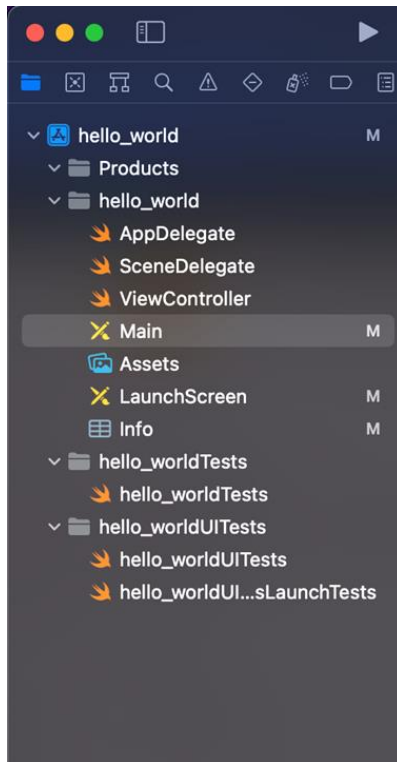**Project files**

Introduction

When working on your projects within Project View, you need to be able to quickly locate and identify useful files and directories. In this reading, you'll explore some commonly-used files and directories that you must be familiar with when work on your projects.

Accessing your file structure

To access the entire file structure of a project, including all files hidden within folders from the **XCode** view, select **Project** from the tab at the top of the **Project** window.

Choosing **Project View** allows you to see a lot more files and directories. The most important of these are:

The module-name/ folder

In the example screenshot above, this is the **hello_world** folder. This folder contains the following objects:

AppDelegate

The **AppDelegate** is effectively the root object of your app, and it works in collaboration with UIApplication to manage some user interactions with the system.

SceneDelegate

What is displayed on the screen is the responsibility of **SceneDelegate**.

ViewController

The **ViewController** is the parent of all the views present on a storyboard. Each application has at least one **ViewController**. It facilitates the transition between various parts of the user interface.

Main

With the **main.storyboard** file, you can design the user interface of your application by adding views such as buttons, table views, and text views onto the editor.

Assets

This object can be used to organize your app's images, icons, colors, and more

LaunchScreen

LaunchScreen appears when your app starts up and gives the user the impression that your app is fast and responsive.

Info.plist

Xcode supplies an information property list file when you create a project from a template. By default, Xcode names this file **info.plist** and adds it to your project as a source file you can edit.

The module-nameTests/ folder

In the example screenshot above, this is the **hello_worldTests** folder. This folder manages code required to test functions within the application.

The module-nameUITests/ folder

In the example screenshot above, this is the **hello_worldUITests** folder. This folder keeps test files required for testing user interactions with the app user interface.

Conclusion

You should now be familiar with and be able to locate commonly-used files and directories within **Project View**.