

# 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:

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

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

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

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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 occurred 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.

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