



SVELTEKIT • GETTING STARTED

# Creating a project

ON THIS PAGE



The easiest way to start building a SvelteKit app is to run `npx sv create` :

```
npx sv create my-app
cd my-app
npm install
npm run dev
```



The first command will scaffold a new project in the `my-app` directory asking you if you'd like to set up some basic tooling such as TypeScript. See [integrations](#) for pointers on setting up additional tooling. The subsequent commands will then install its dependencies and start a server on [localhost:5173](#).

There are two basic concepts:

Each page of your app is a [Svelte](#) component

You create pages by adding files to the `src/routes` directory of your project. These will be server-rendered so that a user's first visit to your app is as fast as possible, then a client-side app takes over

Try editing the files to get a feel for how everything works.

## Editor setup

We recommend using [Visual Studio Code \(aka VS Code\)](#), with [the Svelte extension](#), but [support also exists for numerous other editors](#).



PREVIOUS

[Introduction](#)

NEXT

[Project structure](#)