Hello World!

> **Goal:** Create the traditional "Hello World!" app for iOS in Swift and introduce yourself to Xcode.

- **Getting Started**
  - 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
    Note: 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
- **Adding the text, Hello World!**
  - 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'
  - 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
- **Let's run the app!**
  - 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. ■