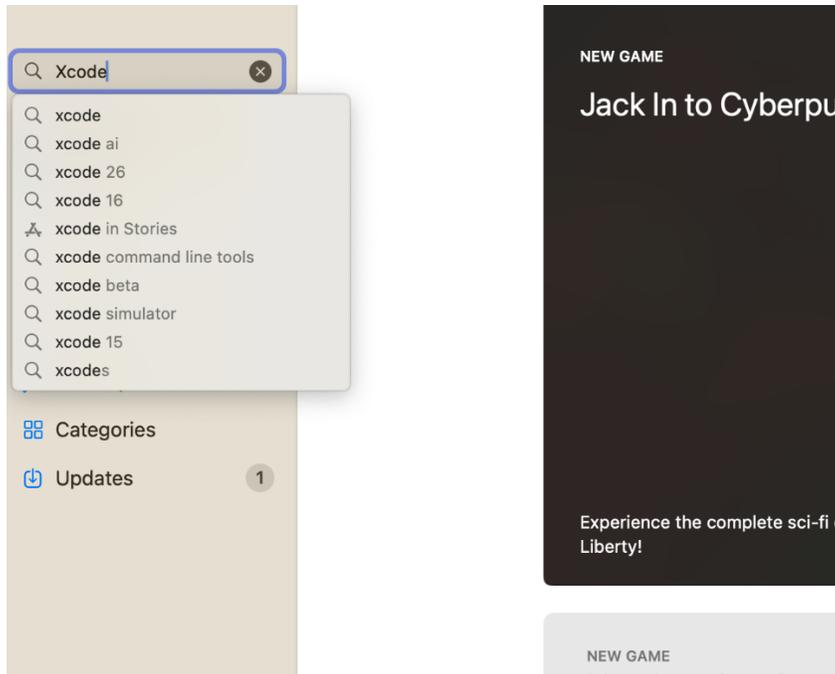
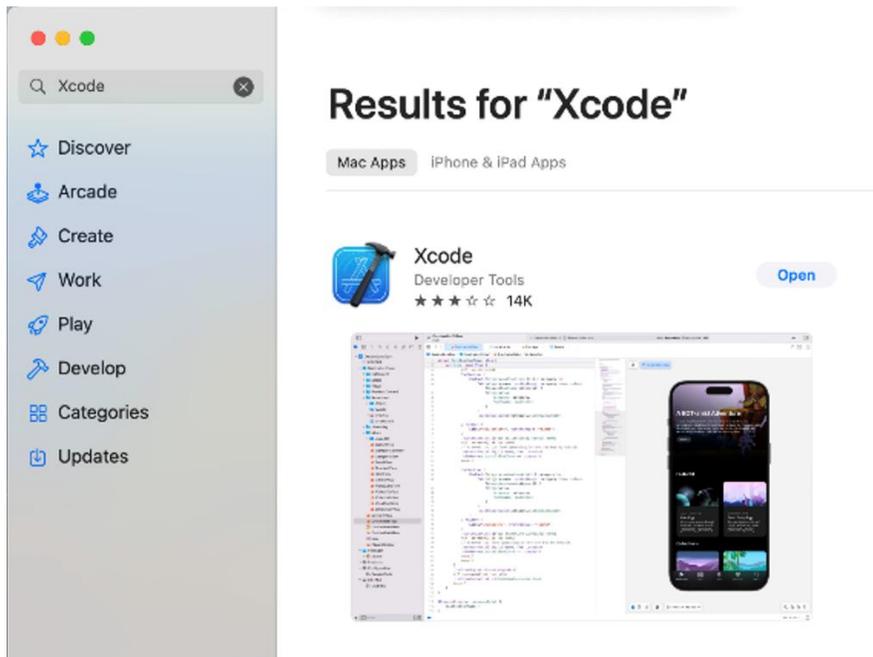


## How to install and start a project

1. On your Mac, go to the App Store:

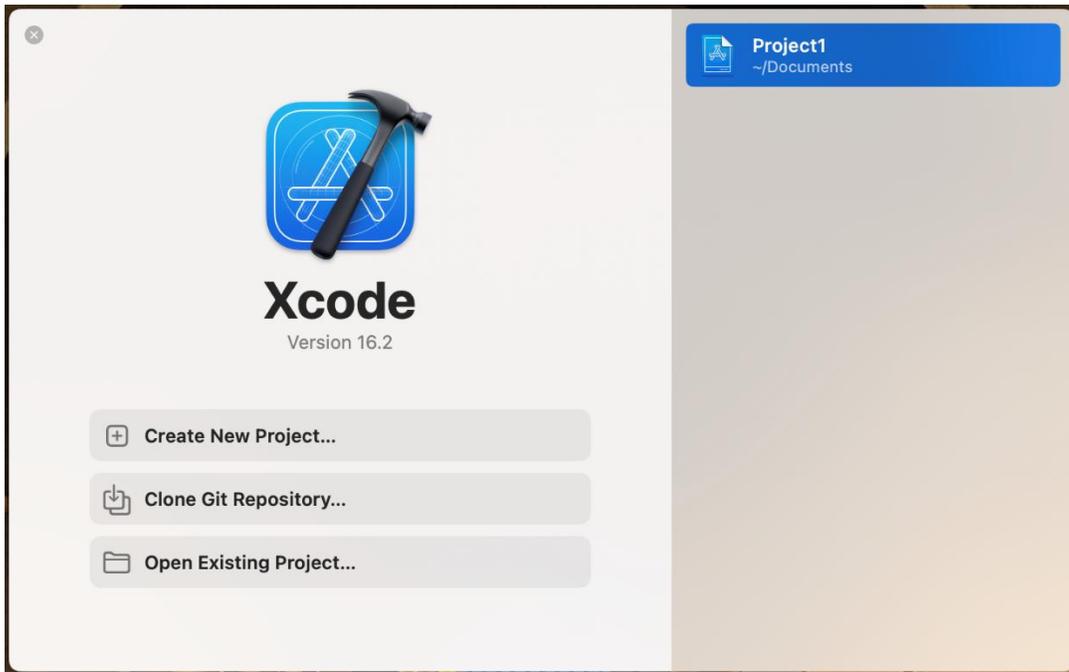


Search for Xcode:

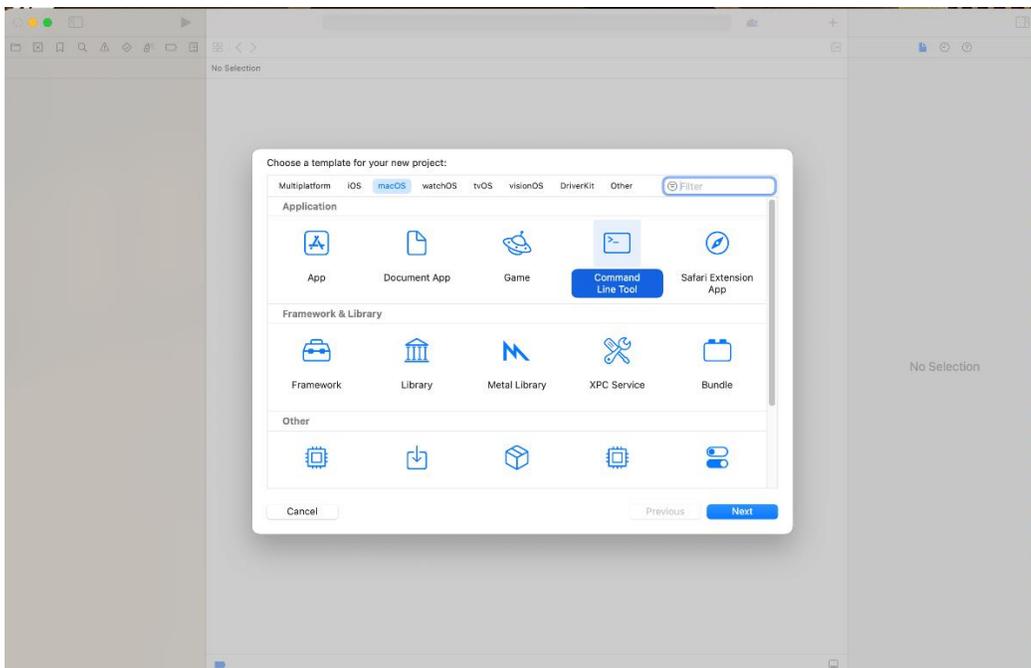


Next to the result Xcode, click Open, then click Download.

2. It'll take a few minutes to download. Once it's down, it'll automatically start installation. Wait until the installation finishes.
3. Open Xcode:



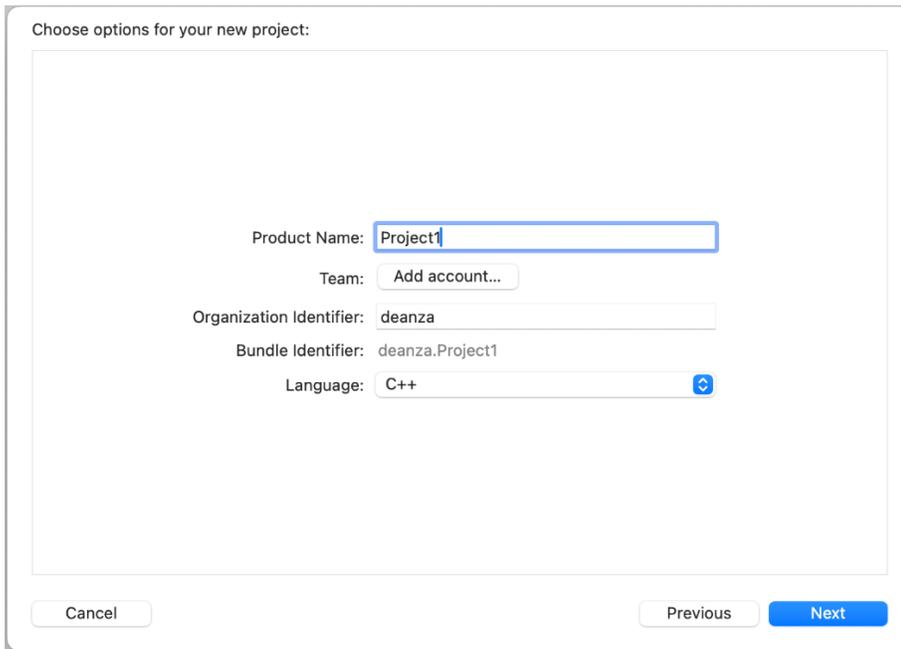
Select "Create New Project". You'll see this:



Make sure you select **macOS** tab on the top and select **Command Line Tool** under Application, then click Next.

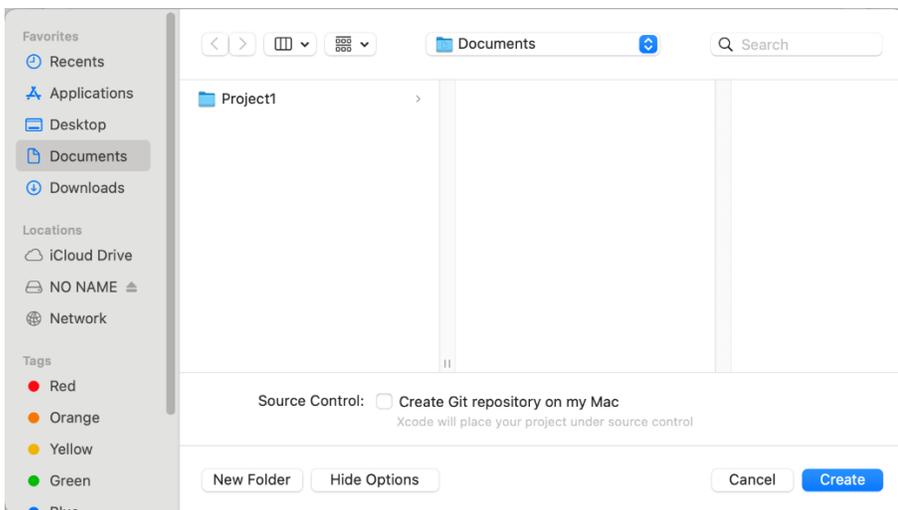
4. Create a project.

You'll see this now:

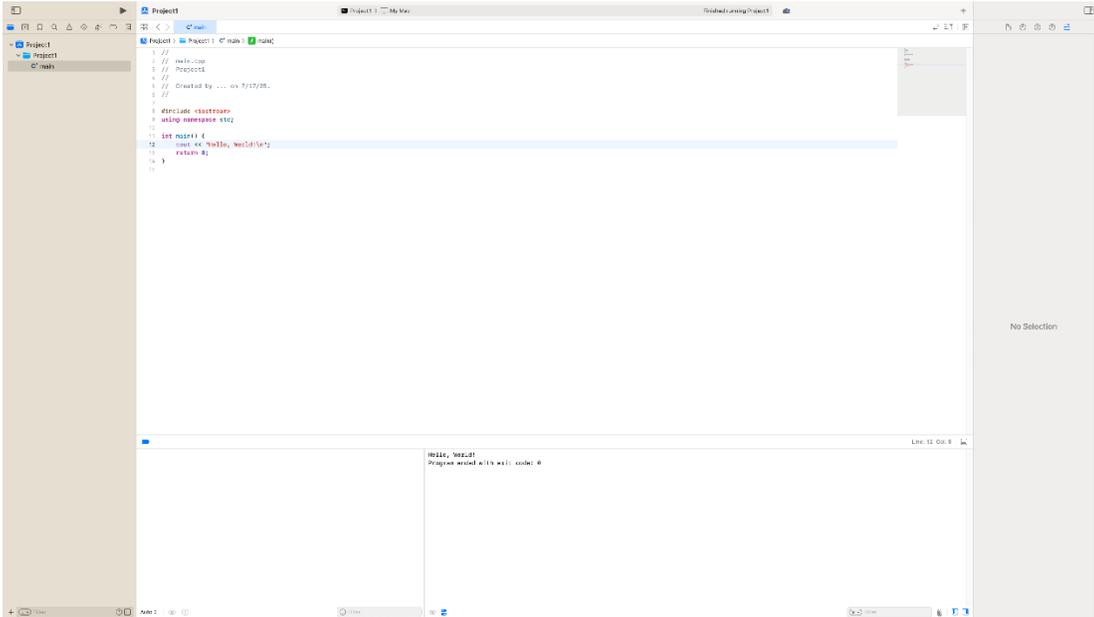


Input a project name and select C++ for language, then click Next.

Select any location and folder where you want to save your files.  
Deselect "Create Git repository on my Mac, then click Create button.



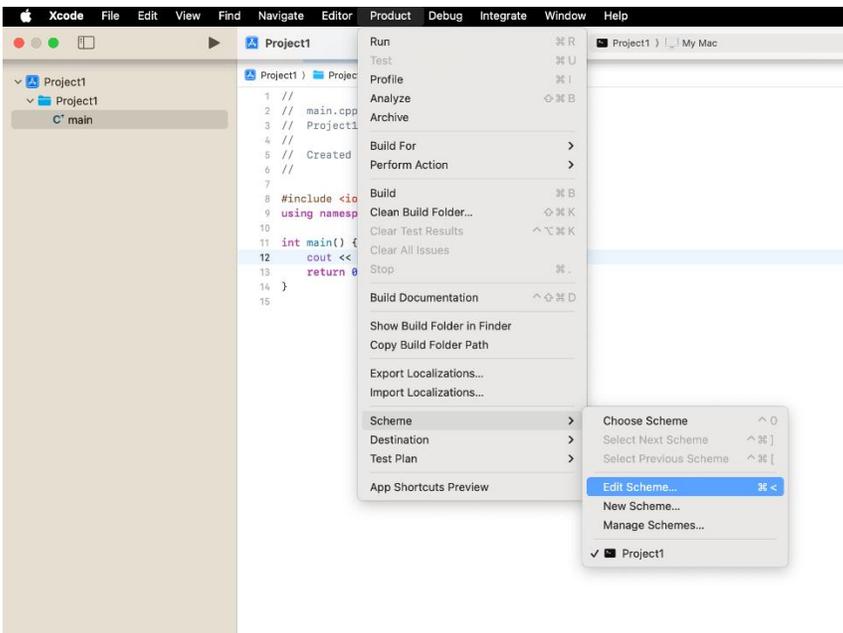
Now you see this:



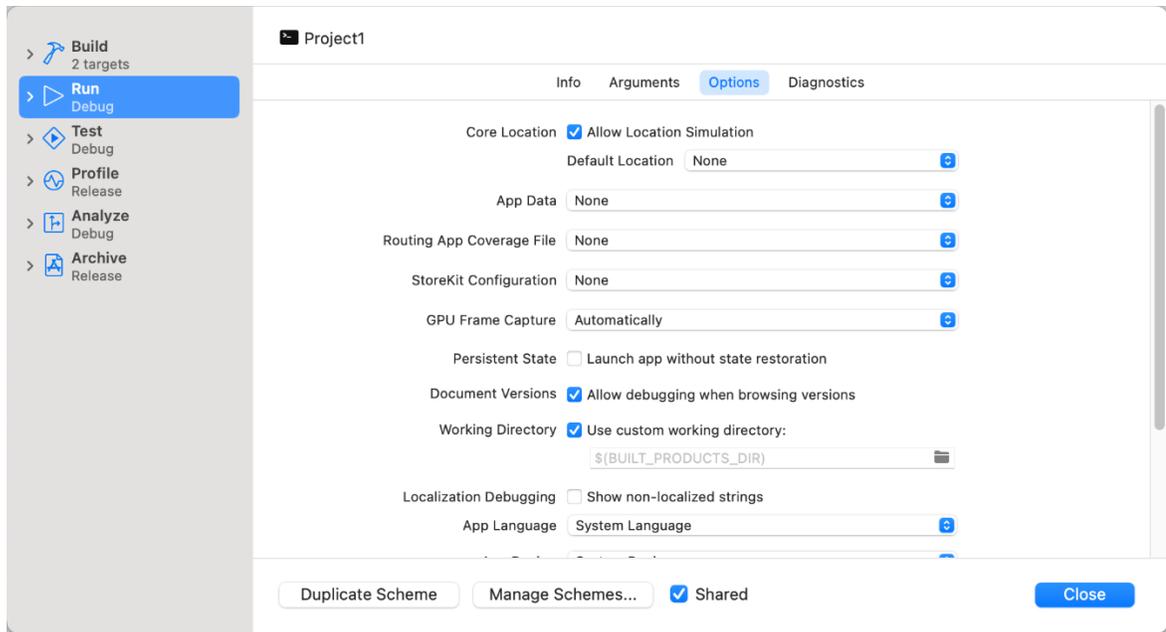
Your IDE opens, and you can start coding now.

Click the arrow on the top left to run the program. You'll see the output at the bottom part of the screen.

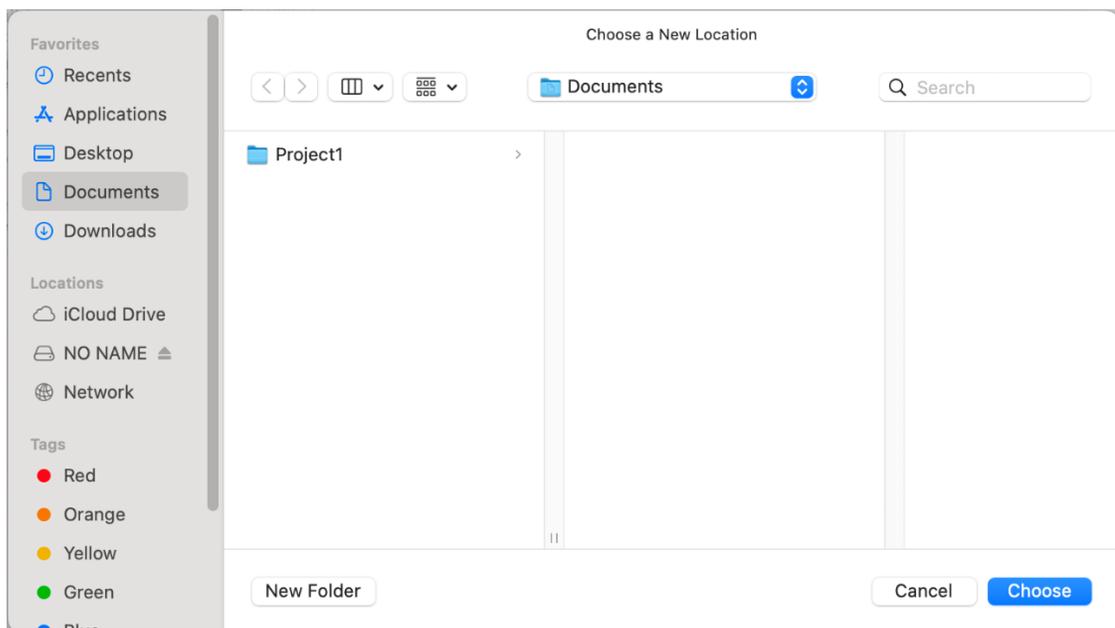
## 5. Set working directory to tell Xcode where your file is saved at:



Go to Product tab -> Scheme -> Edit Scheme:



Go to **Options** tab and check **Use custom working directory** in Working Directory line. Then click the grey folder under this line



Find your project location, then click Choose button.

Now your working directory (your file path) shows:

