

## Downloading Xcode

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CS106 students have the option of writing their programs on either the Mac or the PC. Anyone coding on a Mac should write his or her 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 below. If you're planning to work on one of the public cluster computers, you can just ignore this handout altogether.

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 3.1.4 or later, you're fine. If not, you'll want to install the most recent version that's supported by your version of Mac OS X.

1. If you don't already have one, create an Apple Developer account by visiting <http://developer.apple.com/programs/register> and following the instructions listed there. Apple Developer accounts—at least the ones needed to download Xcode—are free.

If you're running Mac OS X 10.7—code name Lion—then you should download Xcode version 4.1.1, which is the most recent version that Apple's released (but only works with 10.7)

2. Launch the App Store application, search for Xcode, and download the Xcode installer. The download is a gargantuan 3GB, so it'll take a while to download. Once it has, run the installer to install Xcode 4.1.1 on your machine. If you've never launched the App Store before, then visit <http://itunes.apple.com/us/app/xcode/id448457090>, which includes a button that when clicked will launch it for you.

If you're running Mac OS X 10.6 or one of its incremental updates—then you should stick with Xcode 3.2.6, which is the newest version that I know of that works well with Snow Leopard. (Apparently Xcode 4.0.2 works with Snow Leopard, but my preference is that you stick with 3.2.6, which has worked for CS106 for several years now.)

2. Load <http://developer.apple.com/devcenter/mac/index.action> into your favorite web browser, logging in as an Apple Developer using the account you either already had or created in step 1.

3. Center stage, you should see a **Xcode 3.2.6 and iOS SDK 4.3** link. Click that link to download a (large) .dmg file, and install the Xcode software from that.

If you're running Mac OS 10.5 or older, then the above directions won't work for you. You should instead follow these directions to pull a slightly older (but fully functional and perfectly acceptable) version of XCode.

1. Go to **<https://connect.apple.com/>** and log in (or create an account if you don't have one.)
2. Search for **Xcode** using the search bar at the top left of the page. There are many available versions, so select the latest that is described as installable on your version of Mac OS. For example, if you have Mac OS 10.5, then install Xcode 3.1.4.