

## Alternatives to Dev-C++ for Mac OS X users (2012-2013)

If you are a Mac user, maybe you have already realized that there is no OS X version of Dev C++.

Nevertheless, there are several tools for Mac that are equivalent to (or even much better than) Dev C++. Personally, I like Xcode, which is a big environment to create from tiny console-based applications to iPhone apps. Eclipse is another IDE with a Mac version. It is very similar to Dev-C++, and I would recommend it for our course.

For our purposes, we do not need a huge IDE like Xcode with a lot of options. However, it packages several internal tools needed to compile C code that are not included in Eclipse. Accordingly, the process to make Eclipse work is the following:

1. Download Xcode (from the App Store, about 2 GB – registration in Apple Development Program may be required)
2. Proceed with Xcode installation
3. Run Xcode and download command-line tools: Xcode > Preferences > Downloads > Components > Command line tools
4. Download and install Eclipse for C/C++ developers (from [here](#), see links on the right)
5. Uncompress the downloaded file and run Eclipse by double-clicking on the Eclipse icon (you are recommended to move the Eclipse folder to the Applications folder)

If you want to use only Xcode, steps 3 to 5 are not required. Other IDEs can be used instead of Eclipse (e.g., code::blocks) by replacing steps 4 and 5, but there are some problems with them.

There are workarounds to avoid installing Xcode if you do not have very much disk space, but the process is a little bit more complicated. Of course, another option is to use Bootcamp and install Dev-C++ in the Windows partition.

To start using Eclipse, follow these steps:

1. Select workspace (any folder of your computer --this is the folder where files will be saved by default)
2. Create C project: File > New > C project
3. Select Empty project in Project type and MacOSX GCC in Toolchains
4. Enter a name for the project (up in that window) and click Finish



5. Create C source file: File > New > Source file
6. Enter the name of the file (e.g.: HelloWorld.c --do not forget .c)
7. Remove the text and enter your code
8. Click Build All button (the one with 010 printed on) or, alternatively, cmd+B
9. Click on Run button (the one with the green 'play' icon)
9. The output of your program should appear on the attached console window (in the tabs below the code)

**NOTE:** Eclipse output console has a strange behavior related with buffered output. If you are using *printf* and *scanf* and do not get any output on the screen --even if the program seems correct--, add the following instruction at the beginning of the *main* function (inside): `setvbuf(stdout, NULL, _IONBF, 0);`

