Your first program

In its simplest form, a Lua-Löve program is a directory (folder) containing a `main.lua` file.

First, create a directory with a name that tells what the program does.

With a text editor (like Atom) create the `main.lua` file and type the following code:

```lua
function love.load(arg)
end


function love.update(dt)
end


function love.draw()
end
```

Save your file (File > Save) and make sure that it's in the directory you have created.

Drag and drop the directory containing your program on the Löve icon and your "empty" program will run in a new window.

If there was no error, you will simply see a black window.

If there was any error, you will see a blue window telling you which error occured and on which line you will find the error.

Go and fix the error in `main.lua`, close the program window and run again your program by dropping the directory on the Löve icon.

How it works

Löve automatically calls three functions with a name that start with `love.`:

```
love.load(arg)
         |
  +→ love.update(dt) ─┐
  └─ love.draw()    ←─┘
```
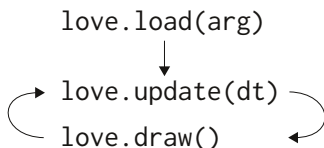
– `load()` is called when the program is starting. Use it to load images and define settings.
– Very often, Löve calls `update(dt)`, where `dt` is the time elapsed since the last call. Use it for updating your sprites.
– `draw()` is called right after `update()`.