A Short Tutorial on Compiling and Running C Code in Xcode

Download Xcode:

Go to https://developer.apple.com/xcode/ and follow the instructions for downloading Xcode from the Mac App Store.

Open Xcode and create a new project:

Open Xcode and click File > New > Project.
From the list of templates, click on Other under OS X on the left panel, and then click on External Build System.

Click Next.

Write your project name and some company identifier (e.g., edu.orst.eecs). You can leave the organization name blank. Use the default build tool (/usr/bin/make).
Click Next.

Choose a location to save the project. Note: You can deselect the Source Control checkbox as you don't need to create a repository for the project.

Add files to the project:

Add the makefile and source code files to your project. To add existing files, choose File > Add files to <project>. To add a new file, choose File > New > File.

After adding files, they should appear on the Project Navigator under your project.

Configure the build tool:

Select your project's target to edit the target settings. Set the Directory field to the directory that contains the makefile. If you added the makefile to your project in the previous step, then you should choose the directory in which the project was saved.
**Build the project:**

Click the **Run** button or click on Product > Build to compile the project using the specified makefile.

**Run the project:**

After building the project, you will generate an executable. You can run this executable through a unix shell or through Xcode.

To setup Xcode to run the project go to Product > Scheme > Edit Scheme.

Select Run from the left panel, select Info from top and click on the drop down list next to Executable. Click Other and select the executable that was generated when you compiled your project. Click Ok.

Now you can run your project again by clicking the Run button or through Product > Run.