School of Computing and Information Systems The University of Melbourne

GCC Installation on MacOS

1. Open Terminal - Press "command + Space Bar" to open Spotlight and then type "Terminal". Alternatively, you can go to your "Applications" folder, then to "Utilities" and open "Terminal" from there.



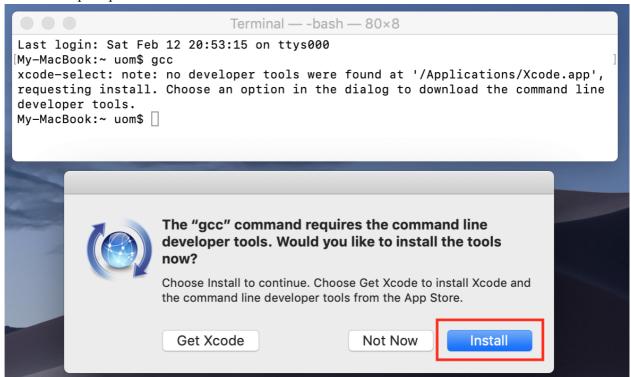
2. In the "Terminal" window, type "gcc" as below and press "return"

```
Terminal — -bash — 80×8

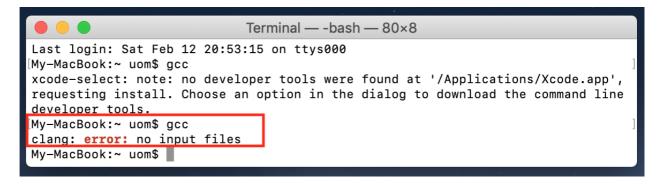
Last login: Sat Feb 12 20:53:15 on ttys000

My-MacBook:~ uom$ gcc
```

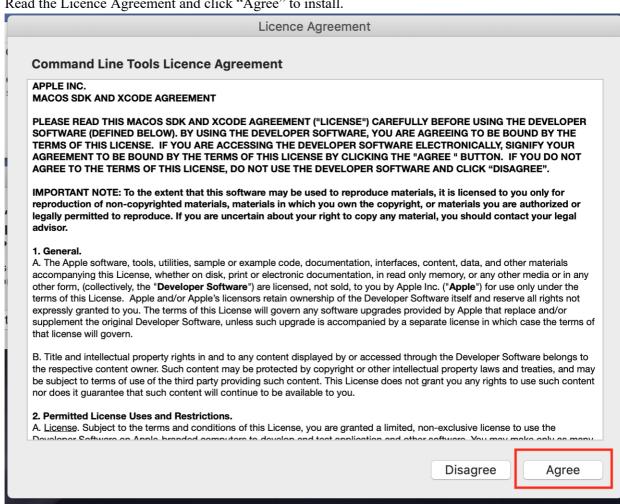
3. You will be prompted to install "Xcode". Press "Install".



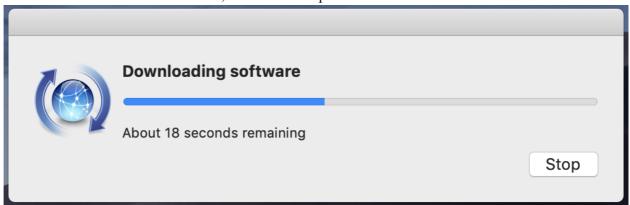
Note, if you see an error message as below, you already have GCC installed and can skip to installing VSCode. You can clarify this by typing "gcc --version" to see the version of gcc you have installed.



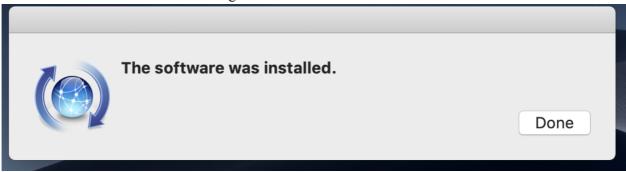
4. Read the Licence Agreement and click "Agree" to install.



5. The Xcode will download and install, do not click stop.



6. You will receive a confirmation message.



7. You will now be able to compile programs, when you type "gcc" and press "return" in the Terminal window, your computer will look for input files to compile and you will receive an error message. You can clarify this by typing "gcc --version" to see the version of gcc you have installed.

```
Terminal — -bash — 80×8

Last login: Sat Feb 12 20:53:15 on ttys000

[My-MacBook:~ uom$ gcc
xcode-select: note: no developer tools were found at '/Applications/Xcode.app', requesting install. Choose an option in the dialog to download the command line developer tools.

My-MacBook:~ uom$ gcc
clang: error: no input files
My-MacBook:~ uom$
```

8. Proceed to the VSCode installation and setup. You will now be able to compile the code you write.

Note, once you have written C code in VSCode, you can also open Terminal and navigate to its location, compiling and running in the Terminal window as below.

