

Hello, WatchKit Tutorial

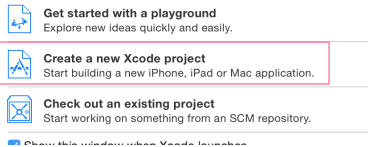
Create a New Xcode Project

1. Open Xcode
2. Select **Create a new Xcode Project**

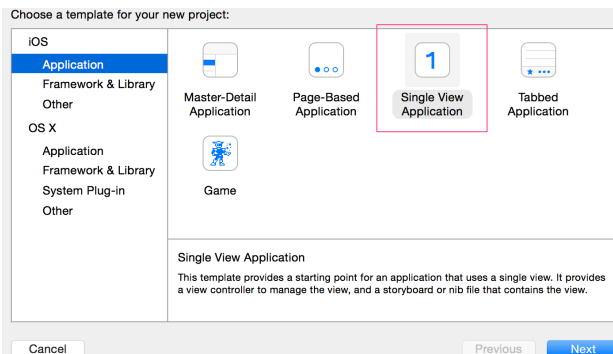


Welcome to Xcode

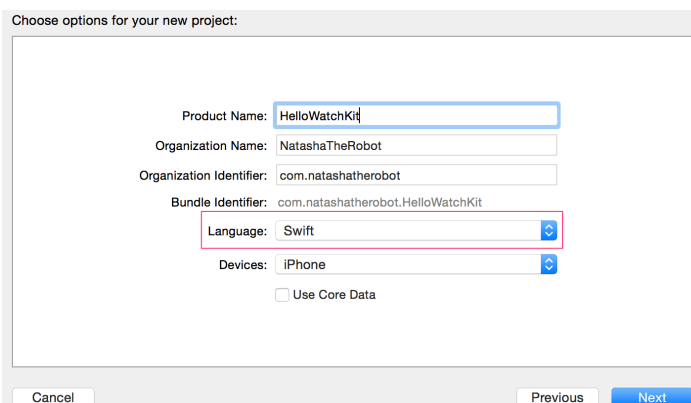
Version 6.3 (6D570)



3. Select **Single View Application** and tap **Next**

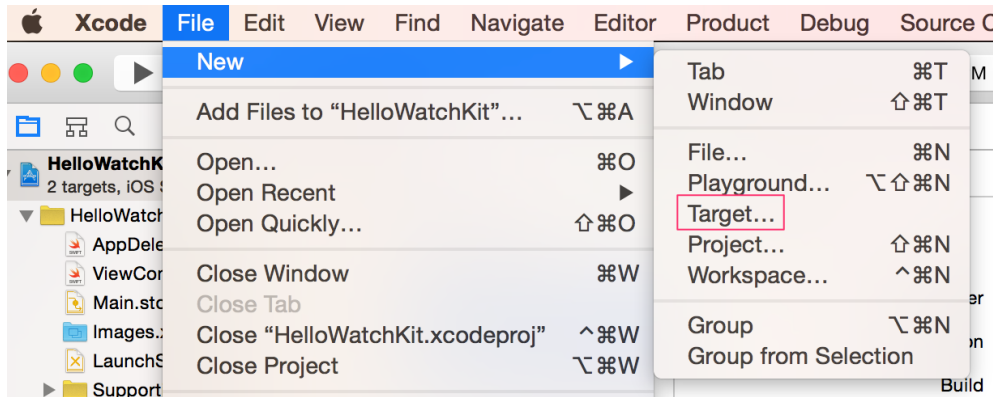


4. Name your project. I'll be using Swift for future tutorials, so select **Swift** as the Language (or Objective-C if you'd like). Tap **Next** and save the project.

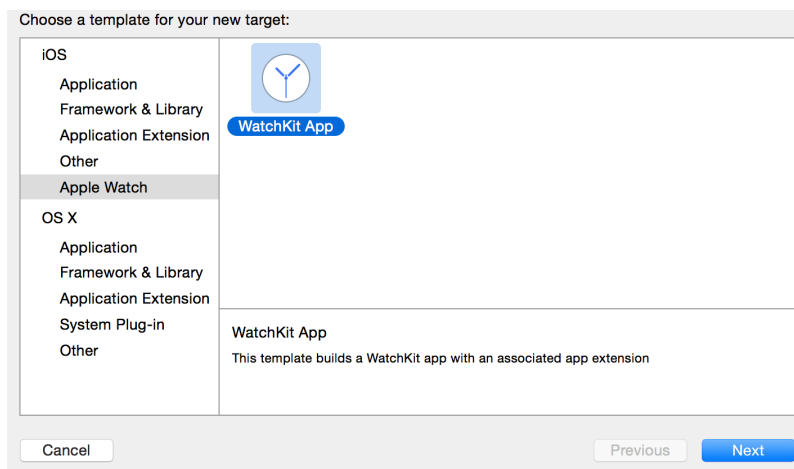


Create a WatchKit App Target

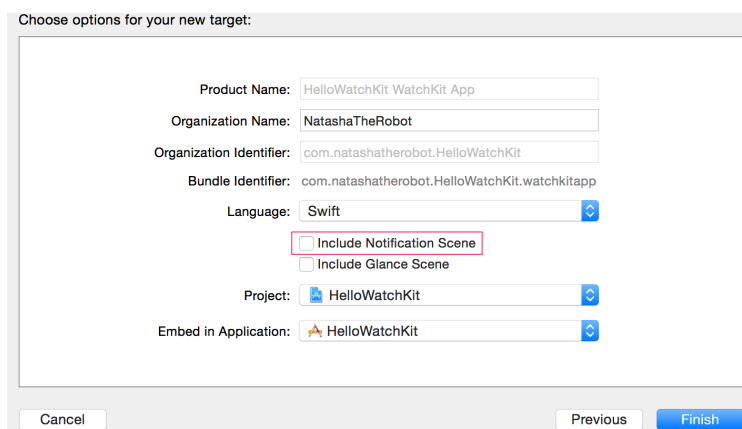
1. From the Xcode menu, select **File -> New -> Target**



2. From the iOS **Apple Watch** option, select **WatchKit App**

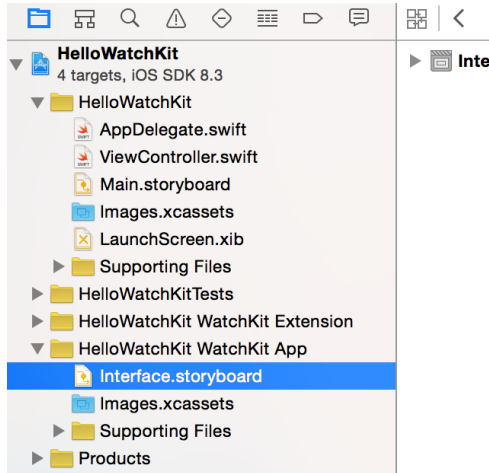


3. **Unselect “Include Notification Scene”** for this exercise to make things simple - we’ll use it later when we’re working on Notifications. Tap **Finish**!

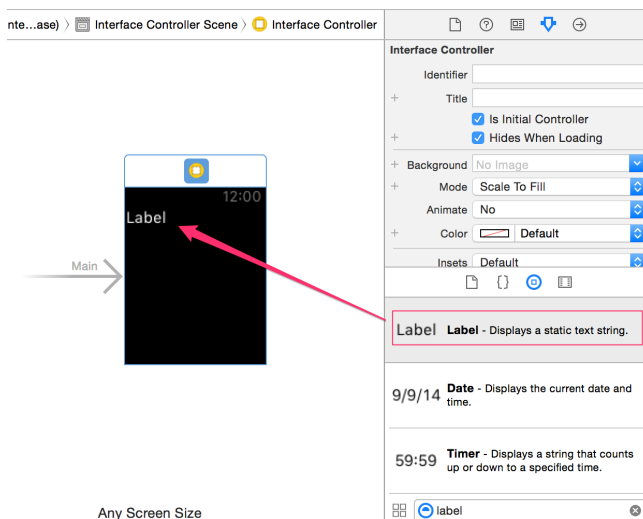


Configure the “Hello, WatchKit!” Label

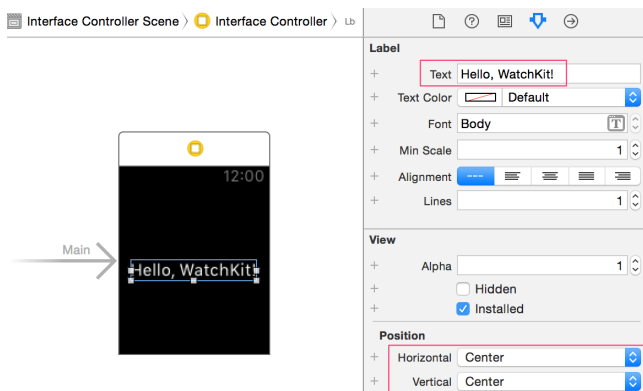
1. Open up **Interface.storyboard** in the **WatchKit App** Target



2. Select a **Label** from the Object Library and **Drag It** onto the Interface Controller

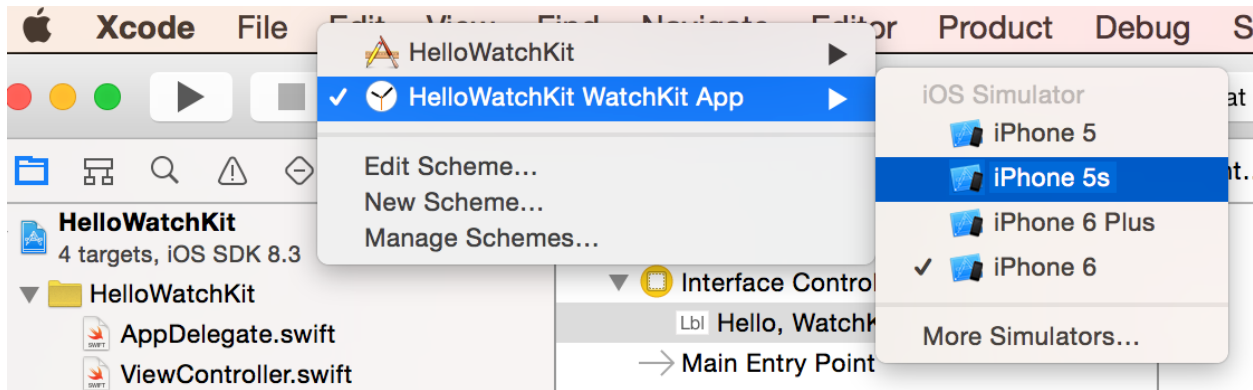


3. Update **Label Text** and **Center it's Horizontal and Vertical Position**

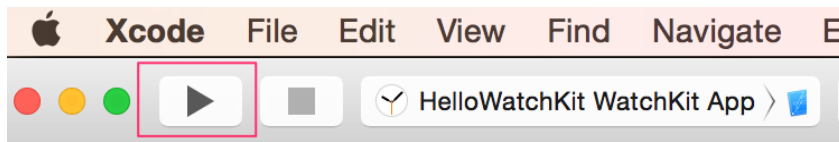


Run the Watch App!

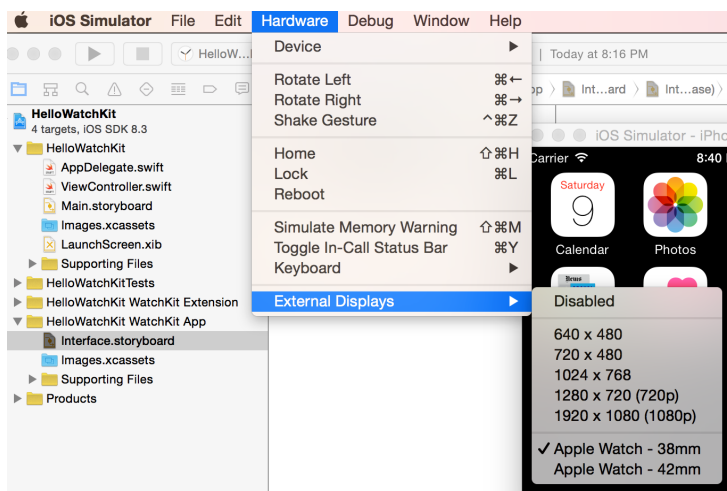
1. Make sure you have the **Watch App Target** selected as the Active Scheme. Any iOS Simulator will work.



2. Build and run the current scheme (aka **tap the Play Button**)



3. Note: If nothing happens, don't worry! If you've never run a Watch App again, this was a trick :) To make sure the Apple Watch Simulator shows up, you need to configure it as an External Display. To do that, go to your **iOS Simulator's Hardware menu**. Select **External Displays** and an **Apple Watch** option. I prefer the smaller (38mm) for my External Display to best test my layout on the smallest screen possible. **Run your Watch App Scheme again.**



4. Note: Unlike the iOS Simulator, the Apple Watch simulator doesn't come to the forefront. **Control + Tab** to switch to your iOS Simulator manually to see your first WatchKit App!

Congratulate Yourself!

You've built your very first WatchKit app!

