

Installing PostgreSQL on Mac

Follow the given steps to install PostgreSQL on your Mac machine. Make sure you are logged in as **administrator** before you proceed for the installation.

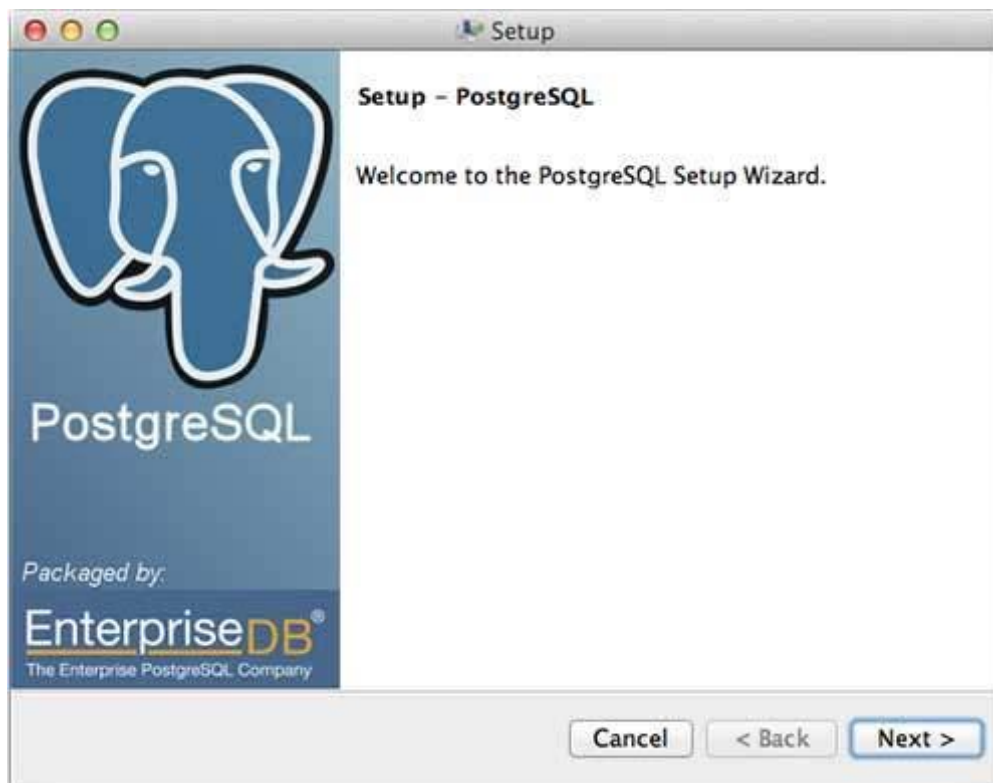
- Pick the latest version number of PostgreSQL for Mac OS available at [EnterpriseDB](#)
- I downloaded **postgres-9.2.4-1-osx.dmg** for my Mac OS running with OS X version 10.8.3. Now, let us open the dmg image in finder and just double click it which will give you PostgreSQL installer in the following window –



- Next, click the **postgres-9.2.4-1-osx** icon, which will give a warning message. Accept the warning and proceed for further installation. It will ask for the administrator password as seen in the following window –



Enter the password, proceed for the installation, and after this step, restart your Mac machine. If you do not see the following window, start your installation once again.



- Once you launch the installer, it asks you a few basic questions like location of the installation, password of the user who will use database, port number etc. Therefore, keep all of them at their default values except the password, which you can provide as per your choice. It will install PostgreSQL in your Mac machine in the Application folder which you can check –



- Now, you can launch any of the program to start with. Let us start with SQL Shell. When you launch SQL Shell, just use all the default values it displays except, enter your password, which you had selected at the time of installation. If everything goes fine, then you will be inside postgres database and a **postgres#** prompt will be displayed as shown below –

```

mahnaz — psql — 88x27
Last login: Fri Jun 7 02:27:34 on ttys003
Mohammads-iMac:~ mahnaz$ /Library/PostgreSQL/9.2/scripts/runpsql.sh; exit
Server [localhost]:
Database [postgres]:
Port [5432]:
Username [postgres]:
Password for user postgres:
psql (9.2.4)
Type "help" for help.

postgres=#

```

Congratulations!!! Now you have your environment ready to start with PostgreSQL database programming.

