**Development Scenario 1: Personal Budget Tracker**

**Day 1: iOS Introduction and Setup**

**Task 1:** Configure the Xcode development environment and create a new project for the budget tracker app.

1. **Install Xcode:**
   * Download and install the latest version of Xcode from the Mac App Store.
2. **Set Up Xcode:**
   * Open Xcode and go through the initial setup steps.
   * Ensure that you have the latest version of the iOS SDK installed.
3. **Create a New Project:**
   * Open Xcode and select "Create a new Xcode project."
   * Choose the "App" template under iOS.
   * Click "Next" and enter the following details:
     + **Product Name:** BudgetTracker
     + **Team:** Your development team (if applicable)
     + **Organization Name:** Your organization or name
     + **Organization Identifier:** com.yourname.BudgetTracker
     + **Language:** Swift
     + **User Interface:** SwiftUI
   * Click "Next" and choose a location to save the project.
   * Click "Create."

**Task 2: Familiarize with the Swift language by creating basic data models for expenses and income.**

1. **Open the Project:**
   * Open the **BudgetTracker.xcodeproj** file in Xcode.
2. **Create Data Models:**
   * Create a new Swift file for the data models:
     + Right-click on the project navigator and select "New File."
     + Choose "Swift File" and name it **Models.swift**.
     + Add the following code to define the basic data models:

import Foundation

struct Expense: Identifiable {

let id = Int ()

let date: Date

let category: String

let amount: Double

let description: String?

}

struct Income: Identifiable {

let id = Int()

let date: Date

let source: String

let amount: Double

let description: String?

}