C programming in Mac OS X Xcode

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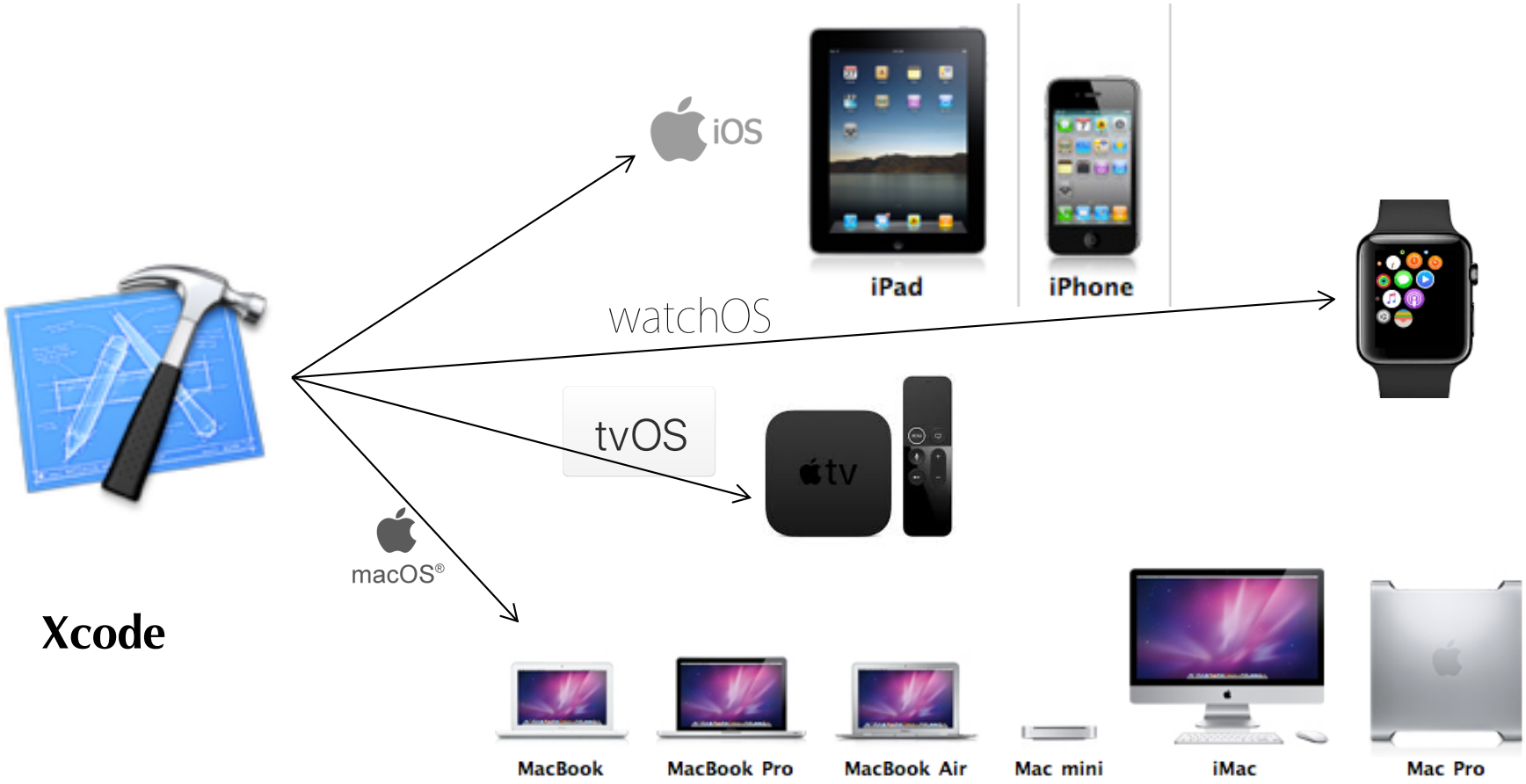
C Programming in Mac

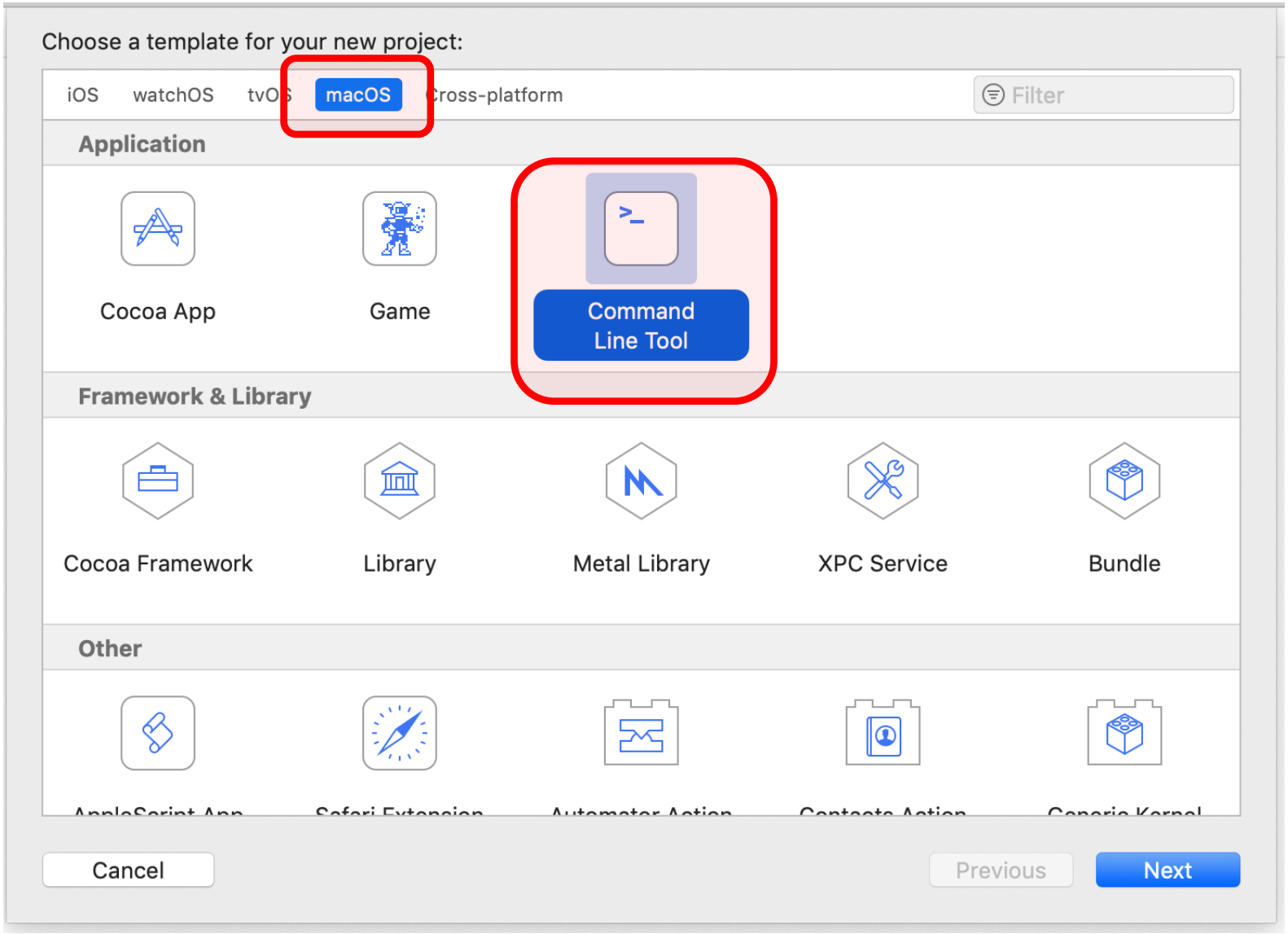
- Xcode is the standard development environment for MacOS
- Xcode is used to develop MacOS (or iOS, watchOS, tvOS)



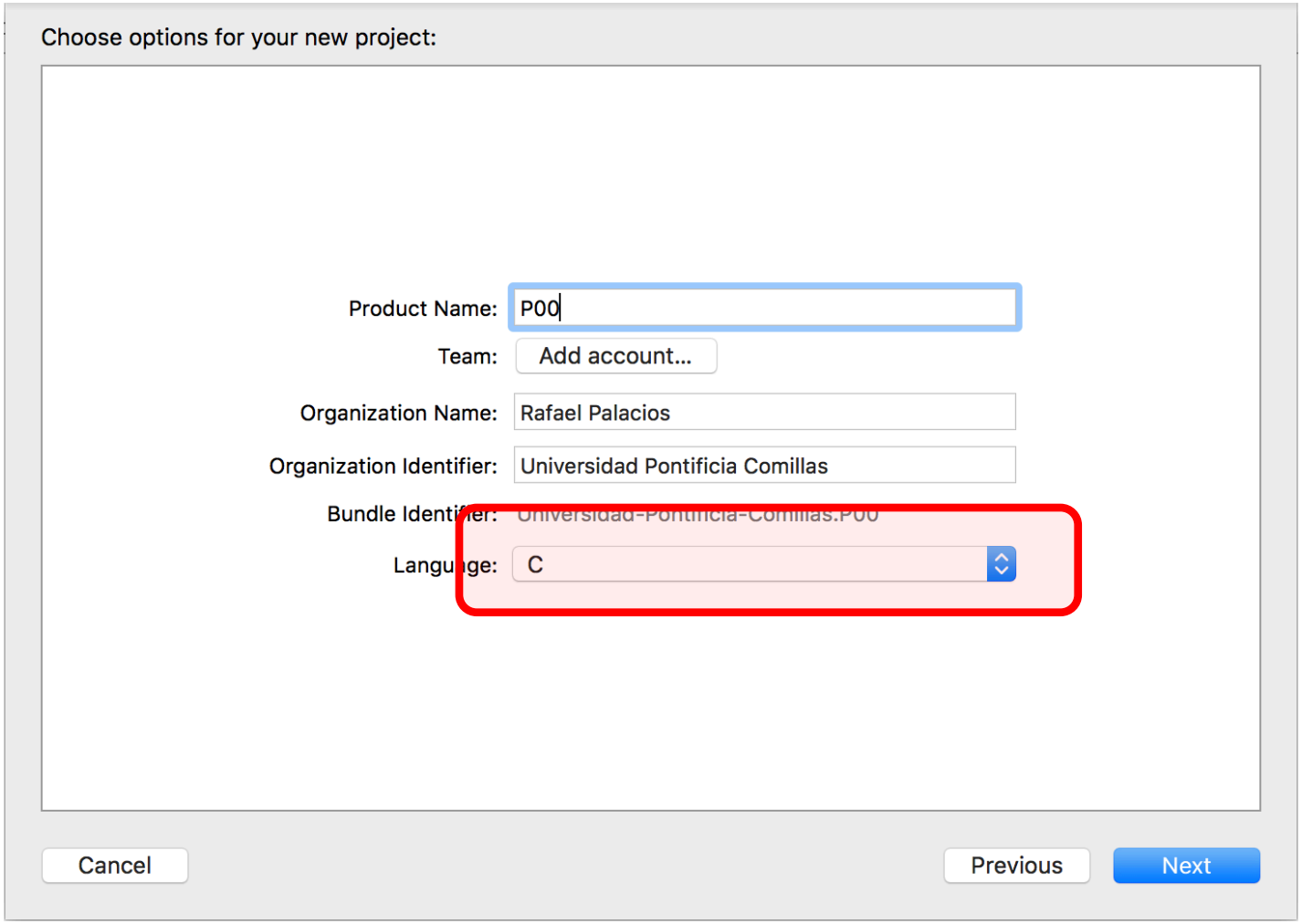
Step 1: Create a project

File → New → Project…

Step 2: Select MacOS & command line Tool

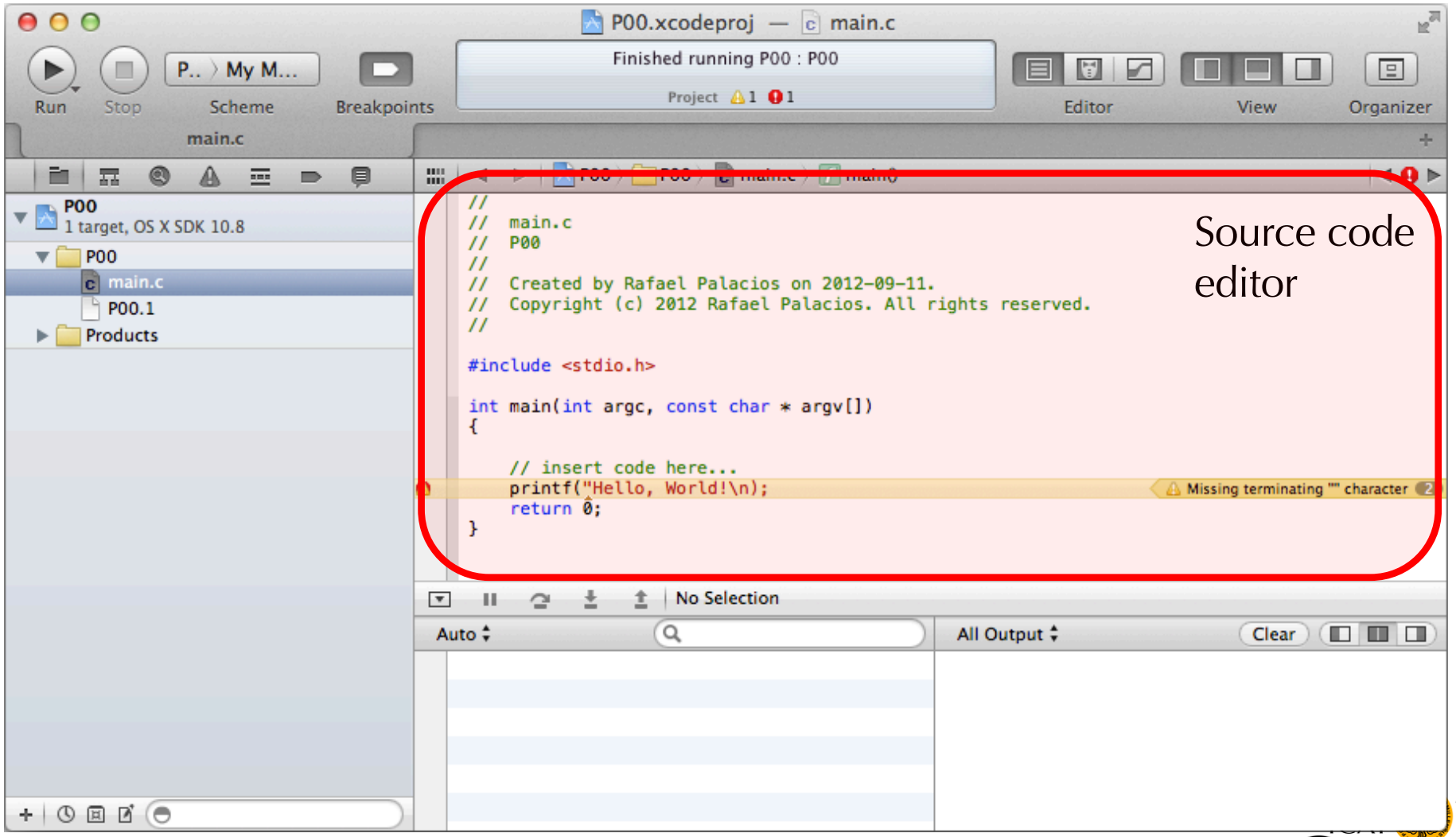


Step 2.5: Select C language

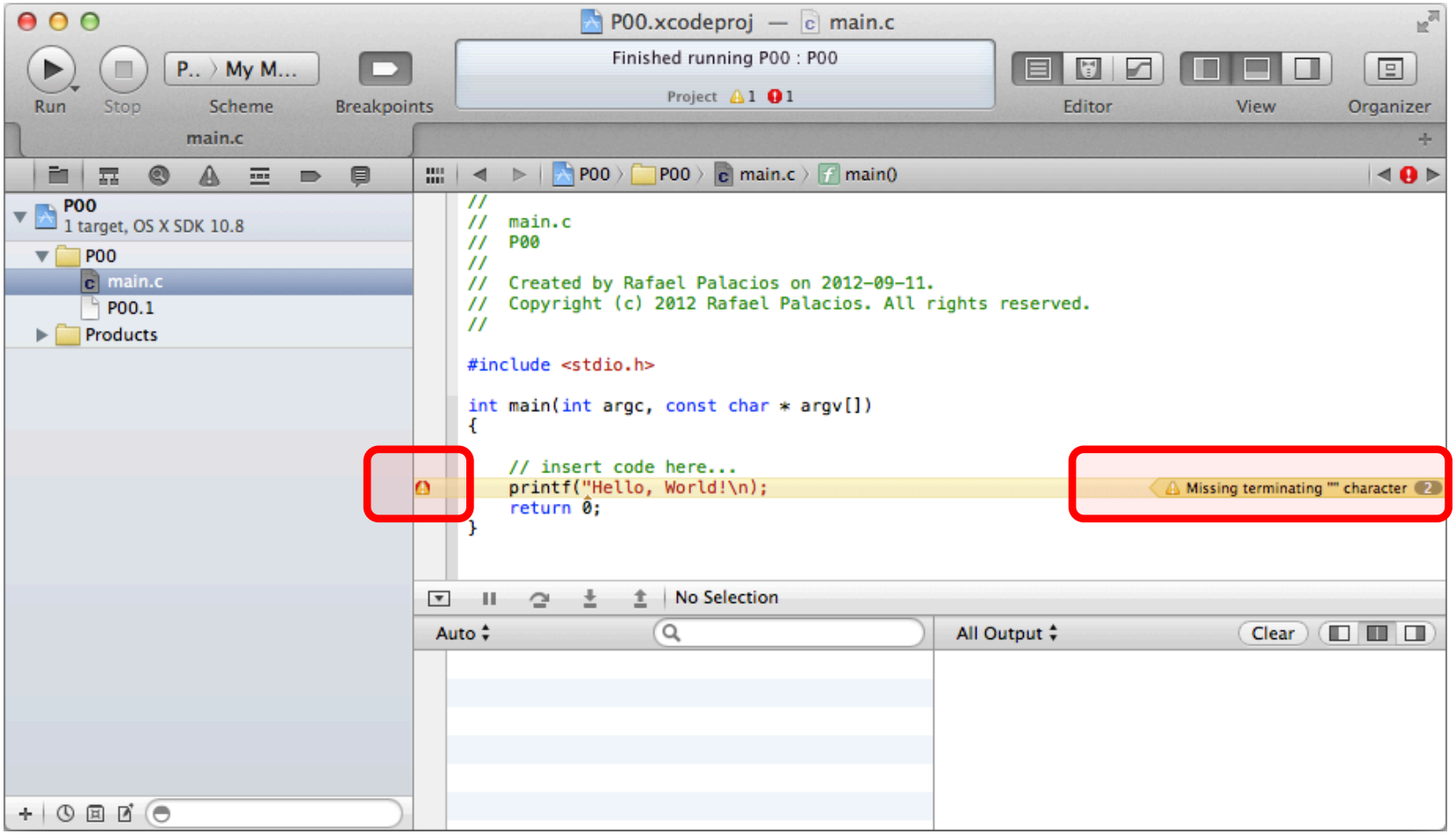


Project is created

- Project already includes one source file
- The source file already includes a basic version of the main program



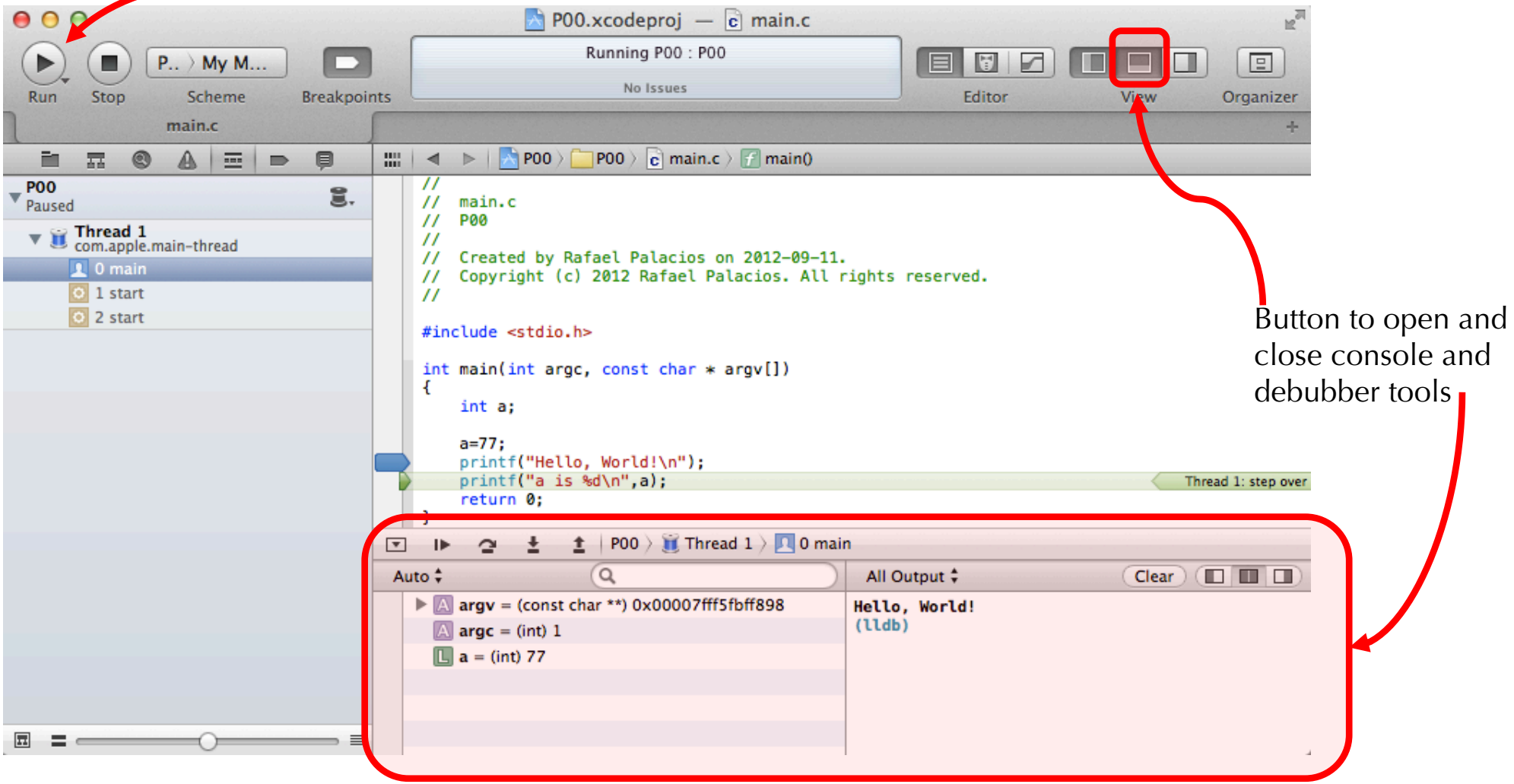
Step 3: Compiles while you type



Error messages appear over the source code

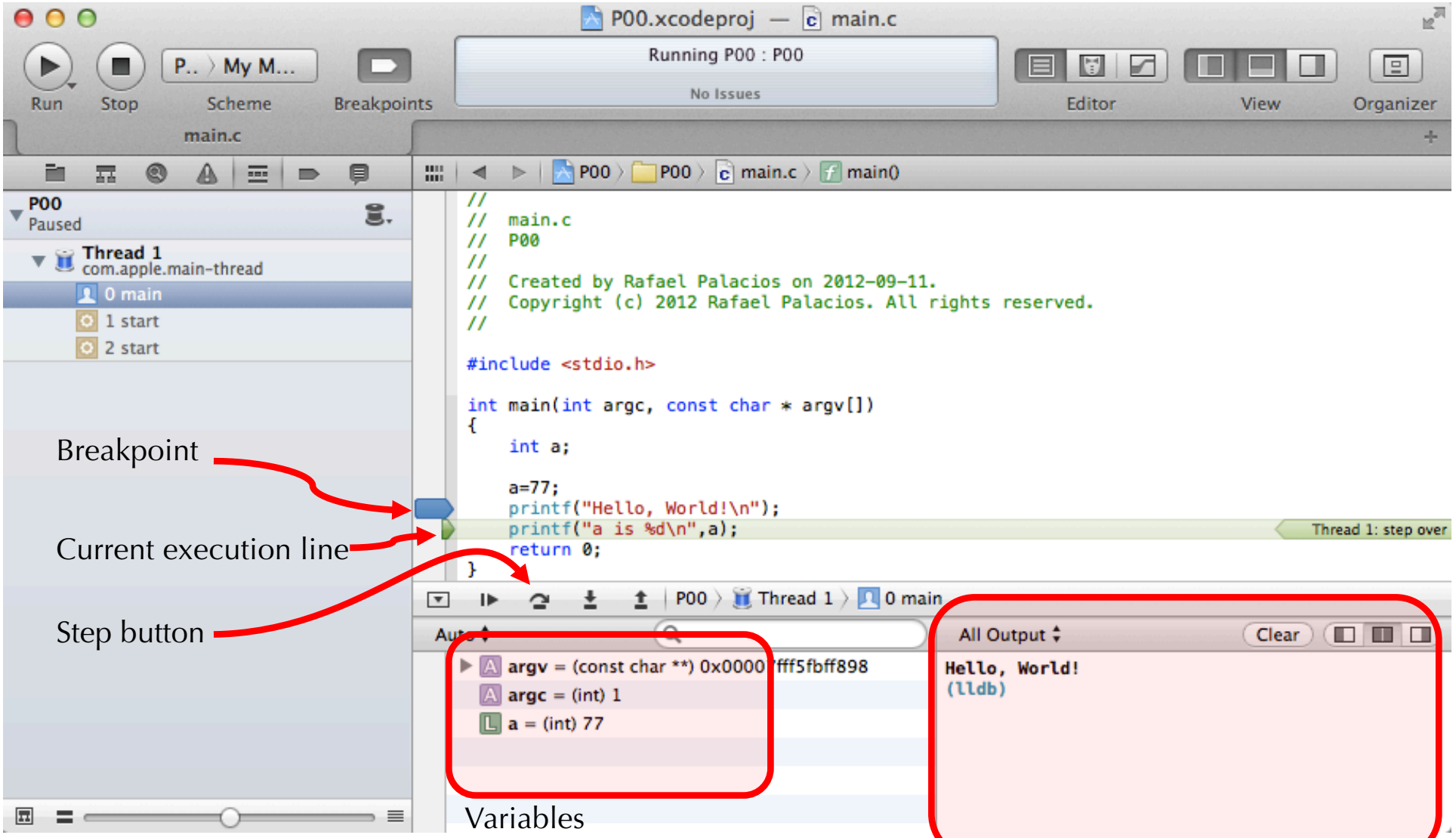
Step 3: Running the program

Compile, build and RUN



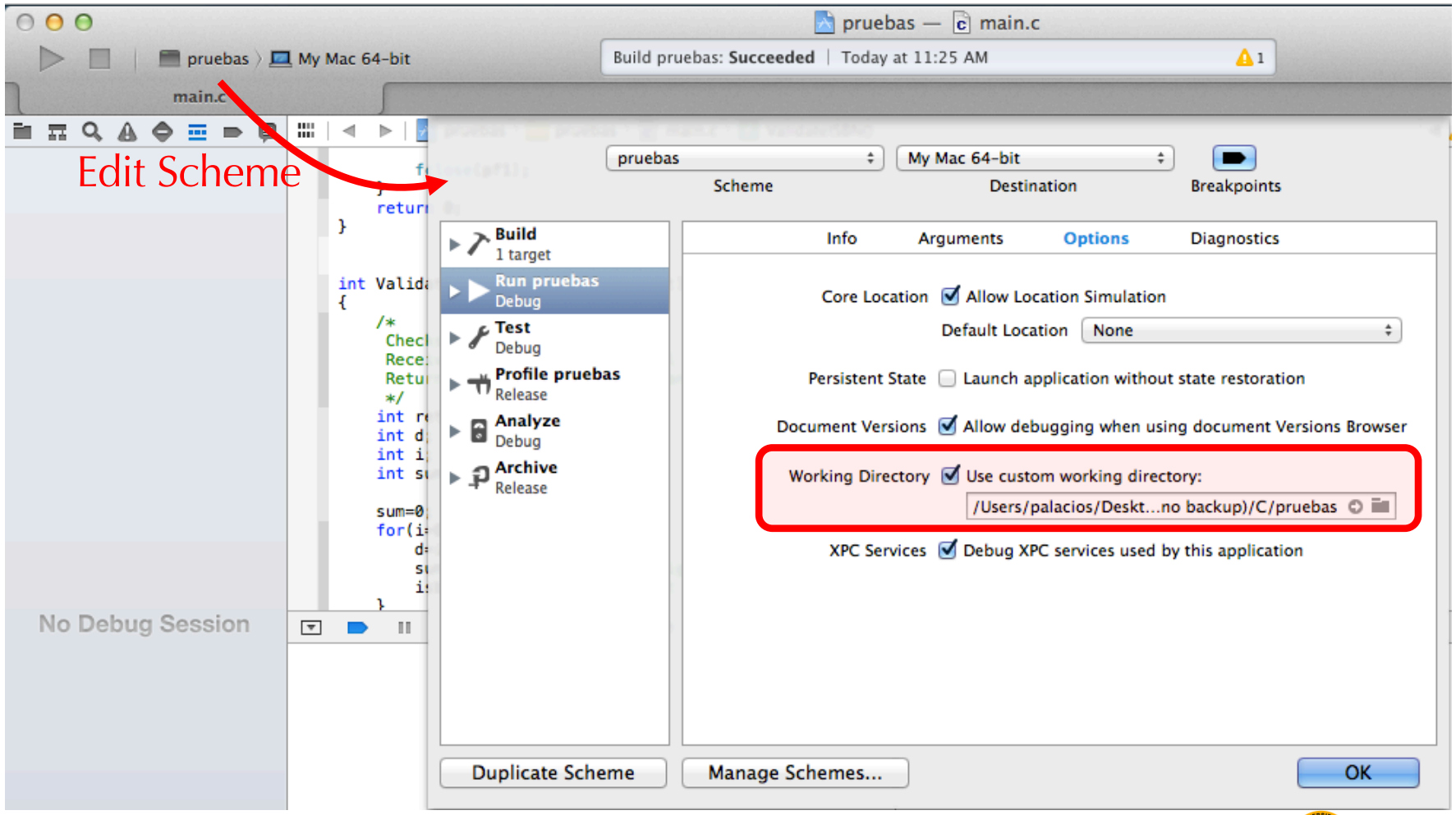
Button to open and close console and debubber tools

Step 4: Debugging the program



Working with text files or binary files

- The working directory where the program is executed can be configured in the project scheme.



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