**Prerequisites:**

* Mac computer (Apple system)
* Xcode downloaded on Mac

**Outline:**

* Go through Google Slides slideshow:
  + Downloading Xcode
  + Learning basics of Swift/syntax on Xcode Playground
* Project
  + Downloading images needed for project
    - Link: <https://www.dropbox.com/sh/7aopencivoiegz4/AADFtW9ipj7EJjEmtb5gmshQa/Lesson%2005?dl=0&preview=Image+Assets.zip&subfolder_nav_tracking=1>
  + Code app
* Wrap up and present future challenges

**Future Challenges:**

* Create a different card game since we already have the card images
* Change the rules of our current card game
* Start a new Xcode project and play with the user interface (UI) - stack items, change colors, use modifiers, buttons, etc.
* Great link for beginners to learn Swift and engage in challenges! <https://codewithchris.com/learn-swift/>

**Code:**

