

**Unix:** If you have a “real” version of Unix, the command is `cc` and not `gcc`. In fact, you may notice that `cc` even works on other Unix-like operating systems, where the `cc` command is often linked to the GCC compiler, for compatibility’s sake.

**Mac (before OS X):** Older versions of the Mac lack a built-in C language compiler. I recommend the Code Warrior compiler, though you should also check the Apple Web site to see whether any other (free) compilers are available: <http://developer.apple.com/>.

## *The place to put your stuff*

When you learn to program, you create scads of files. These files include the original-text source code files, the final program files, and perhaps even object code files, depending on the compiler. Obviously, you want to keep those files organized and separate from your regular junk.

For this book, I recommend creating a `prog` folder or directory. Create this folder off your main folder — the `$HOME` folder in Unix or the My Documents folder in Windows. The `prog` folder is designed to hold all your programming projects.

Beneath `prog`, you should put the `c` folder, for all your C language programming projects.

Finally, create a `learn` folder, in which you put all the projects for this book. The rest of this appendix provides specific examples.

**Windows.** To create a folder for your C language projects, follow these steps:

1. **Open the My Documents icon on the desktop.**
2. **Choose File⇒New⇒Folder to create a new folder and then name the folder `prog`.**
3. **Open the `prog` folder.**
4. **Choose File⇒New⇒Folder to create a new folder, and then name it `c`.**
5. **Open the `c` folder.**
6. **Create a folder inside the `c` folder, and name that folder `learn`.**
7. **Close the `c` folder window.**