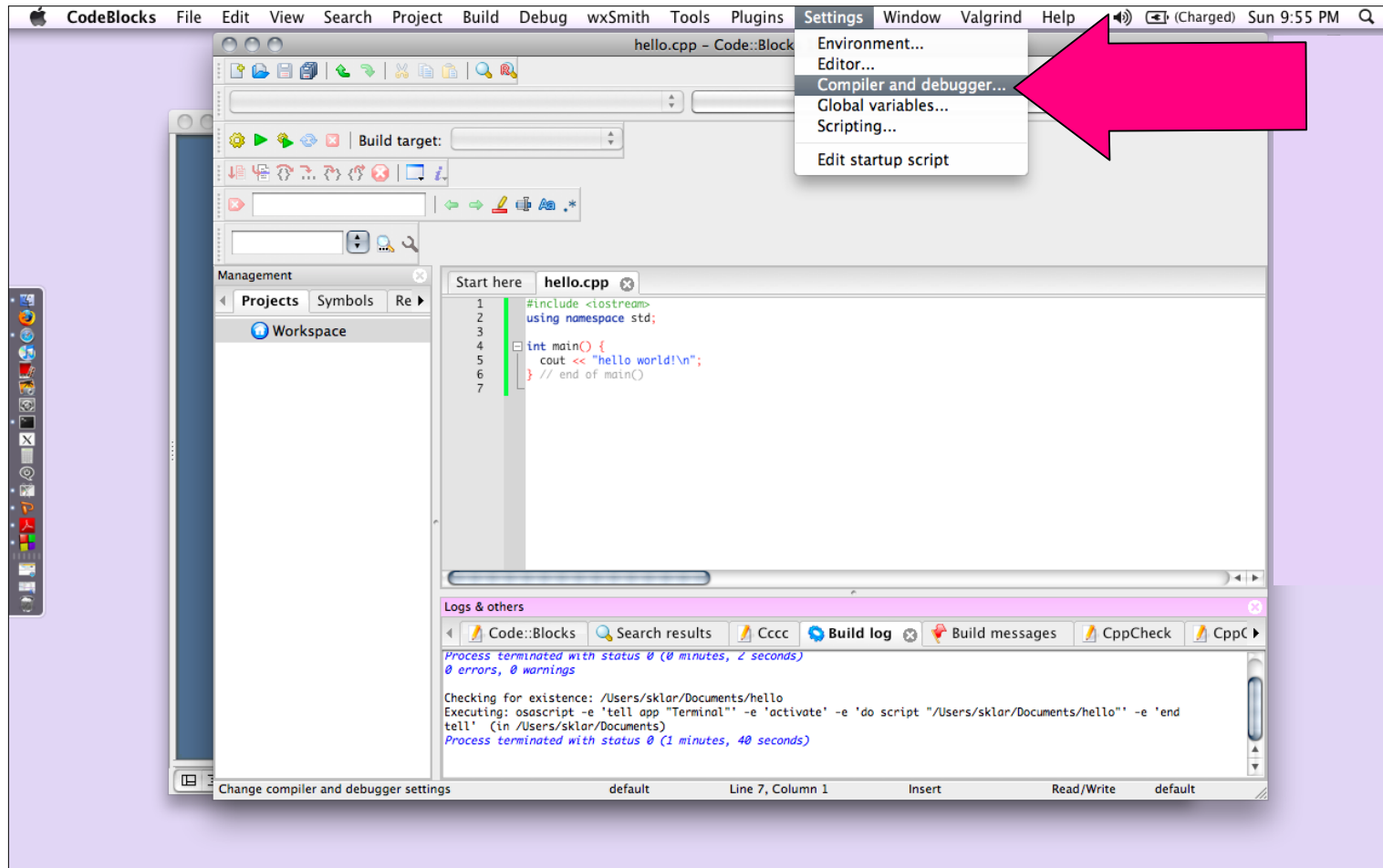
Code::Blocks will open a *Terminal* window and run your program, as below. Your output **hello world!** is displayed. You can close the terminal window.



Troubleshooting

- If you have problems compiling (you don't get 0 errors and 0 warnings), then check your code carefully. Make sure that it is exactly as I gave it to you in class. Make sure that the punctuation marks are all the same. Make sure that the letters are all lower-case.
- If you have problems with Code::Blocks recognizing your compiler, then make sure that your setup is correct. Note that you should have installed Apple's XCode Tools prior to installing Code::Blocks. XCode comes with Mac OS X as an optional application on the installation disks. You can also download it for free from the Apple web site.

To make sure that the compiler is installed correctly, select **Settings...Compiler and debugger** from the menu.



Select the **Toolchain executables** tab. The window below should be displayed. Make sure that the fields are filled in as below. If not, your installation was incorrect.

