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How to run Python scripts inside XCode 10:

1. open up XCode!>create a New Project>navigate to the "Cross-Platform">click on "External Build System">click Next
2. enter a name for your project> enter the path for the build tool as written */usr/bin/python*
3. navigate to a location where you would like to save> click create
4. click file> new> navigate on the tab for "macOS"> scroll to the other tab section> click on "empty"> and then next
5. save the file name inside your python root folder: save the file as "yourNameHere.py"> make sure you include the .py > lastly make sure the target icon is checked for XCode on the bottom
6. notice on the upper left there is your project name next to the simulation> hold and click on the left and go to EDIT SCHEME> now inside that menu go to the RUN tab> click on the executable> select OTHER> when the pop up window opens, press CMD+Shift+G> inside that search type */usr/bin/python* (Note you may have to locate where python is in your machine by going to terminal and typing *which python*)
7. after selecting the file> uncheck "debug executable"
8. Adding an argument: again in the EDIT Module> make sure you are in the run tab> click on the arguments tab> click the + sign> type in the name of the file "yourNameHere.py"
9. Go the options tab within this run menu> click on USE A CUSTOM WORKING DIRECTORY> click the file icon next to the search box> navigate to the root folder holding your XCode Project
10. Type inside your file *print("Hello World from XCode")* > click the play button on the upper left and it should run in a terminal window on the bottom right inside xCode.