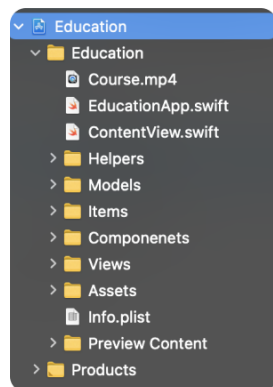# Getting started

Here we will cover the project structure, development setup, and how you can run the application.

Project structure

1. 'Education' project

Project contains all the folders for the iOS application.

2. 'Education' folder

In this folder, you can find everything that relates to the iOS application.

3. 'EducationApp.swift' file

You can set the initial screen for the application here.

4. 'ContentView.swift' file

Here you can modify what content is going to be displayed when the application launches.

5. 'Helpers' folder

Here you can find the constants files for icons, images, and some colors used throughout the application.

6. 'Models' folder

This folder contains all the data models used to display the static data throughout the application.

7. 'Items' folder

Here you can find the items that represent the data models.

8. 'Components' folder

Majority of the components that are being used in this project can be found here.

9. 'Views' folder

All the screens that this application has can be found here.

10. 'Assets' folder

This folder contains all external assets that we are using in this application.

Development setup

1. Code editor

For the best experience, we recommend that you use 'Xcode'. You can download it from the 'App Store' on MacOS. Please make sure that you have enough space available on your disk (at least 30 GB) before installing it.
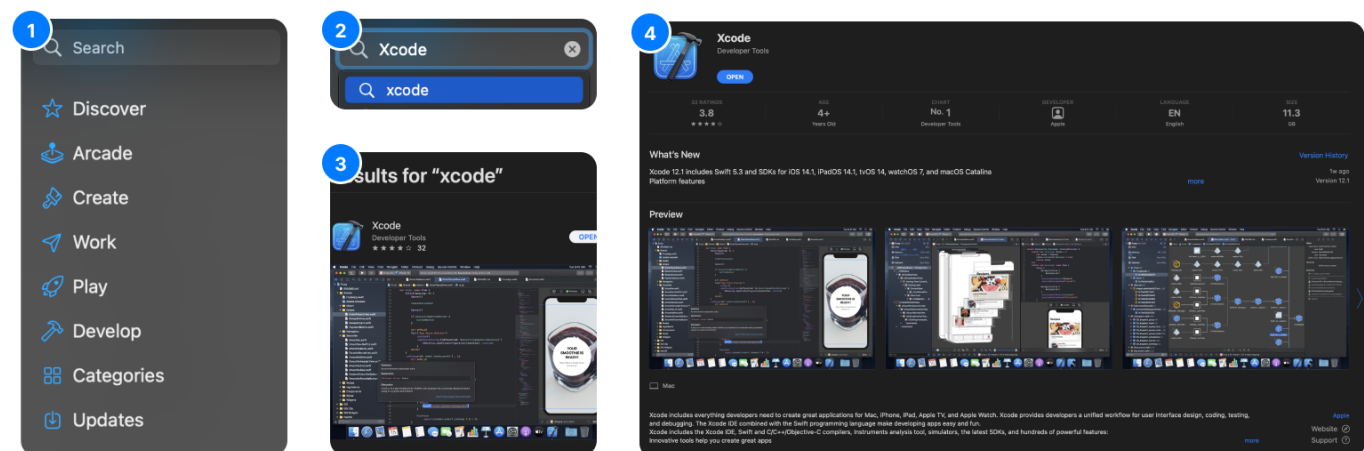
2. Swift packages

We have used 1 swift package called 'Pages'. It should already be inside of the project, but in case if it is not there, you can download it from here: **https://github.com/nachonavarro/Pages.git**. Here is how you can install it: **File > Swift Packages > Add Package Dependency**.
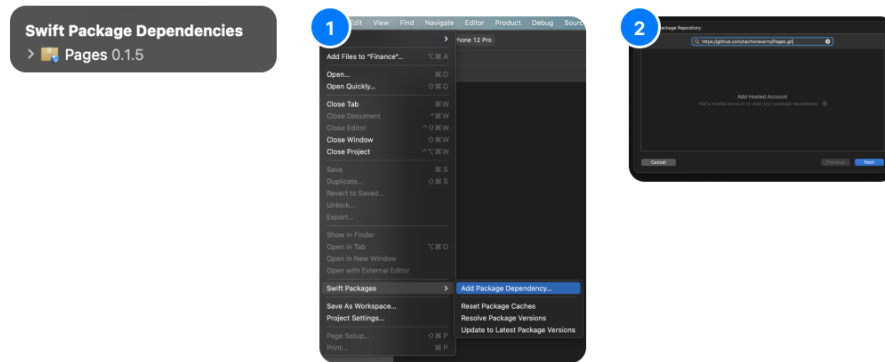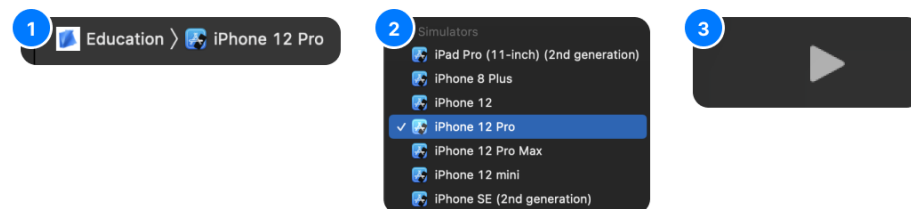

3. Opening project

In order to open a project, after unzipping the file, please go to '**Codebase**' folder, and then click on the file called '**Education.xcodeproj**'.
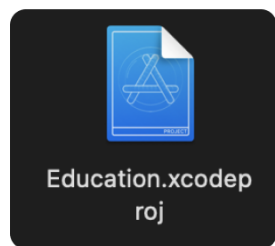
Running the application

1. Simulator

You can run the application on any iPhone simulator that is available in the 'Device' dropdown menu. Just use shortcut 'Command + R' or a 'Play' button in the top left corner in 'Xcode'.

2. Real device

In order to run the application on a real device, you will need to connect your iOS device to your Apple laptop via USB cable, and then select it in 'Device' dropdown.