Hello World!

> **Goal:** Create the traditional "Hello World!" app for iOS in Swift and introduce yourself to Xcode.
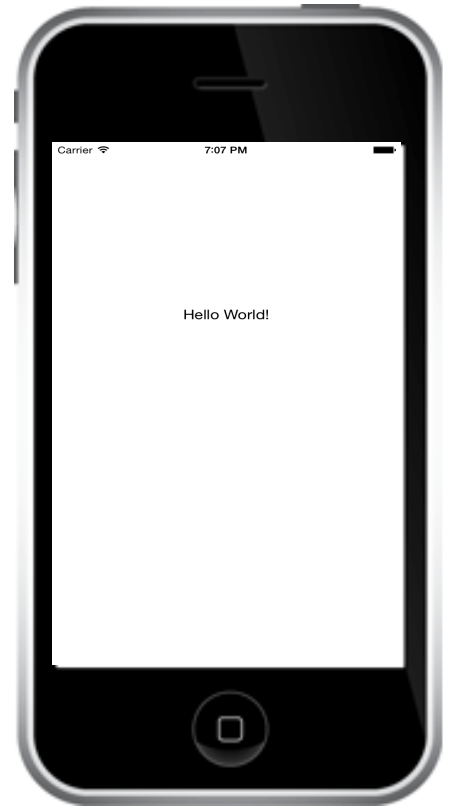
- Open Xcode
- Create a new Xcode project
- Click on **iOS -> Application -> Single View Application -> Next**
  - **Product Name:** Hello World
  - **Organization Name:** what ever you want (I put my name)
  - **Organization Identifier:** what ever you want (I put my initials)
  - **Bundle Identifier** (Xcode creates this for you)
  - **Language:** Swift
  - **Devices:** iPhone
  - Keep Use Core Data unchecked
- Click **Next**
- Keep Source Control unchecked
- Click **Create**
- If you've never used Xcode before, this might look like a lot of stuff... but I promise you'll get used to it the more we work with it
- Navigate over to the left hand side - this is the *project navigator*
- Click on **Main.storyboard** - this is where you will build your user interface
- Navigate over to the right hand side and find the *file inspector* 📄
- Uncheck '**Use Size Classes**' and when prompted, click '**Disable Size Classes'**
- Lets add a label to your layout!
  - Navigate over to the bottom right and find the circle with a square in the middle 📄 { } ⊙ ▥
  - This is the *object library*
  - Scroll down or search at the bottom for a '**label**'
  - Click and drag it onto your *view controller* - this is the main box in your storyboard
  - Double click on the label and change the text to Hello World!
    If you move the label around, you'll notice that blue lines show up when it's aligned with something
- Lets run it!
- Click on the arrow ▶ in the upper left hand corner to launch the simulator (give this a minute.. it's sometimes slow to start)
- There you have it! Your first Hello World iPhone app!
- Be sure to hit the stop button in Xcode when you are done. ■