

# Your first program



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

You can give the directory a name that tells which programs it contains.

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

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

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

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

Now drag and drop the directory containing the Love program 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 occurred and on which line.

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