

# Xcode 5.1

## "How To : Quick Tour"

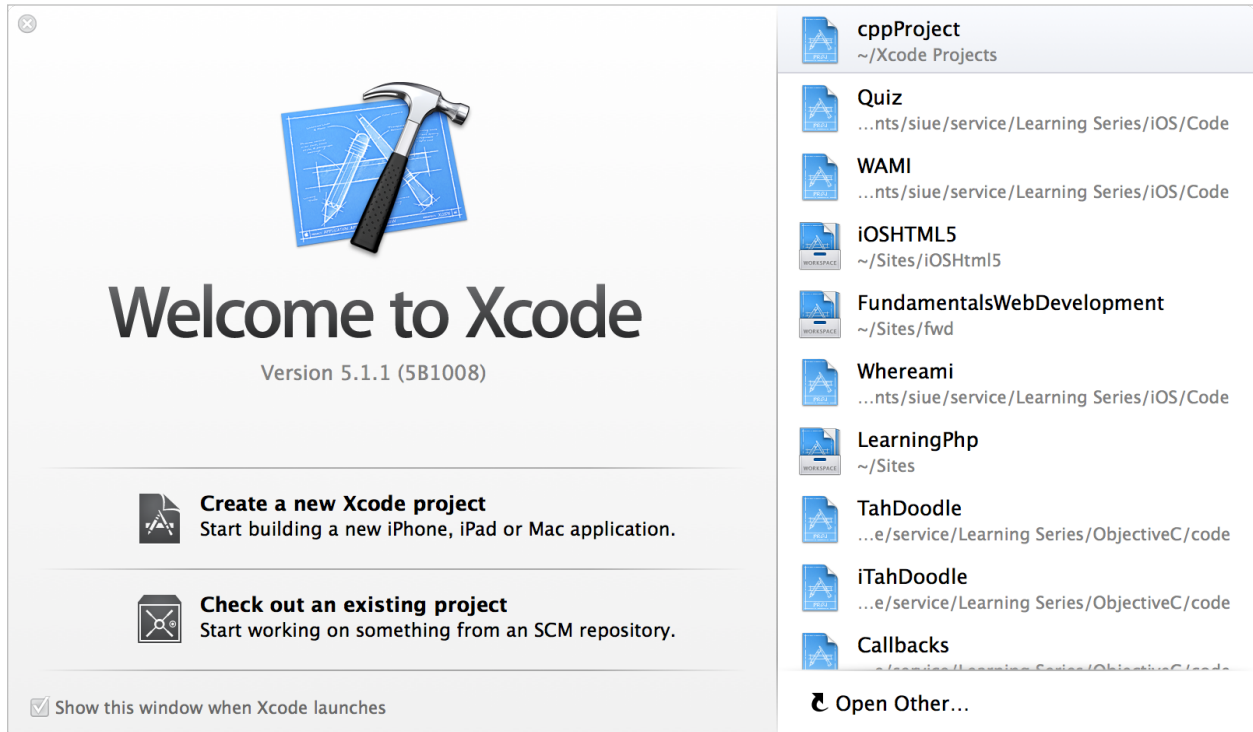
Created by Socratis Tornaritis

## START XCODE

Start Xcode by using your preferred method (Dock, Applications, etc).

If this is a new project then click on **Create a new Xcode Project** else select an existing project from the available list, or click **Open Other...** to open a different project.

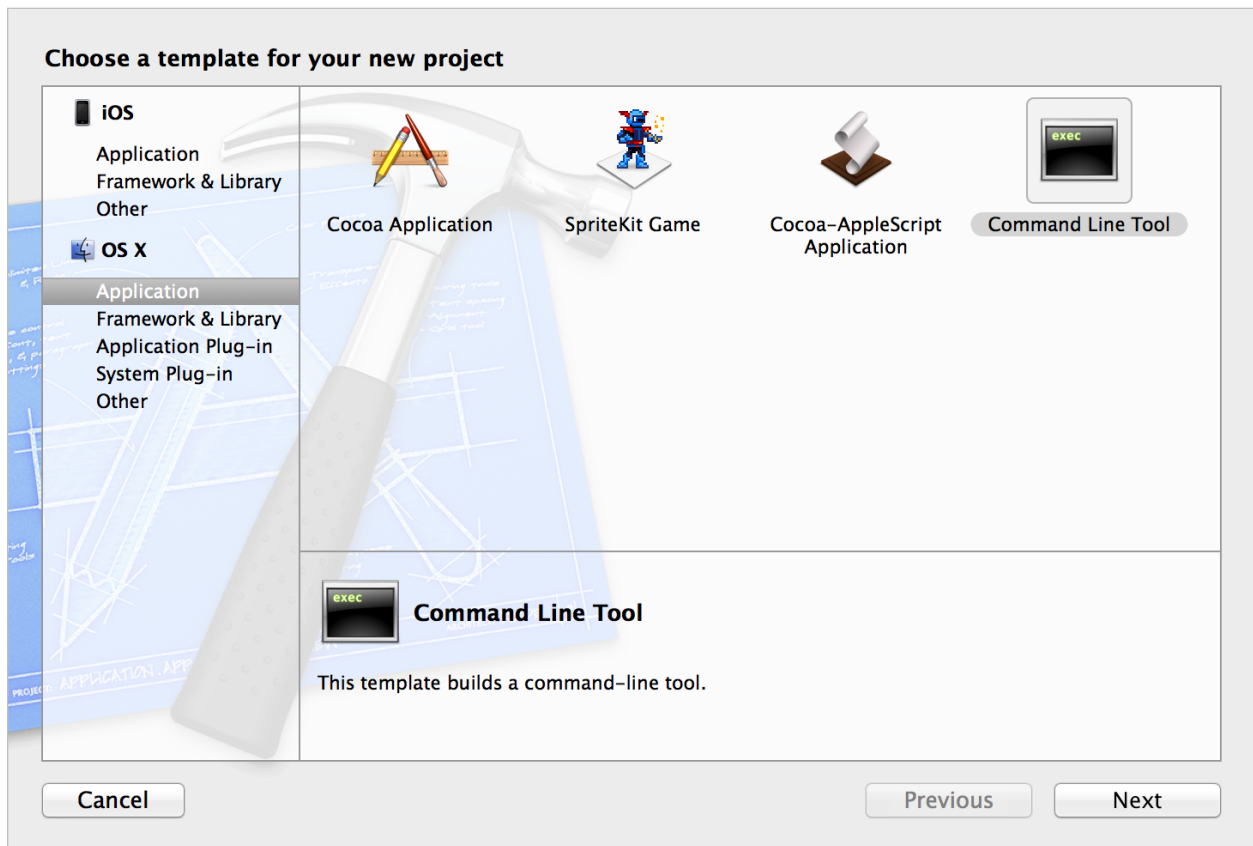
If this initial window is not shown, you may use the **File** menu instead.



## CREATE NEW PROJECT

Under **OS X**, select **Application** as the type and **Command Line Tool** as the template.

With this template you will basically create command line applications that will run in a terminal window.



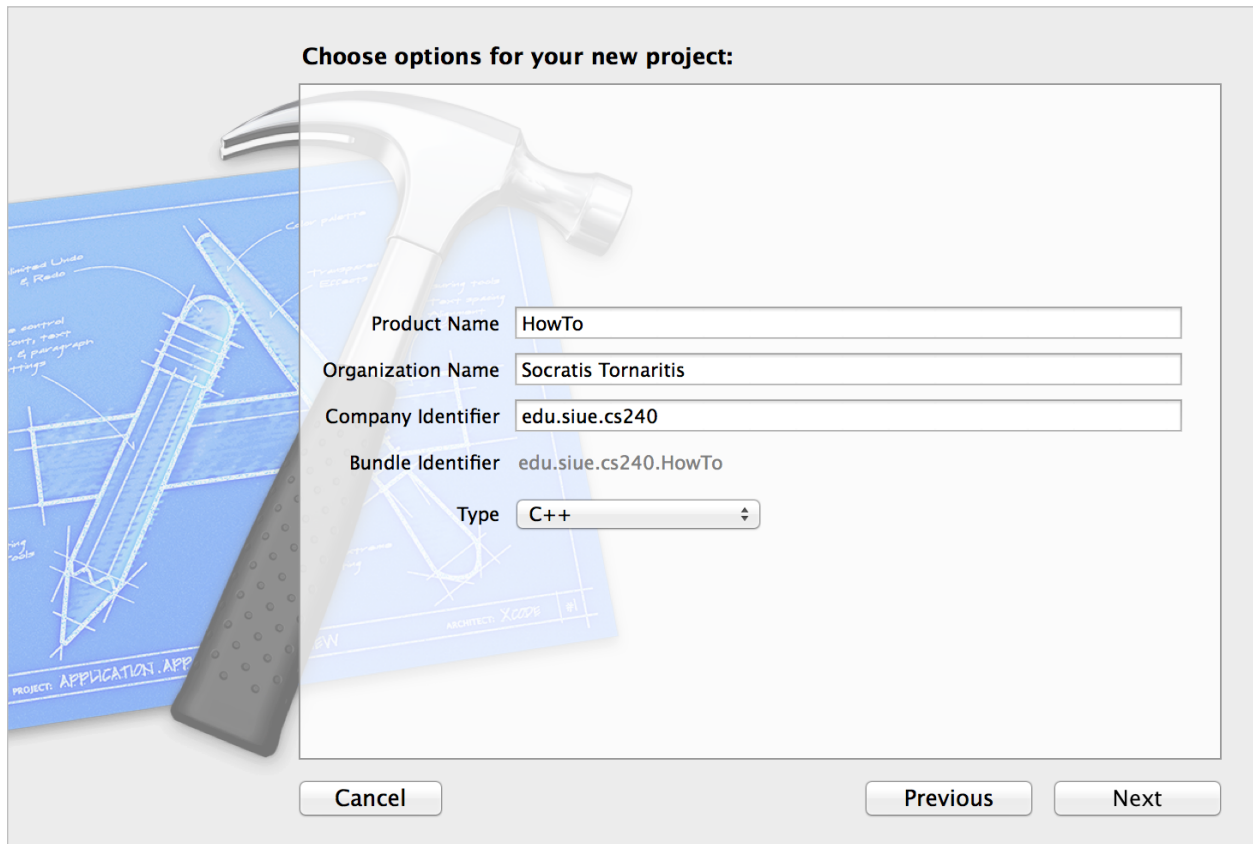
## CUSTOMIZE PROJECT

Enter an appropriate name for the **Project Name**.

Use your name for the **Organization Name**.

Enter `edu.siue.cs240` for the **Company identifier**.

Select C++ for the **Type**.



**Choose options for your new project:**

Product Name

Organization Name

Company Identifier

Bundle Identifier

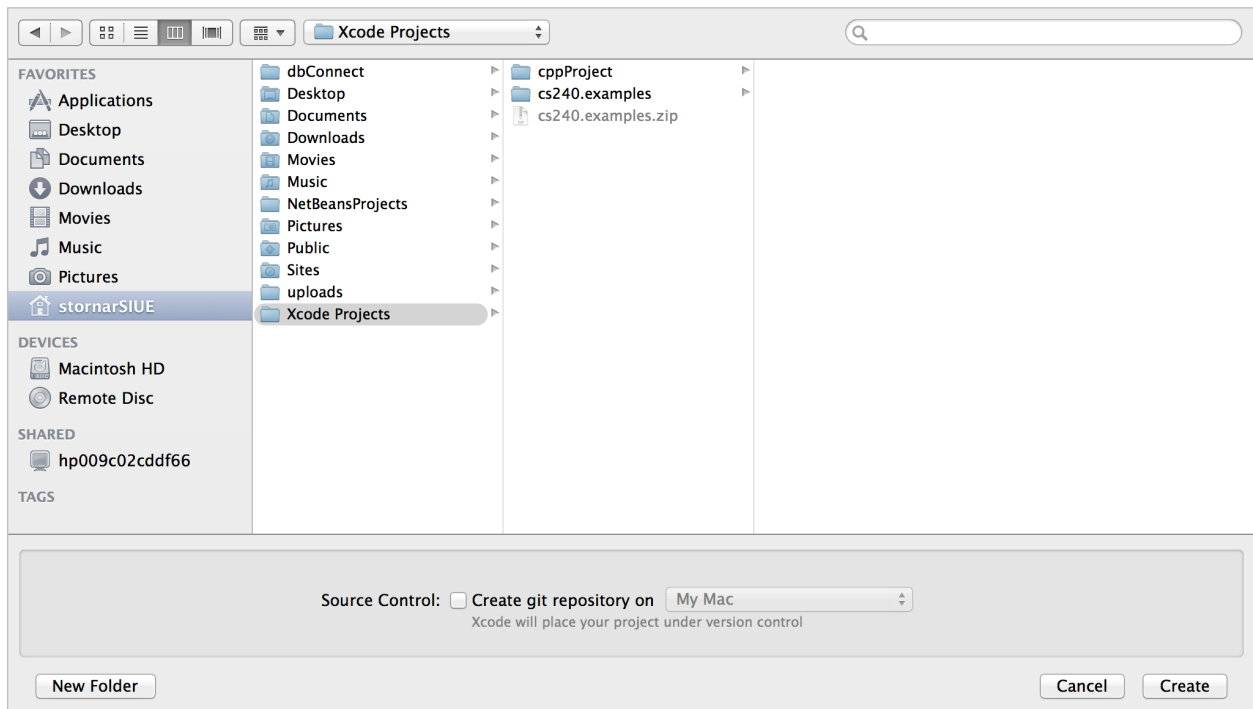
Type

The first three options (**Product Name**, **Organization Name**, **Company Identifier**) can be specified as anything you want really. Once you have your own company or are employed by a company, this information will be more obvious.

## CHOOSE PROJECT LOCATION

Choose a location on your file system to save all your Xcode projects. It can be any folder you want.

I created an Xcode Projects folder in my home folder as shown below, which is where I keep all coding projects.

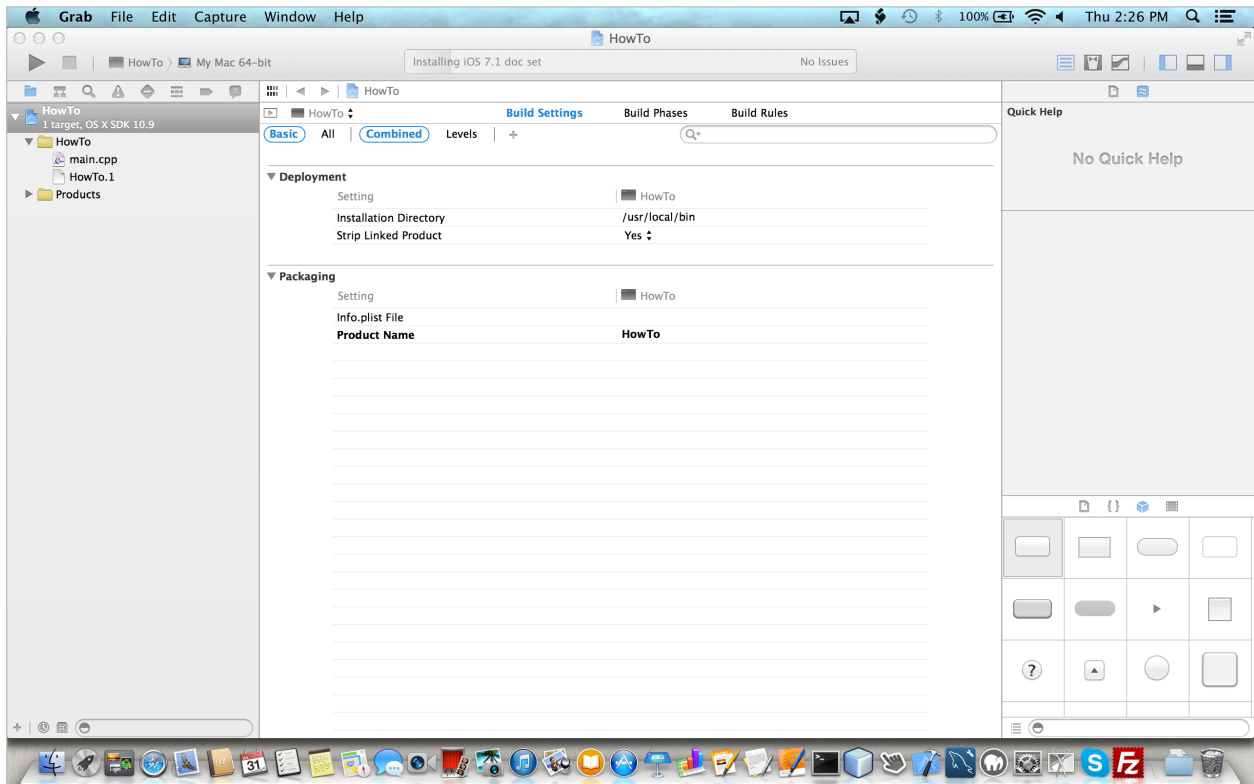


# XCODE WORKSPACE

Xcode creates the project along with a single source file, **main.cpp**.

The workspace is divided into three areas as shown: The Navigator on the left, the Editor in the middle and the Utilities on the right.

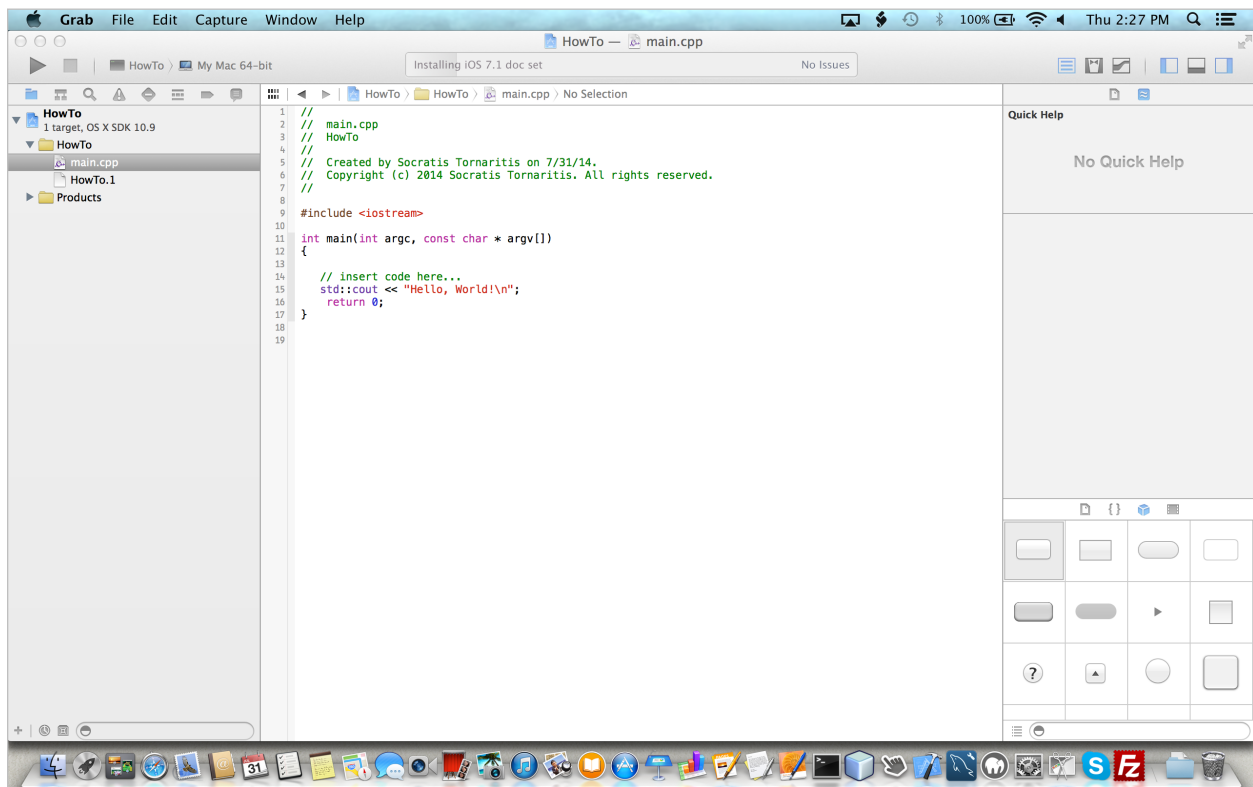
Each can be removed/shown by simply clicking on each of the three icons to the far right of the toolbar, under the search icon. 



## EDITING A SOURCE FILE

Notice how the new file (**main.cpp**) has been added to the **HowTo** group. You may add/remove groups at will to obtain whatever organizational structure you need. The groups are only used by Xcode for organizational purposes, it does not have a file system correspondence.

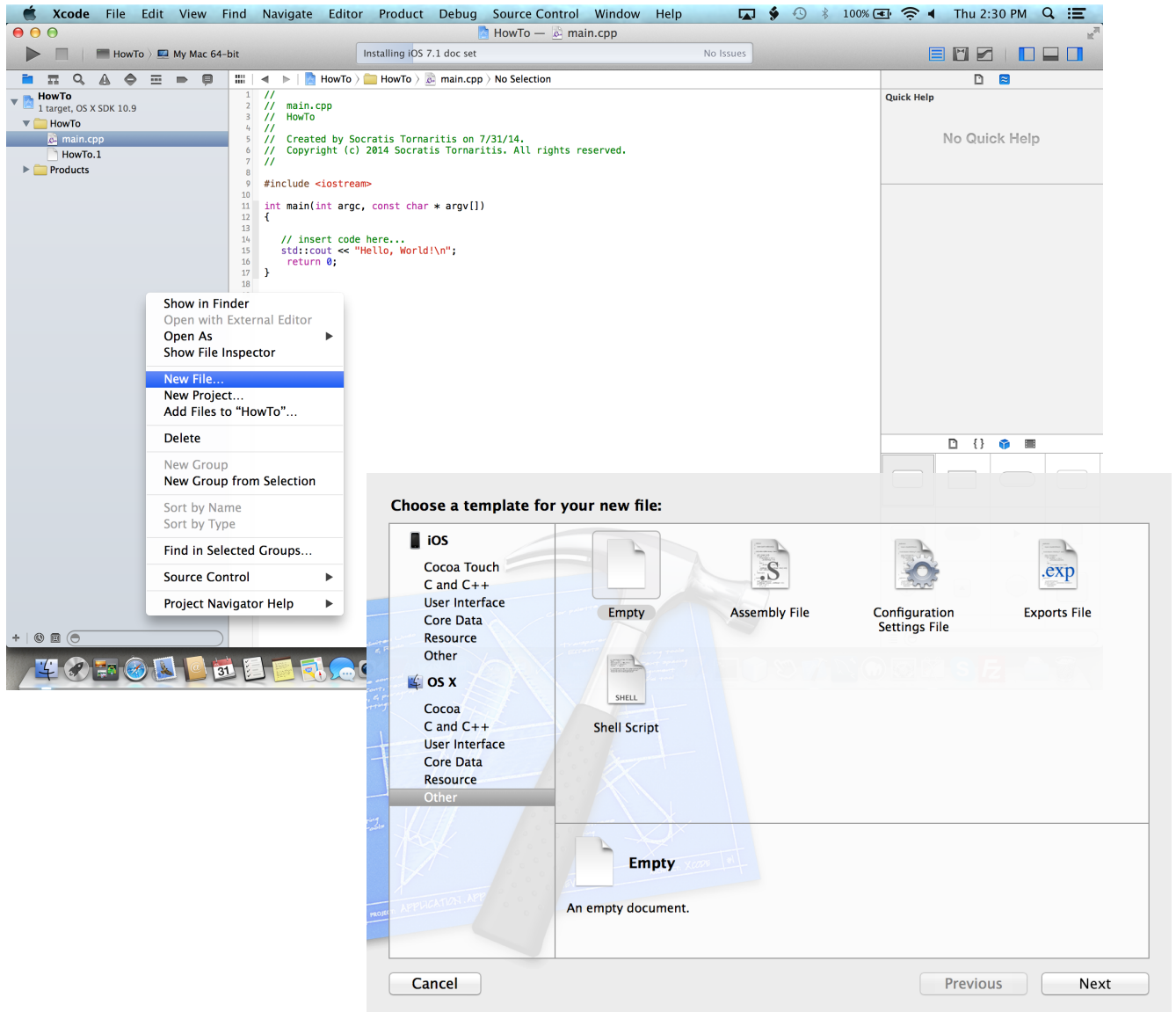
The source file is open in the editor and you may now add your relevant code. Notice the comments at the top, added by Xcode to serve as minimum documentation.



## CREATING A TEXT FILE

If you need to add a text file to your project, right-click anywhere in the Navigator panel and select **New File...**

Under **OS X**, select **Other** as the type and **Empty** as the template.

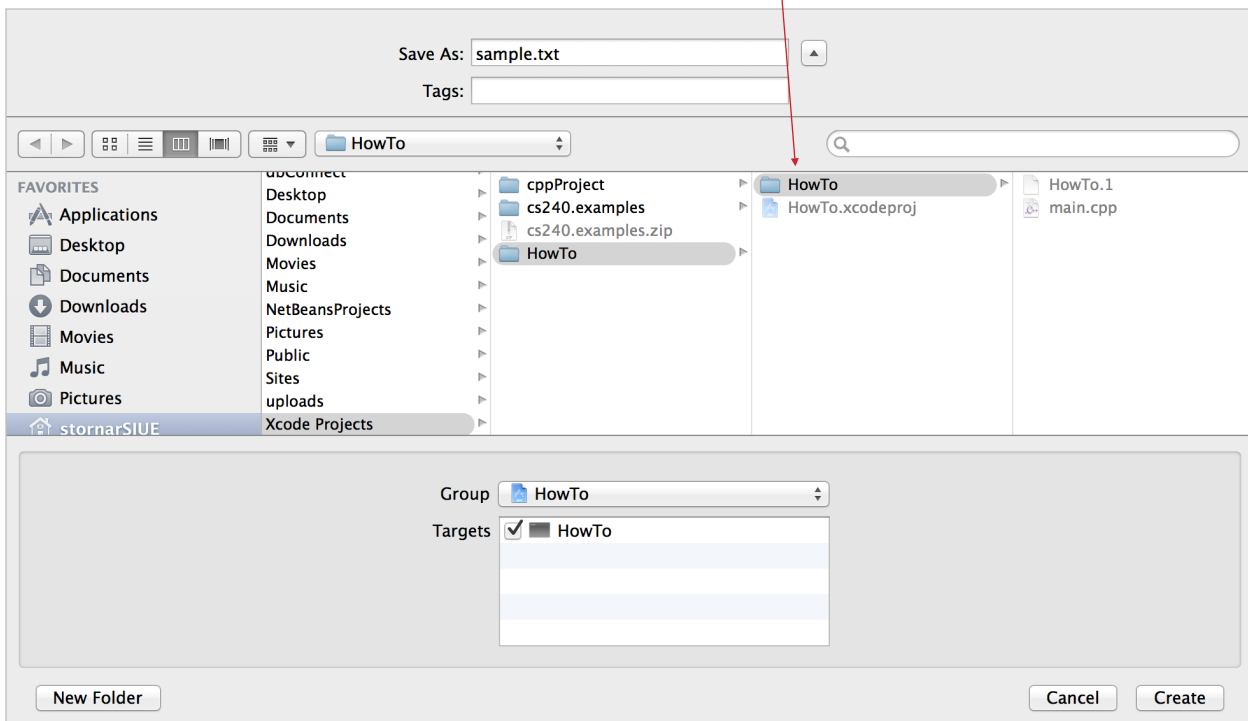




## CREATING A TEXT FILE CONT'D

Name the file appropriately and save it under the project folder. Note that the workspace folder has the same name. The project folder is the subfolder in the screenshot below.

Heads up: On a Mac the location of the text file must be in the same folder as the final executable, and this location is not where you saved the file. You will have to copy it to the proper location, as shown in the next steps.

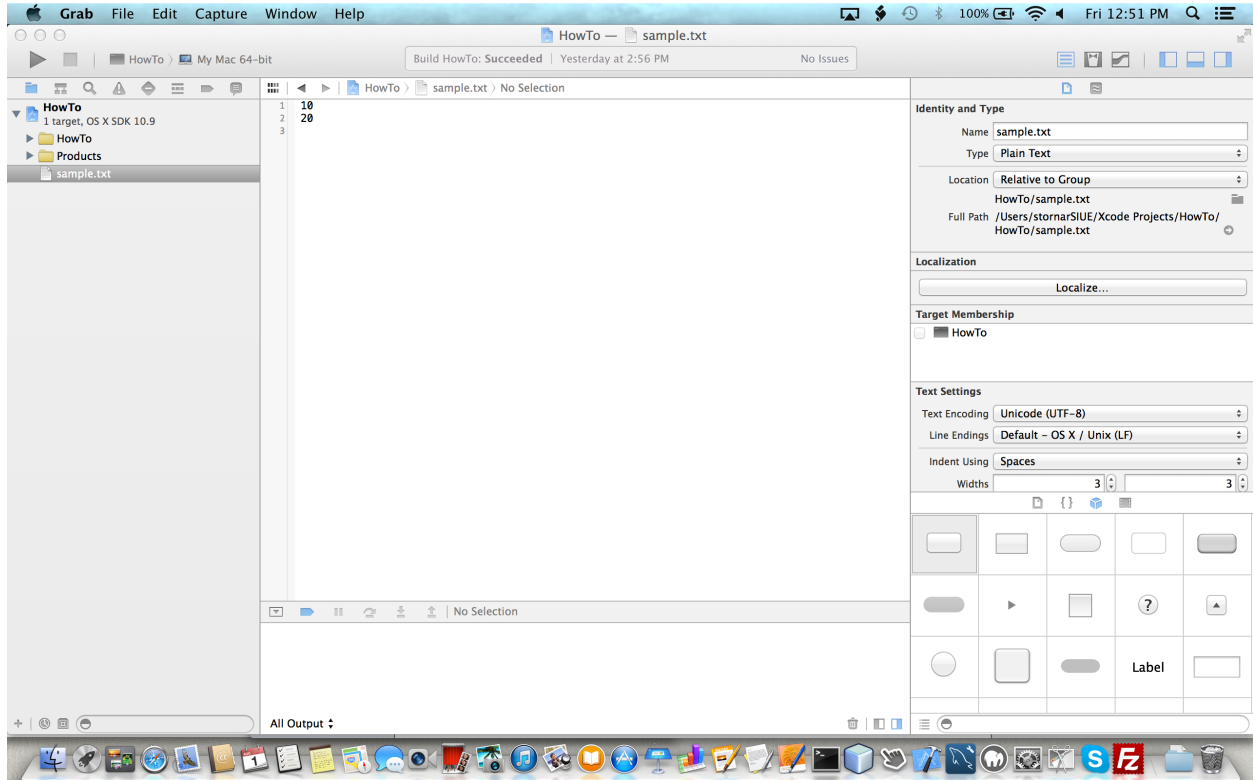


## CREATING A TEXT FILE CONT'D

The txt file is ready for some data.

Heads up:

- Make sure that you always save the file while the cursor on an empty line.
- Make sure you copy the file to the application folder, as shown next.

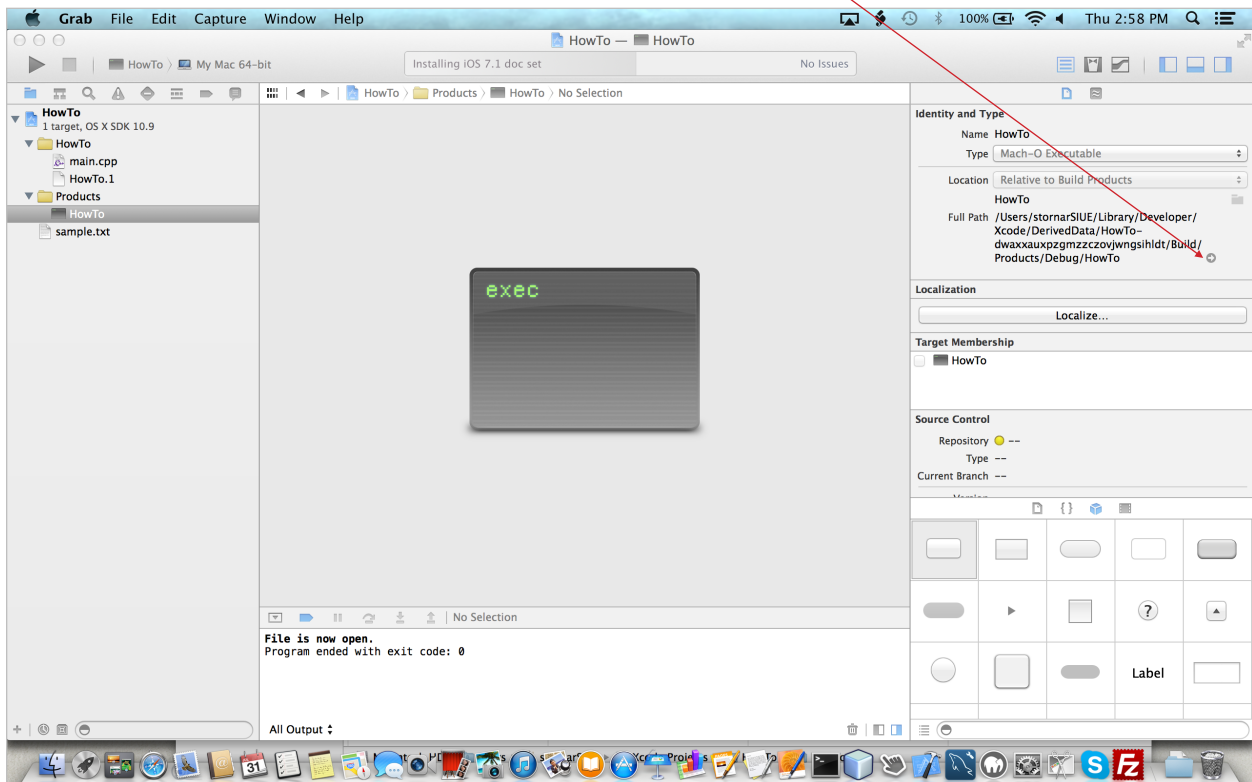


## CREATING A TEXT FILE CONT'D

If you select the **HowTo** node under the **Products** group, you will see in the Utilities area the full path to the executable.

You must copy or move the text file to this location. I recommend you simply copy it there using the Finder.

At the end of the path notice the icon of an arrow inside a circle. Click on the icon to open the finder at this location.



## CREATING A TEXT FILE CONT'D

Use the Finder to copy the text file from the project folder to the application folder.

