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So I couldn’t get the fully functional app to run TCG on the iPhone. Using this IDE was a bit of a struggle. When opening it you have to “create a run command” so it changes all the way to make the program run. Also, trying to do multiple classes linked does not work well. The IDE can run but I’m going to keep trying to make the Pokémon game after submitting. The app I used was Code Snack IDE on Apple App Store.