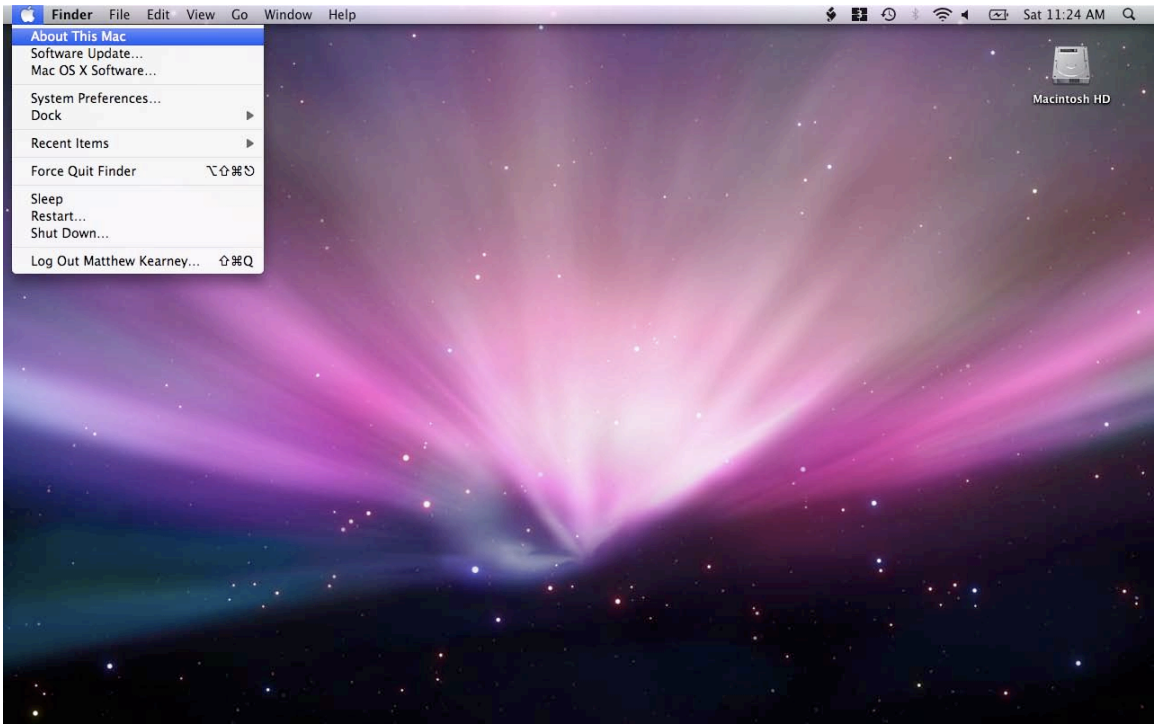
Instructions for installing and testing GCC on a mac with OS 10.5.

We start by checking on two things

1) The operating system you are using
2) The chipset you are operating with

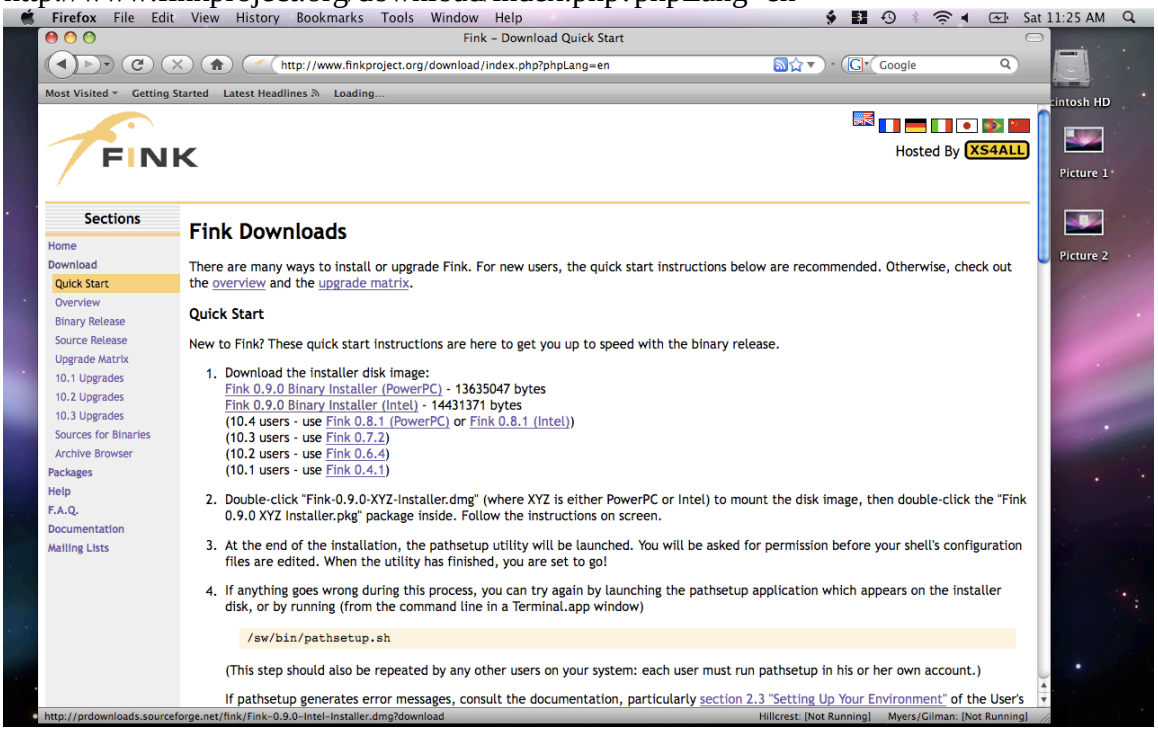
Point your cursor at the apple in the upper left corner of the screen and click the “About This Mac” option.



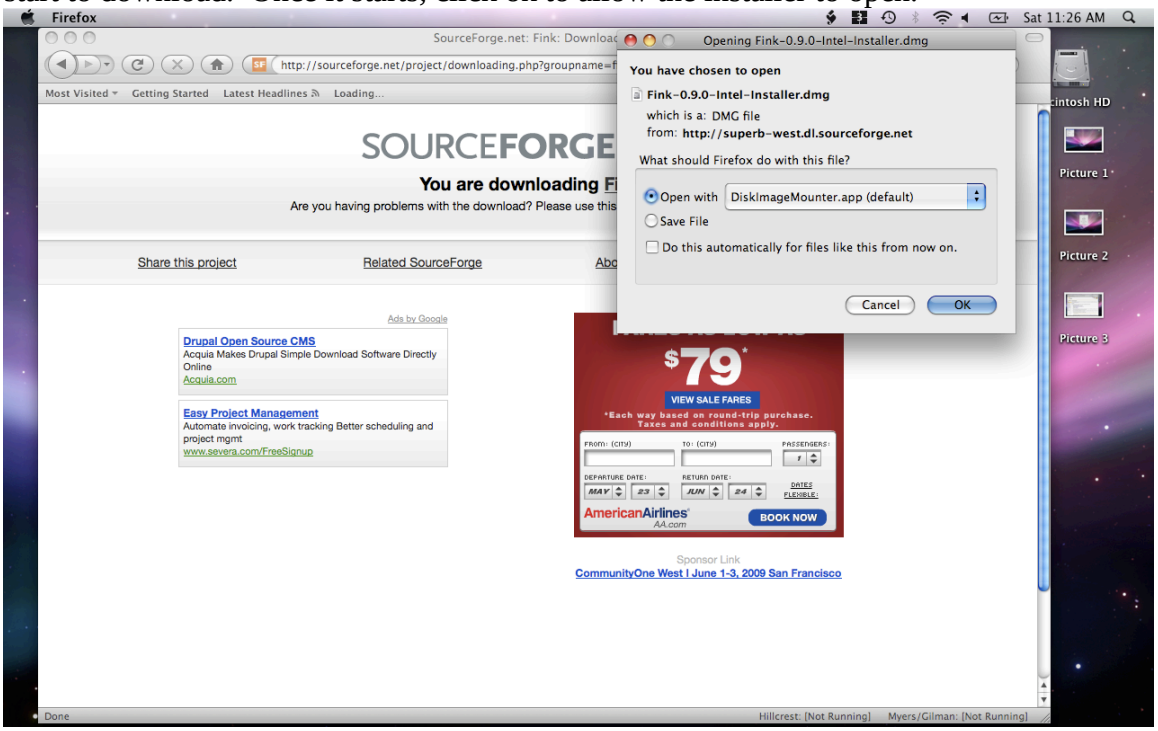
This will bring up a window telling you the chipset you are using under the heading “Processor” (either Intel—as it is in this case—or PowerPC) and the operating system under the heading “Version” (in this case 10.5.6). These instructions are only for those using operating system 10.5 or higher.

Once you have verified the version number and the chipset, you will need to download the appropriate software. This is done using Fink, an open source program that allows you to access a number of software utilities. To download Fink, your web browser to:

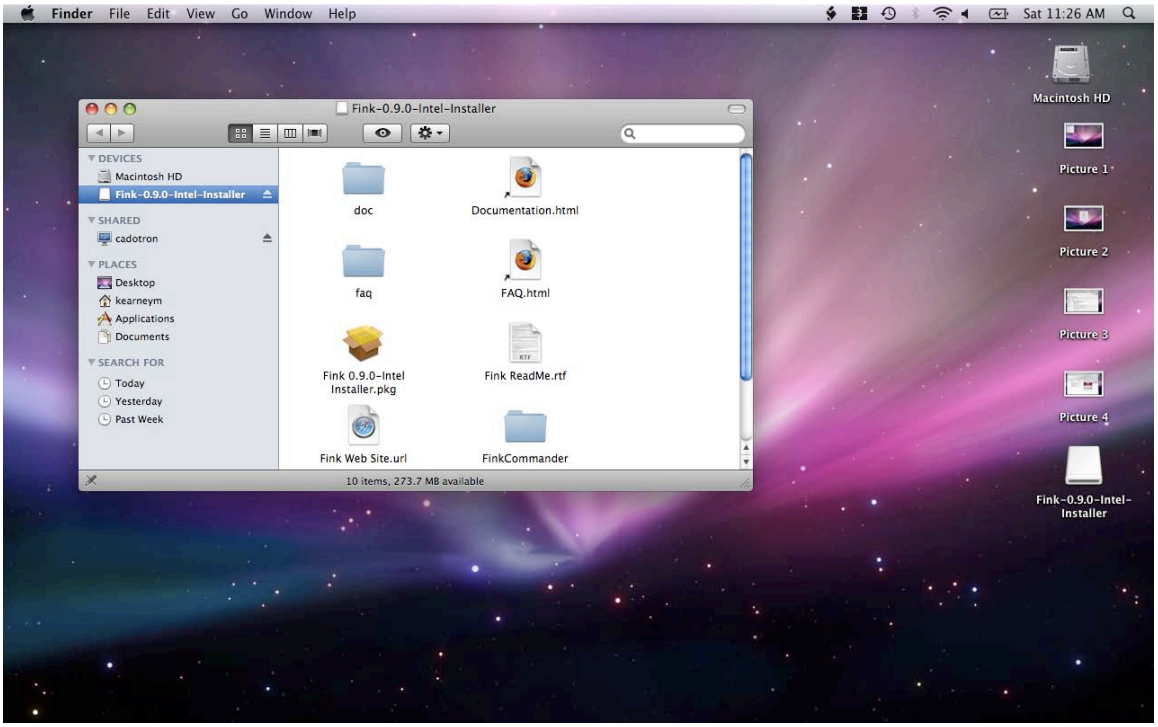
http://www.finkproject.org/download/index.php?phpLang=en



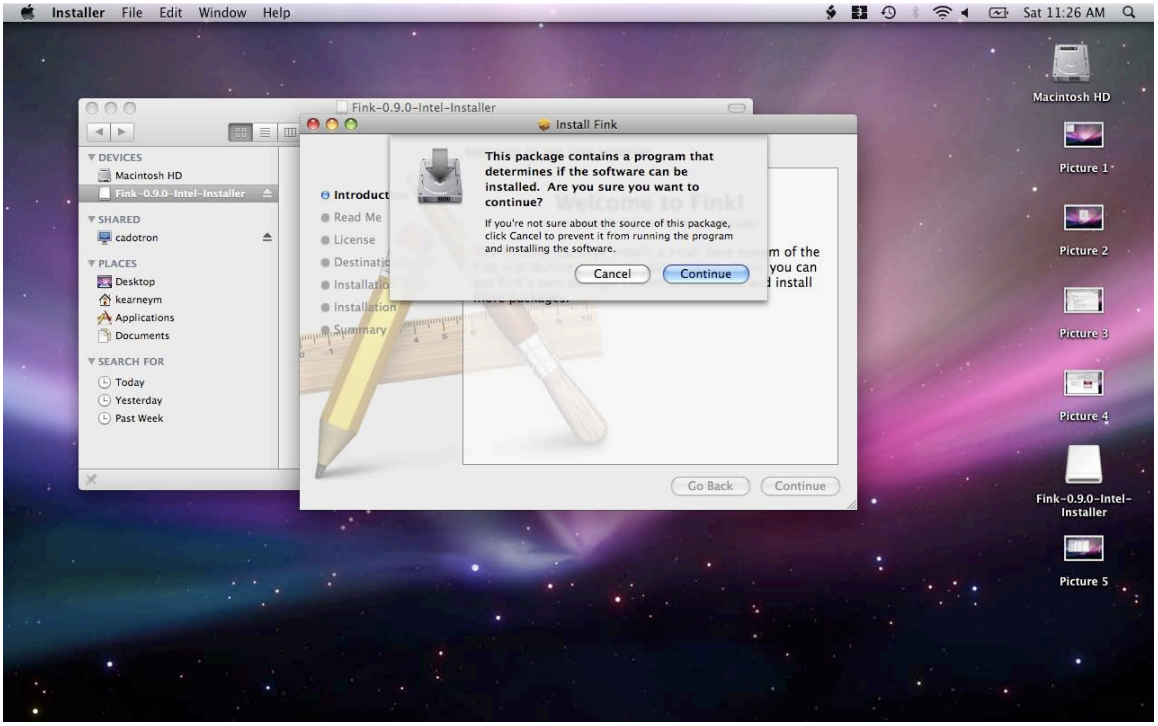
Click on the download for your chipset (either PowerPC or Intel, as verified earlier) and it will start to download. Once it starts, click ok to allow the installer to open.



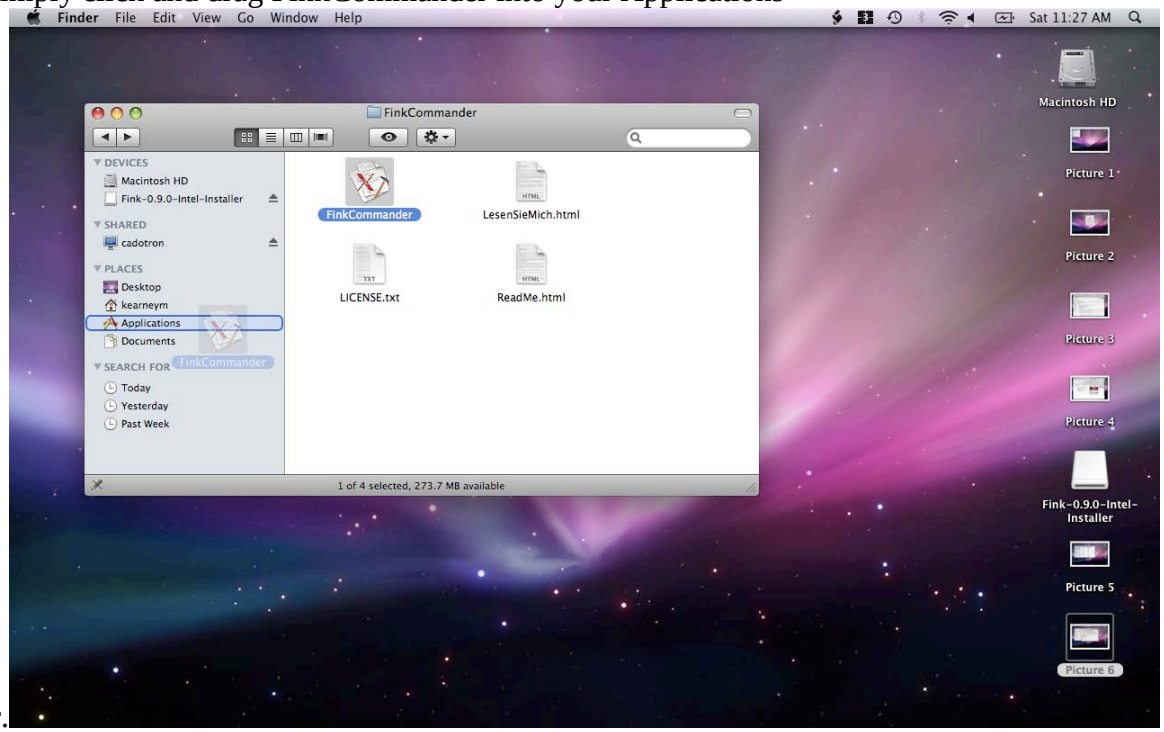
Once it has finished downloading, the installer will open a folder on your desktop. Start by opening the Fink Installer, with an icon that looks like a brown package.



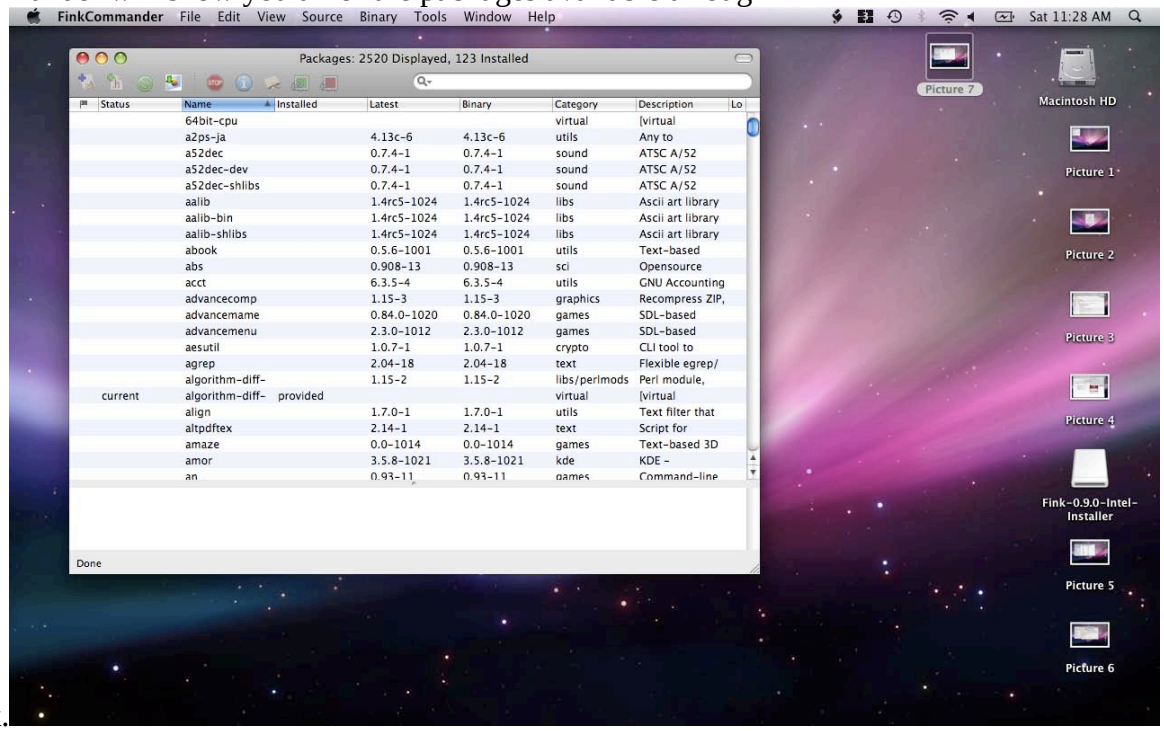
You will need to click continue number of times and may need to enter your password for Fink to install. Simply choose the default option in these cases and provide your password when needed.



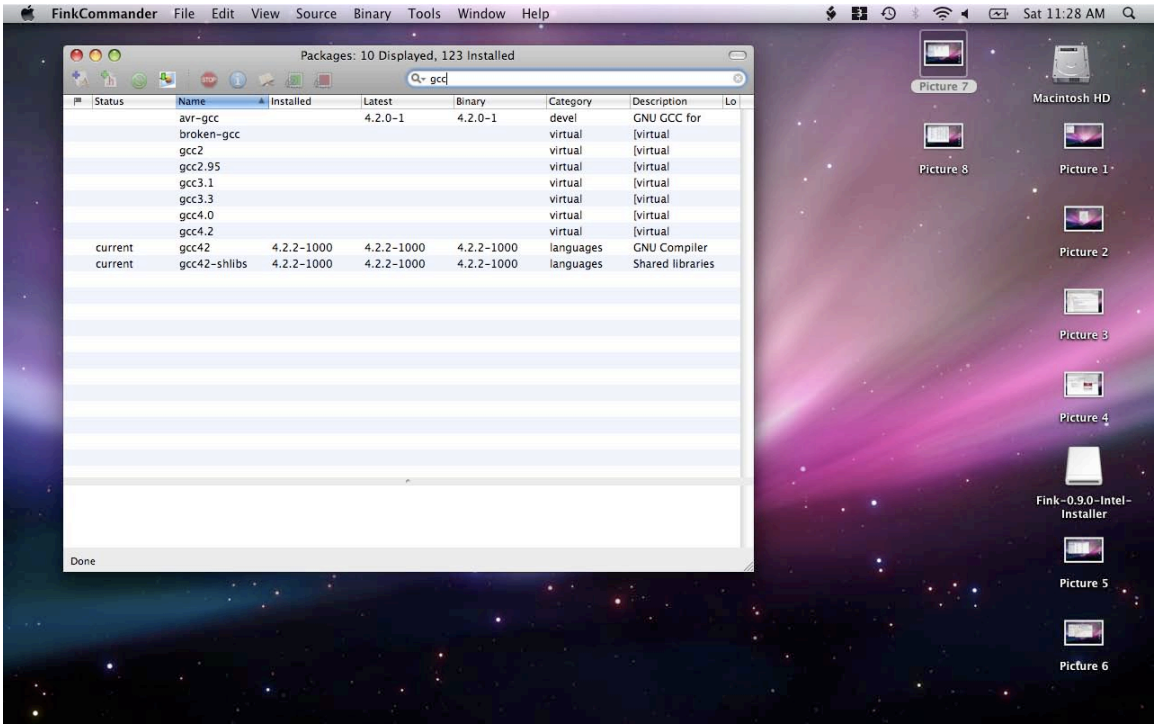
Once you have installed Fink, you will also need to install the Fink Commander. To do this, go back to the folder with the installer and open the subfolder called FinkCommander. To install this, simply click and drag FinkCommander into your Applications folder.



Once you have installed FinkCommander you are done with the installer and can delete it. After deleting the installer, proceed to the Applications folder and open FinkCommander. Fink Commander will show you all of the packages available through Fink.



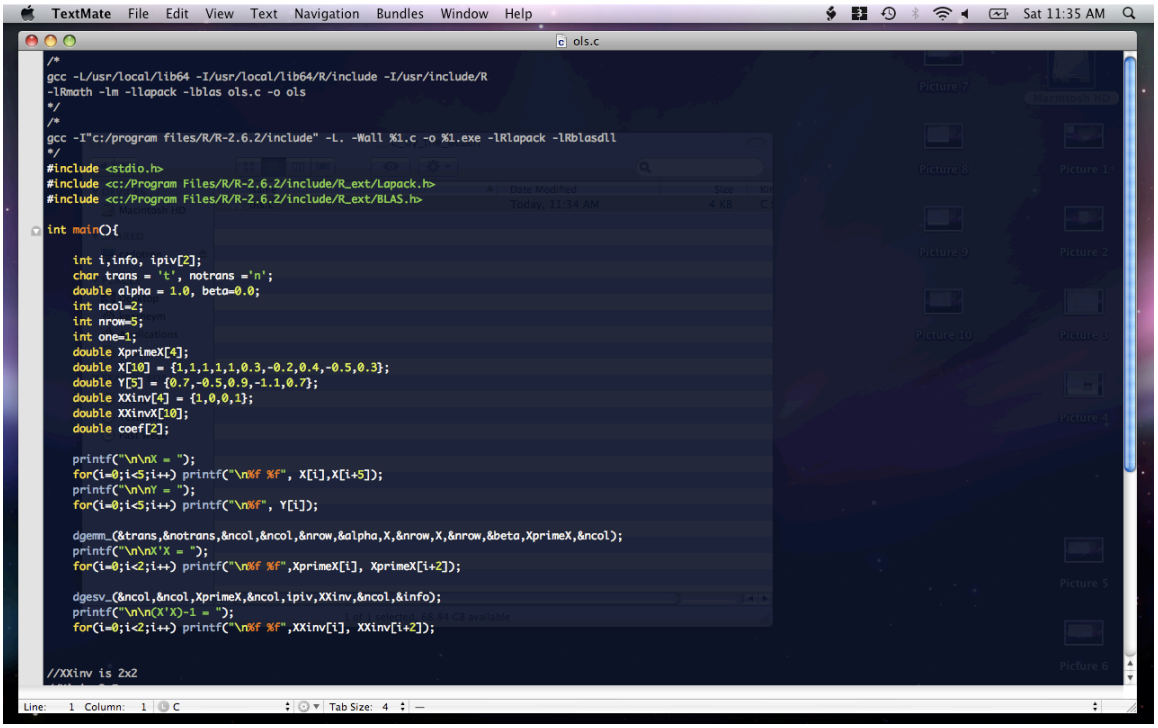
The easiest way to get to the package we want is by searching. Just go to the search box in the upper right corner of the window and search for “gcc”. This will show only the packages with “gcc” in the name. In the screenshot here, 4.2 is the latest version available. You want the most recent version of the gcc compiler. You can tell which is the most recent because it says “current” in the first column. You want the one that is labeled as “languages” in the category and “GNU Compiler” in the description category. Select this by clicking on it once, the install it by clicking the blue plus in the upper left corner of the FinkCommander Window.



It will take a minute or two for the GCC Compiler to download an install. Text in the bottom of the window will show the progress. During this process, you may be asked to enter your password or affirm changes to your system by typing "Y". Reach the questions and enter responses appropriately.

Now you have installed GCC and can complie C code on your Mac.

You can test your installation using code provided on the "C by the Beach" website. First, download the "ols.c" program. Before proceeding you'll need to edit a couple of things in the program to make it run on a Mac. First, open the program in a text editor (this one has syntax highlighting for C).



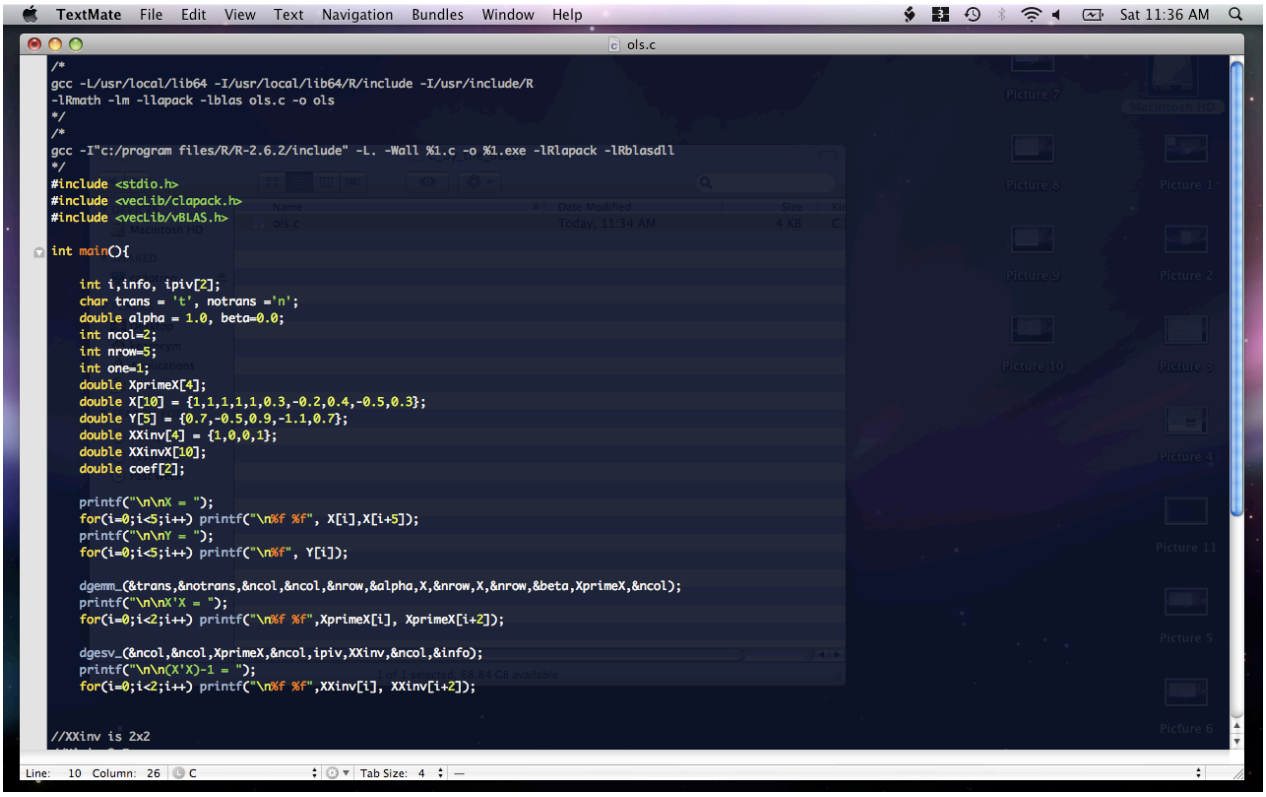
The 9th and 10th lines tell GCC where the header files for BLAS and LAPACK are located. They currently read:

```
#include <c:/Program Files/R/R-2.6.2/include/R_ext/Lapack.h>
#include <c:/Program Files/R/R-2.6.2/include/R_ext/BLAS.h>
```

We need to change them so they call the Mac versions of these files. Remove these two lines and replace them with lines the following:

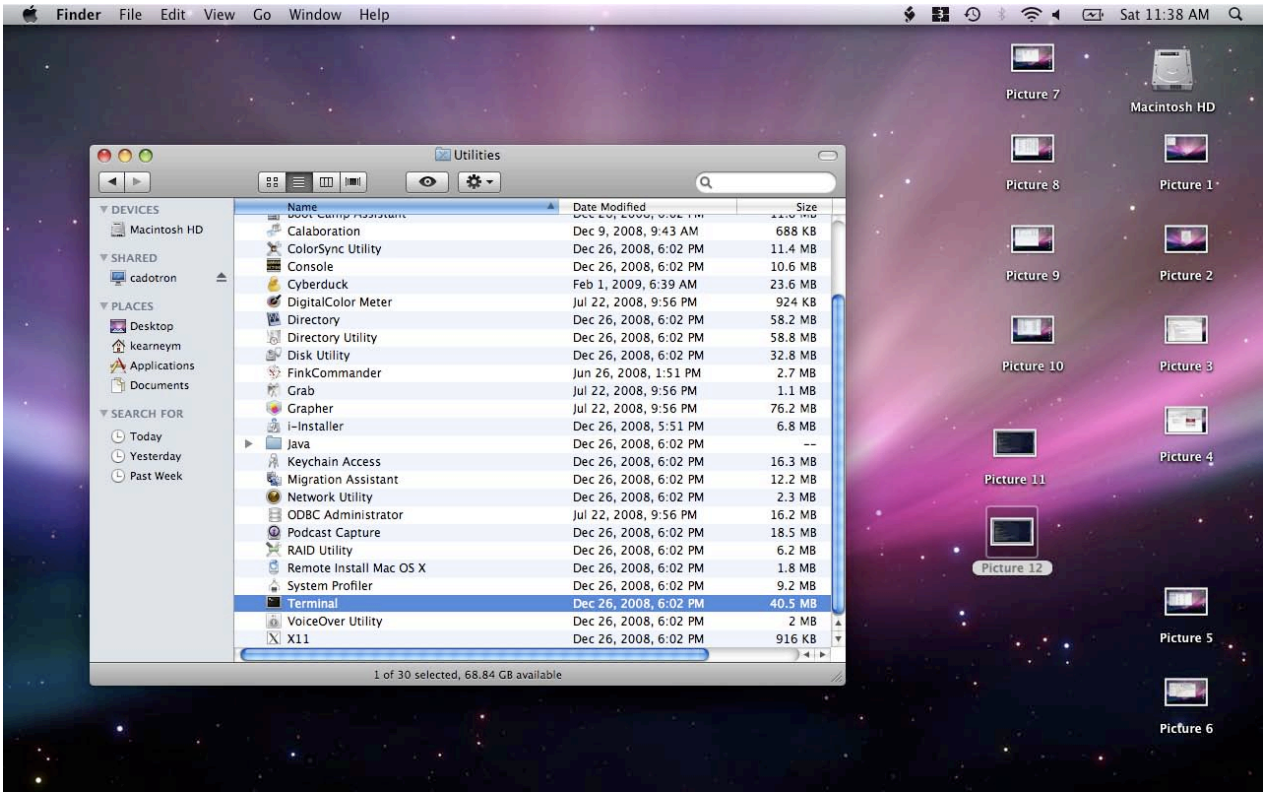
```
#include <vecLib/clapack.h>
#include <vecLib/vBLAS.h>
```

Now the program should look like this:



Save the program and close your editor.

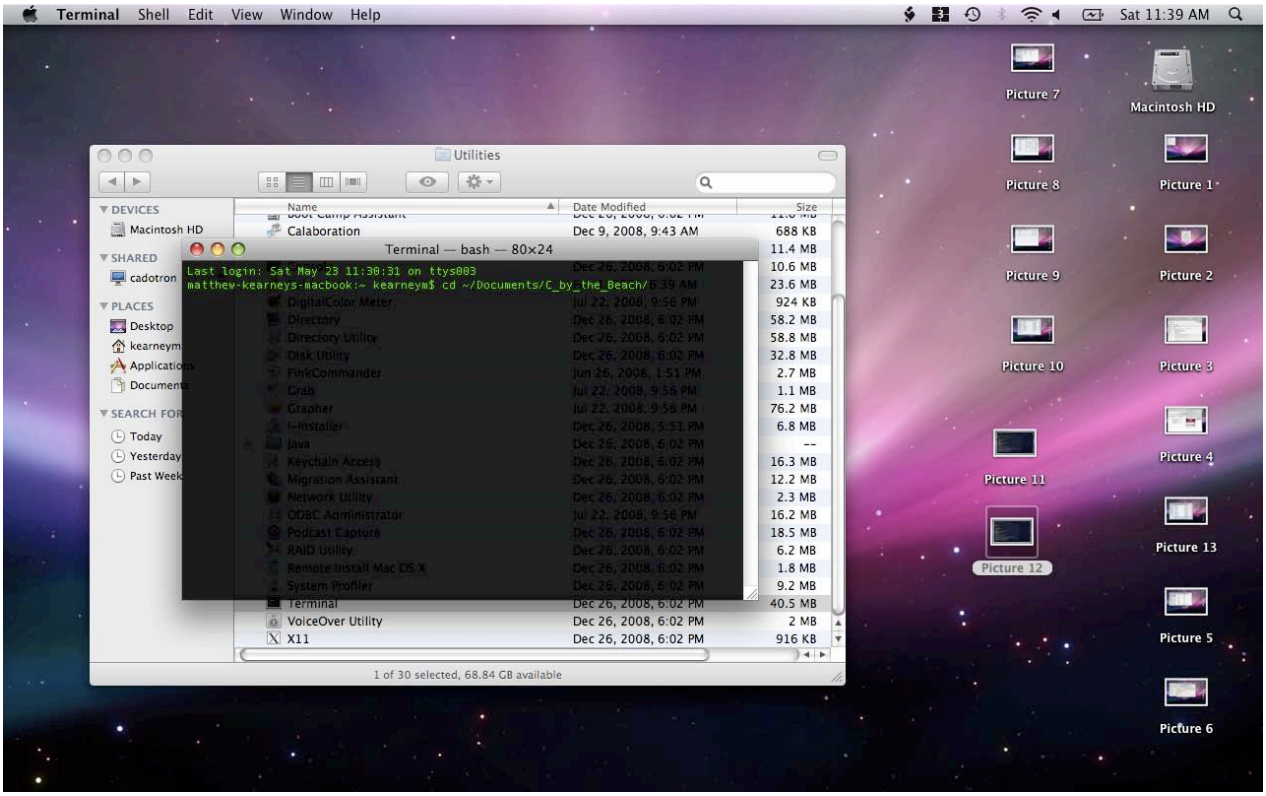
Now we need to use the terminal to access the compiler. In the Applications folder open the Utilities subfolder. In Utilities, open the Terminal program.



This program gives you access to the UNIX system that lies underneath the Mac operating system. Start here by navigating to the folder where you've stored "ols.c". This is done using the `cd` command. For example, I've stored my ols.c in my Documents folder, then in a subfolder called C_by_the_Beach. So I'll type

```
cd ~/Documents/C_by_the_Beach/
```

In this case, I can use the "~" character as a shortcut for my home folder.



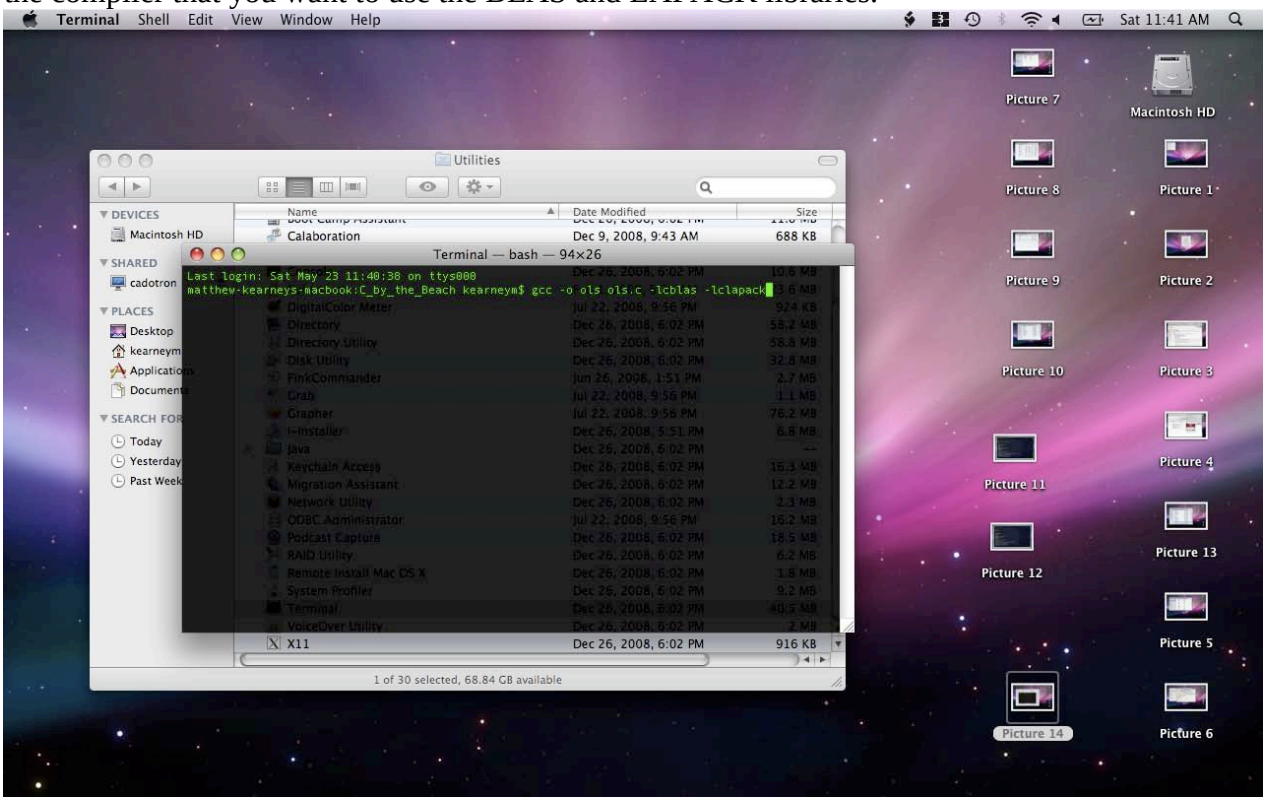
You can check the contents of the current folder by typing `ls`. This will show a list of all items in the current folder.

Once you are in the folder you need to compile ols.c. This is done using the following command:

```
gcc -o ols ols.c -lcblas -lclapack
```

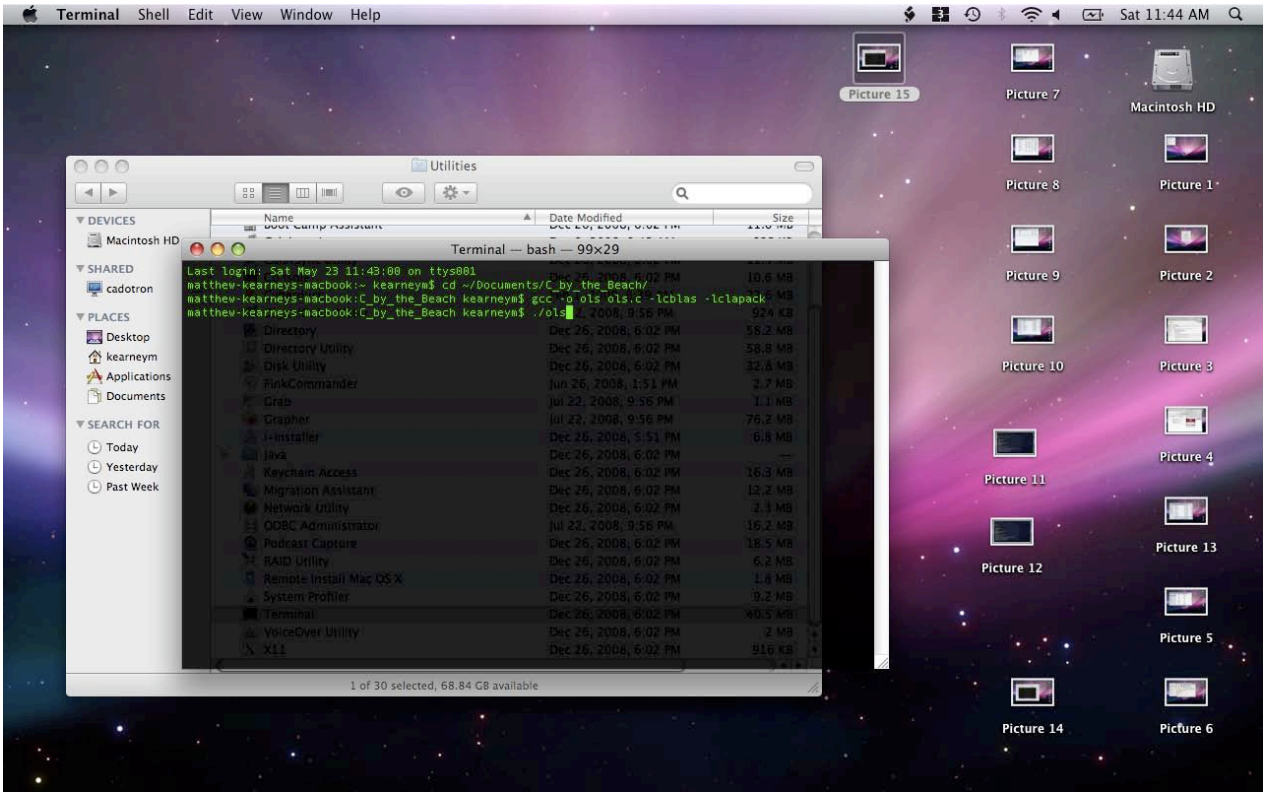
The command `gcc` calls up the `gcc` compiler. The `-o` options says you would like the output to be written to a file, and is followed by the name of that file, which will be `ols`. Then name `ols.c` refers to the file you are compiling. The last options `-lcblas` and `-lclapack` tell

the compiler that you want to use the BLAS and LAPACK libraries.

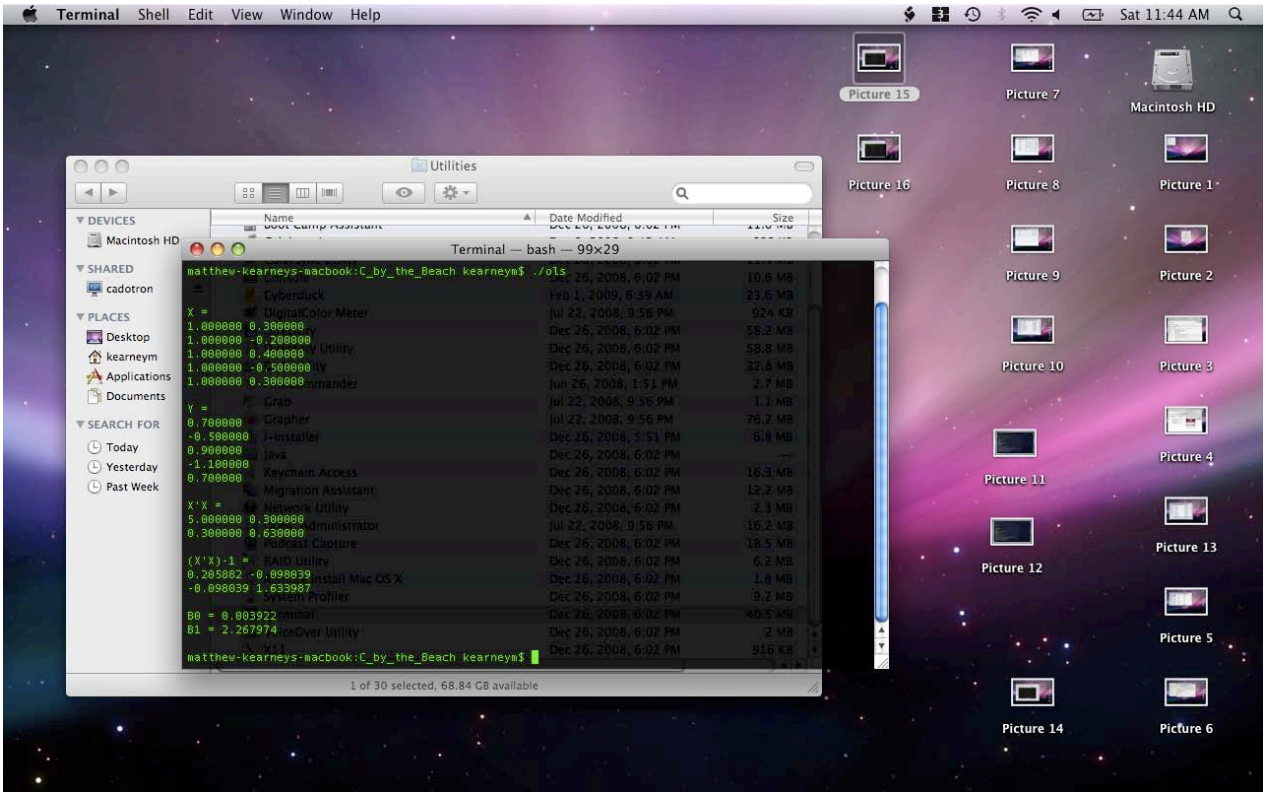


If the program compiles with no errors, you should just get another command line. If you get some messages labeled as warnings, this should be fine as well. If you would like to check that the complier worked properly, you can type the `ls` command. If the complier worked properly there should be both an `ols.c` file and an `ols` file. The `ols` file is a UNIX executable file, which can be run using the command

```
./ols
```



If everything is working properly, this should display the output of the program:



If the ols executable displays the output, you have gcc, lapack, and blass running properly on your computer.