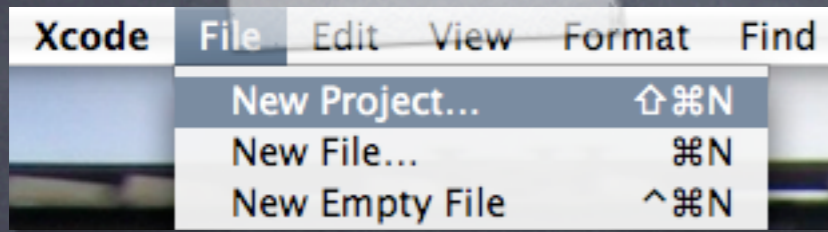


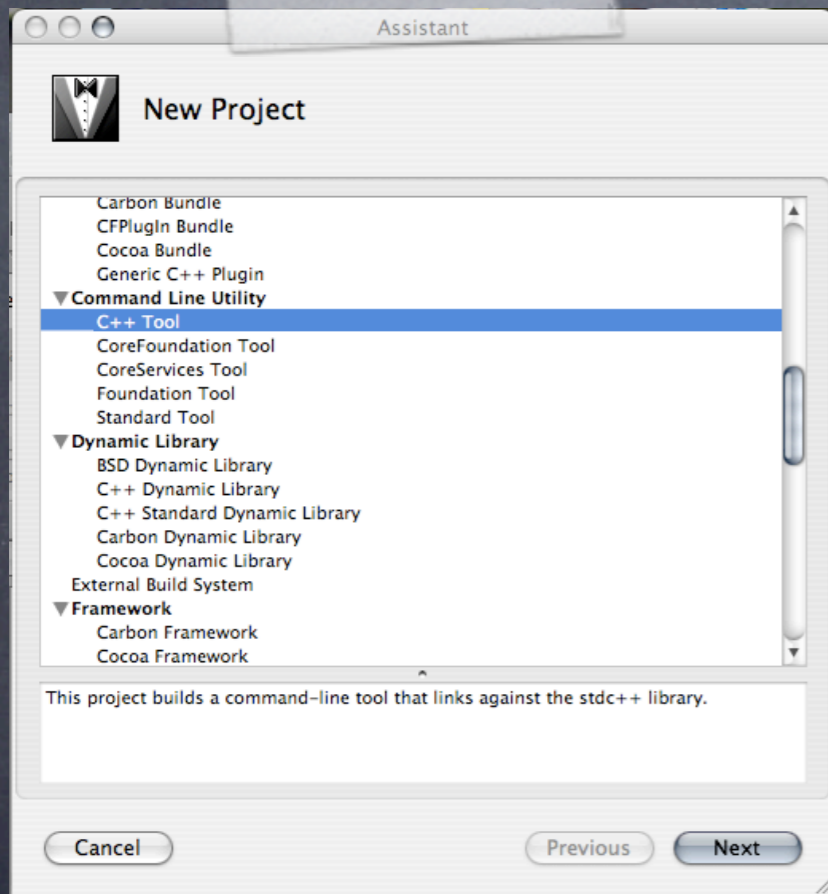
Xcode & C++

The Acceptable Use Program

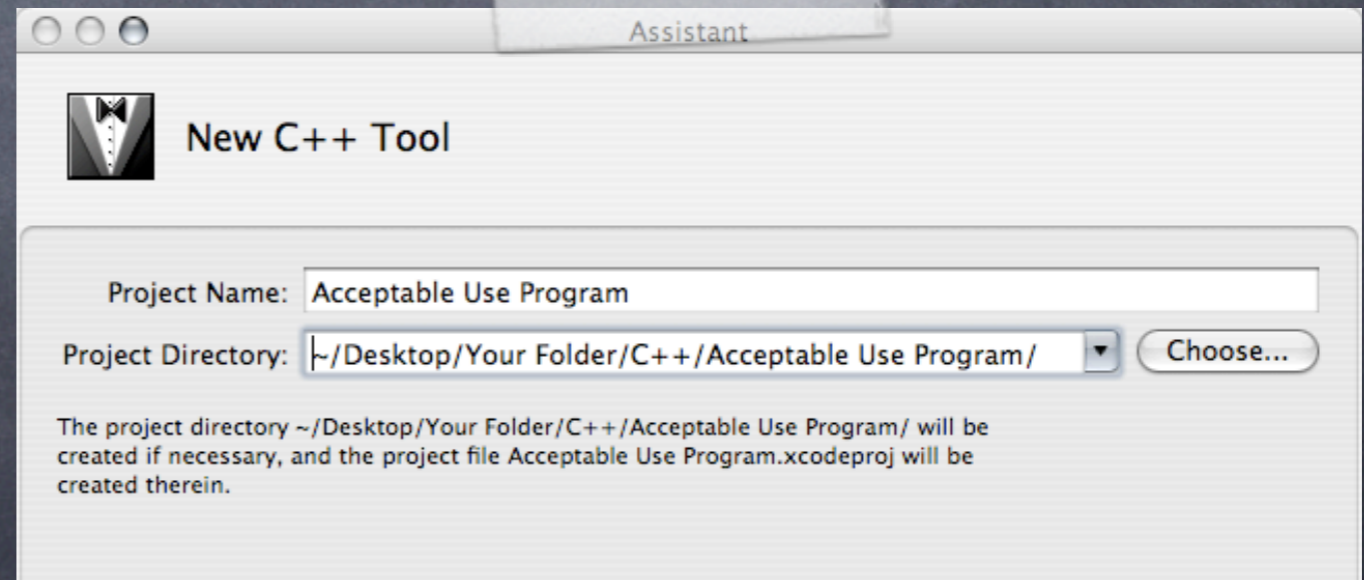


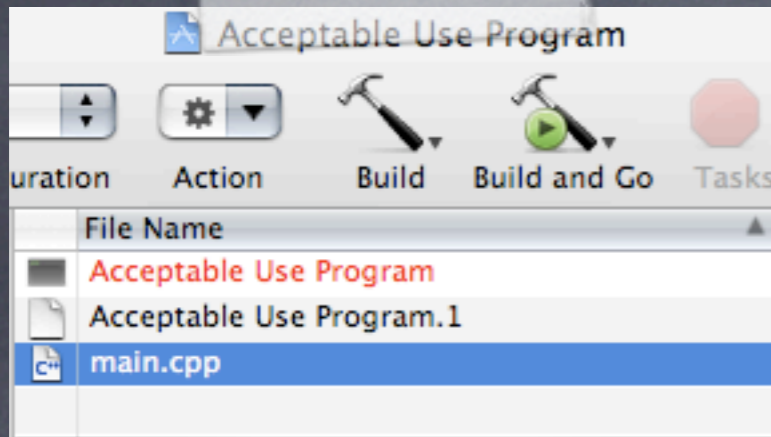
1) SELECT FILE / NEW PROJECT

2) UNDER COMMAND LINE UTILITY SELECT C++ TOOL



3) NAME YOUR PROJECT AND SAVE IT IN YOUR C++ FOLDER





4) DOUBLE CLICK ON MAIN.CPP

5) REPLACE THE TEXT IN MAIN.CPP WITH THE CODE SHOWN BELOW.

A screenshot of the IDE editor showing the initial code in 'main.cpp'. The code is as follows:

```
#include <iostream>

int main (int argc, char * const argv[]) {
    // insert code here...
    std::cout << "Hello, World!\n";
    return 0;
}
```

A screenshot of the IDE editor showing the replacement code in 'main.cpp'. The code is as follows:

```
*****
// Acceptable Use Program 1.0
// Created by Your Name
// Today's Date
// Program Description
*****

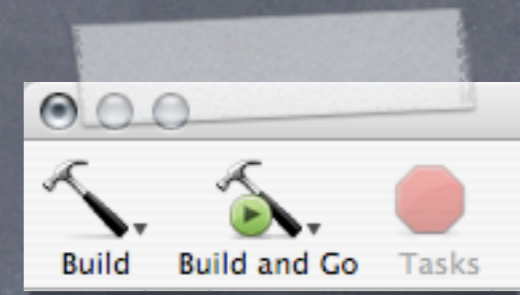
#include <iostream>
using namespace std;

int main() {

    // Displays the rules of computer lab on the user's screen.
    cout << "1) Rule Number 1 Goes Here" << endl;
    cout << "2) Rule Number 2 Goes Here" << endl;

return 0;
}
```

6) **CLICK BUILD AND GO. IN WINDOWS, BUILDING IS REFERRED TO AS COMPILING. THIS IS THE PROCESS OF TRANSLATING THE C++ CODE INTO MACHINE CODE**



7) **AT THIS POINT THE PROGRAM IS VERY BASIC. NOW, COMPLETE THE LIST OF RULES. YOU SHOULD ALSO ADD A TITLE AND SOME SORT OF BORDER AROUND THE RULES.**

8) **ONCE, COMPLETE, SHOW THE TEACHER. YOU WILL BE MARKED WITH THE FOLLOWING MARKING SCHEME:**

CRITERIA

| | |
|----------------------------|-----|
| Program Information | /2 |
| Displays Title | /1 |
| Displays Rules (Min 10) | /10 |
| Creativity Factor (Border) | /2 |

Total /15