

16.216: ECE Application Programming

File I/O for Mac Users

This document describes the steps for importing input files into an Xcode project.

1. On the left side of your Xcode window, select the project file, which is at the top of the list and is highlighted in blue in Figure 1. In the window that appears, select “Build Phases” from the list of options at the top of the window.

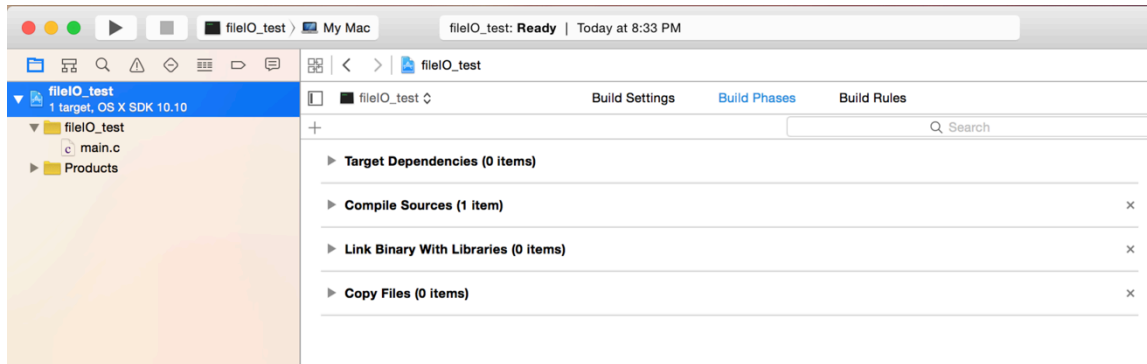


Figure 1: Choosing the "Build Phases" option from the list of Xcode project options

2. Click the arrow to the left of “Copy Files,” which should change the window so that it appears similar to the one shown in Figure 2.

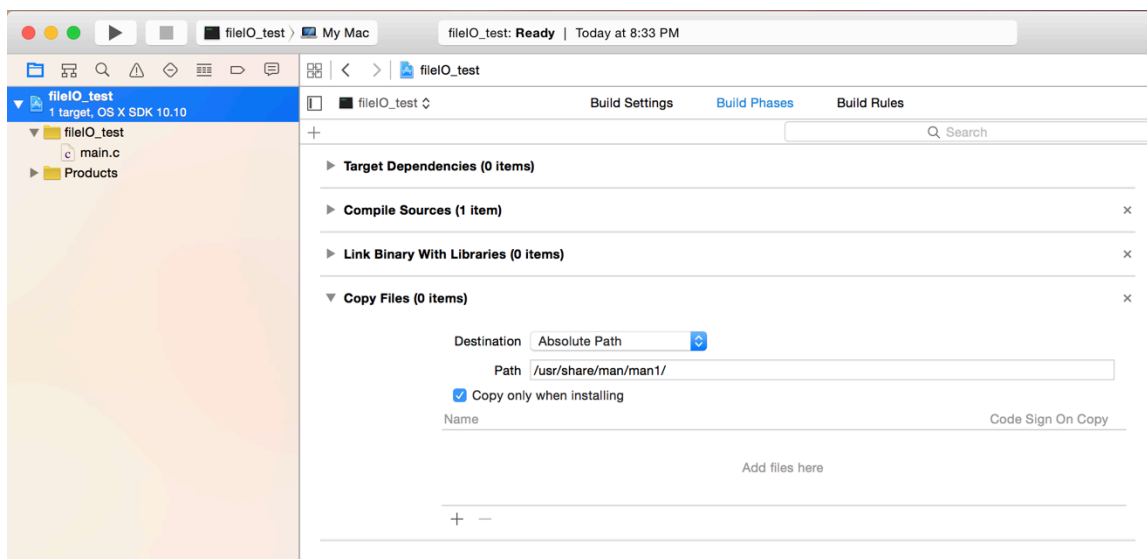


Figure 2: Accessing the “Copy Files” option

3. Under “Copy Files,” change the destination to “Executables,” delete the directory listed next to “Subpath,” and uncheck the “Copy only when installing” checkbox.
4. Click the + sign near the bottom of the Copy Files options to bring up a window that will allow you to add a file to be copied. Click the “Add Other ... ” button in that window, which will allow you to navigate to the input file(s) you’d like to use in your project.
5. After choosing the file(s) you’d like to import, a window will pop up that asks you to choose options for adding those files. Keep the default options shown in Figure 3 and click “Finish.”

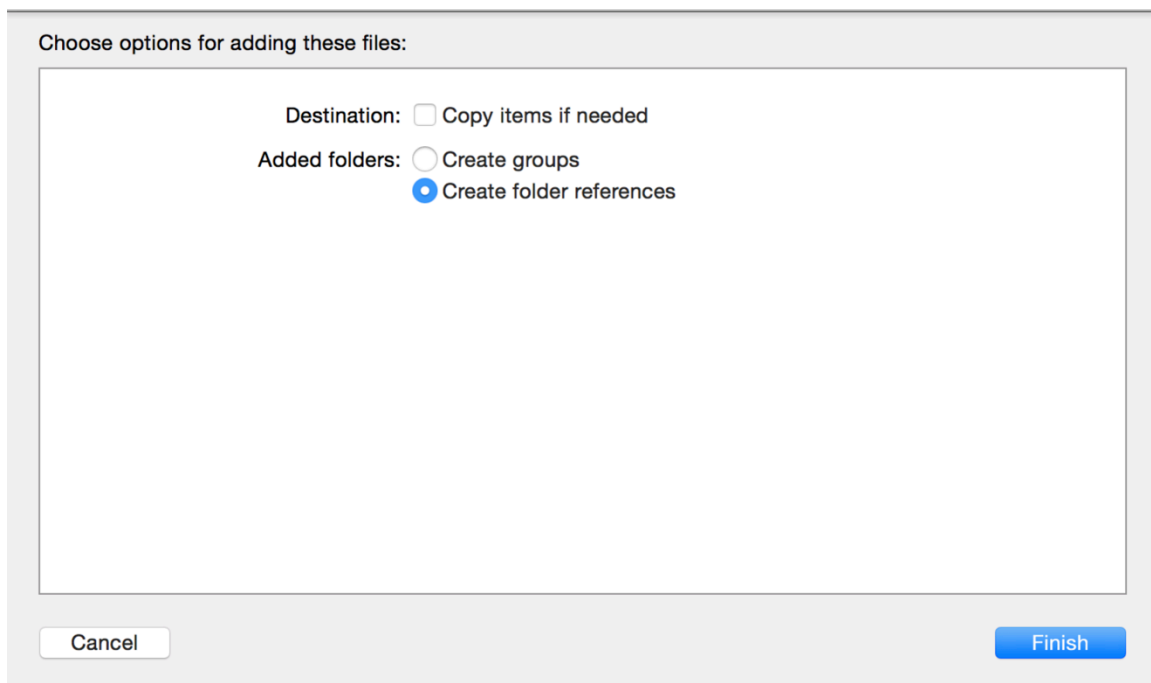


Figure 3: Default options for copying files into project

- You should now see that the files you selected appear in the list of files associated with the project, as shown in Figure 4. For this project, I added the binary input files “resfile1.bin” and “voltfile1.bin” to the list of possible inputs.



Figure 4: File list for sample project after adding input files “resfile1.bin” and “voltfile1.bin”

- If your program produces output files, they’ll be stored in the same directory as your executable. To view those files, click on the arrow next to “Products” in the file list, then right click on the executable file that appears, as shown in Figure 5. Choose “Show in Finder” from the menu, and the directory containing your executable and output file(s) (as well as the copied input files) will appear.

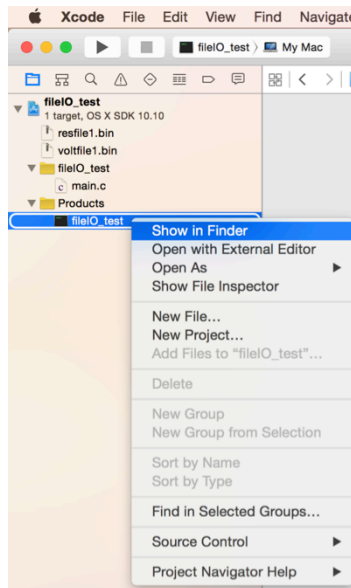


Figure 5: Accessing the executable directory to view output files