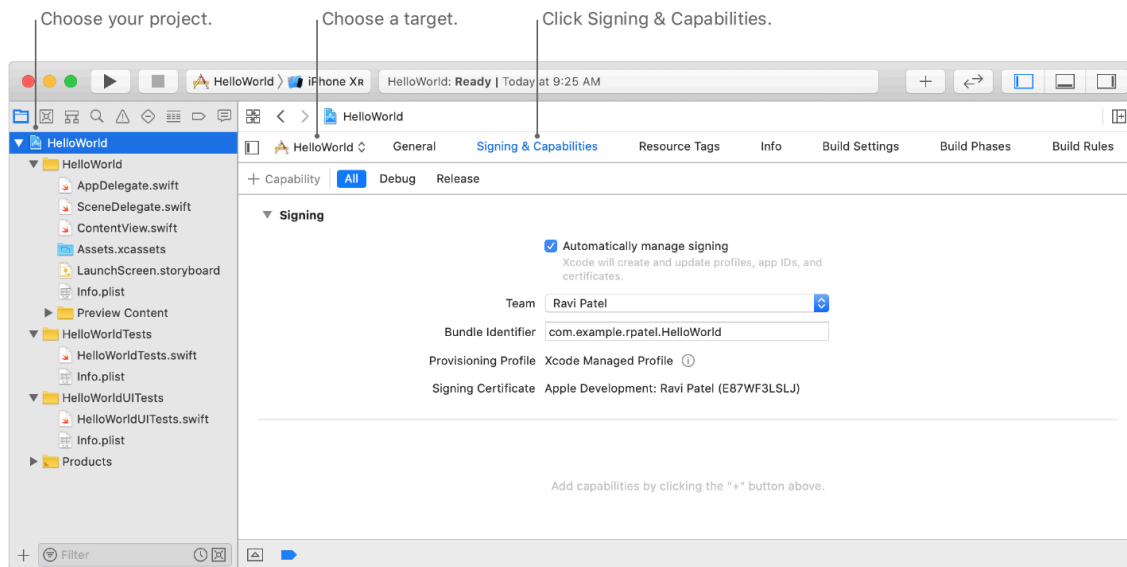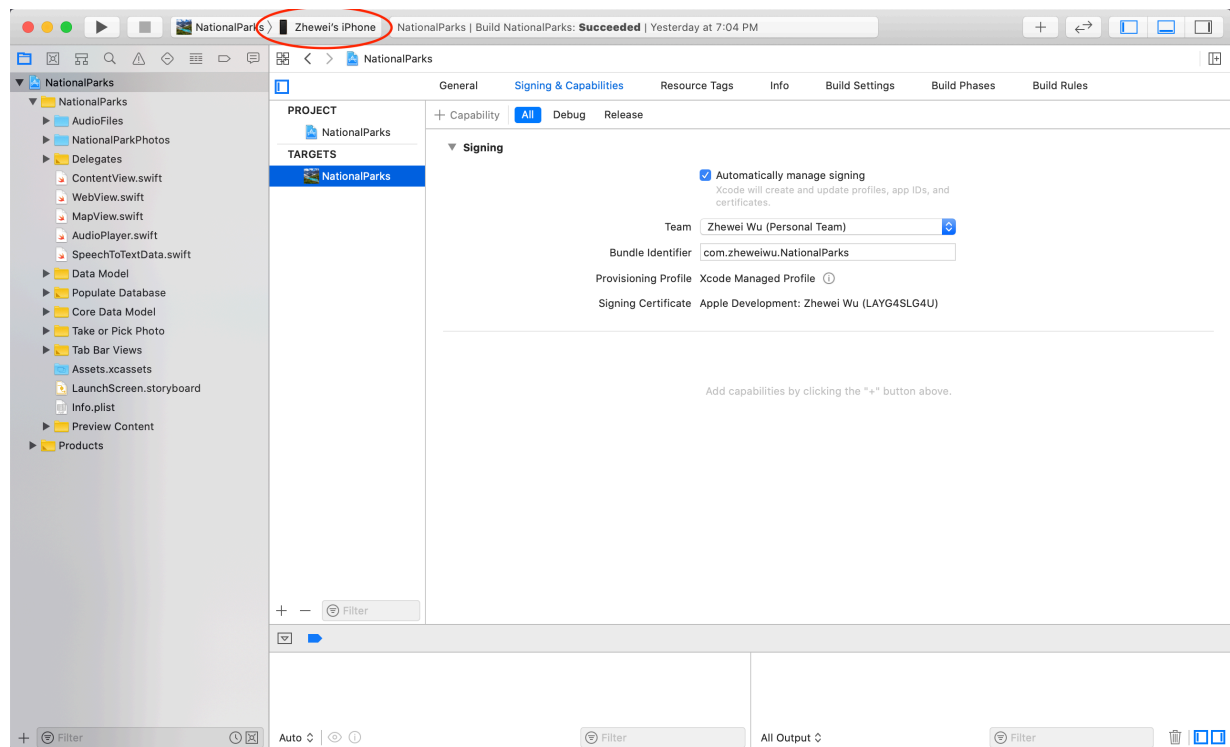**This zip file contains:**
- a folder with .swift files and data files and
- an executable .xcodeproj file.

In order to execute the app, please follow the following steps.
1. Make sure the lastest Xcode application (currently I have V_11.5) is installed on your Mac.
2. Click on the executable .xcodeproj file to open Xcode.
3. Change your Team in Signing and Capabilities.

Choose your project.   Choose a target.   Click Signing & Capabilities.

4. Connect your iPhone with lightening cable to your Mac, and then set up the simulator as your iPhone.

5. Click "run" and wait for the app to appear on your iPhone.