**1. Open VS Code Terminal**

* Use **Ctrl + `** (backtick) or **Terminal → New Terminal**.

**2. Initialize a project**

**uv init project**

* **uv** → usually a shortcut for uvinit (the project initializer).
* **init** → initialize a new project folder.
* **project** → the name of your project folder (you can change it).

This creates a folder named project with files like:

project/

├─ app.py

├─ requirements.txt

├─ .gitignore

└─ venv/ (optional)

**3. Navigate to your project**

cd project

* **cd** = change directory to the folder.
* Now you’re inside your project folder and can see app.py.

**4. Edit app.py**

* Open app.py in VS Code.
* Write your Streamlit app code, e.g.:

import streamlit as st

st.title("My First Streamlit App")

st.write("Hello, world!")

**5. Run the app**

**streamlit run app.py**

* This starts the Streamlit server and opens your app in a browser.

✅ **Summary:**

1. uv init project → creates project folder with starter files
2. cd project → go into project folder
3. Edit app.py → create your app
4. streamlit run app.py → run your app in browser