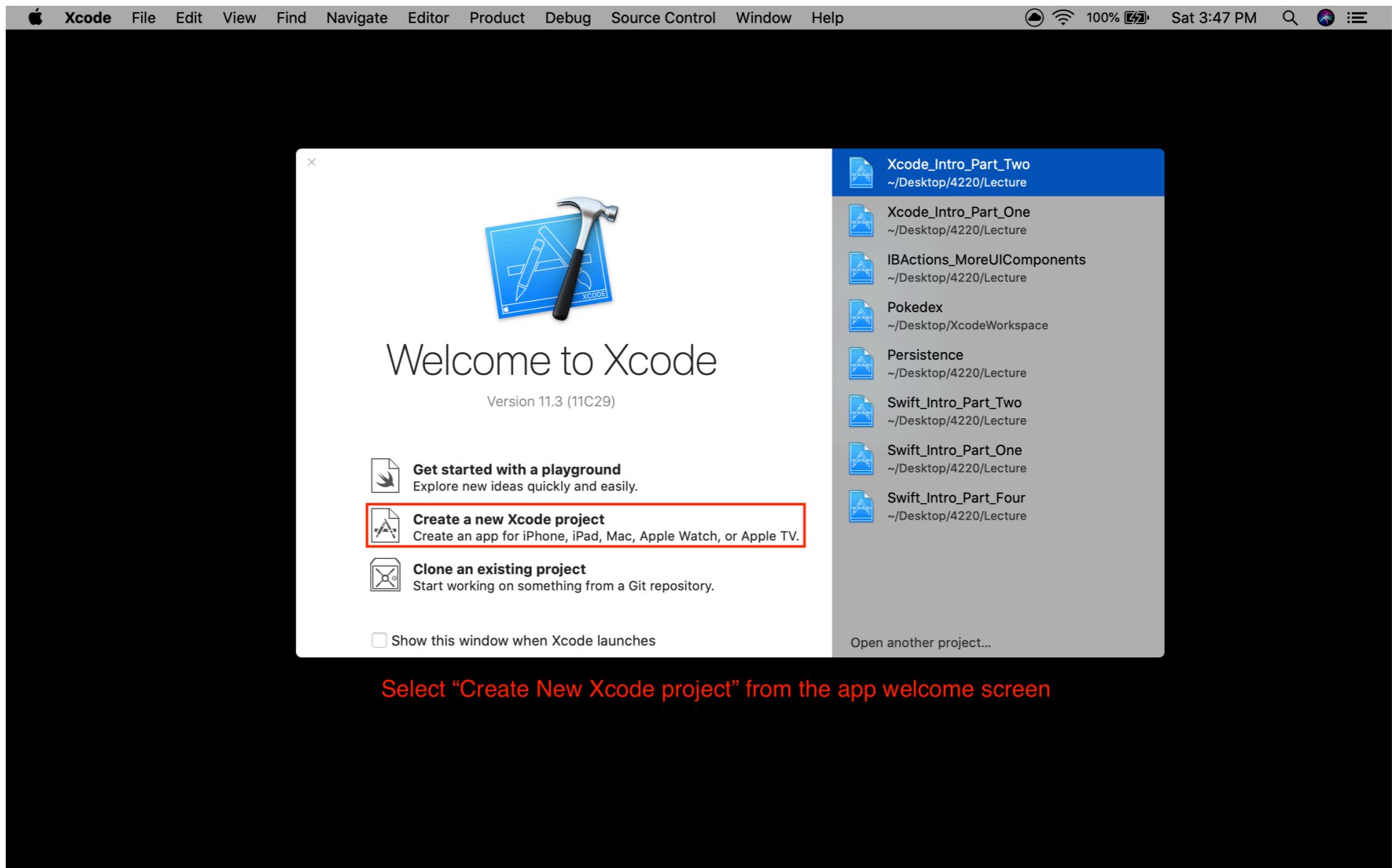
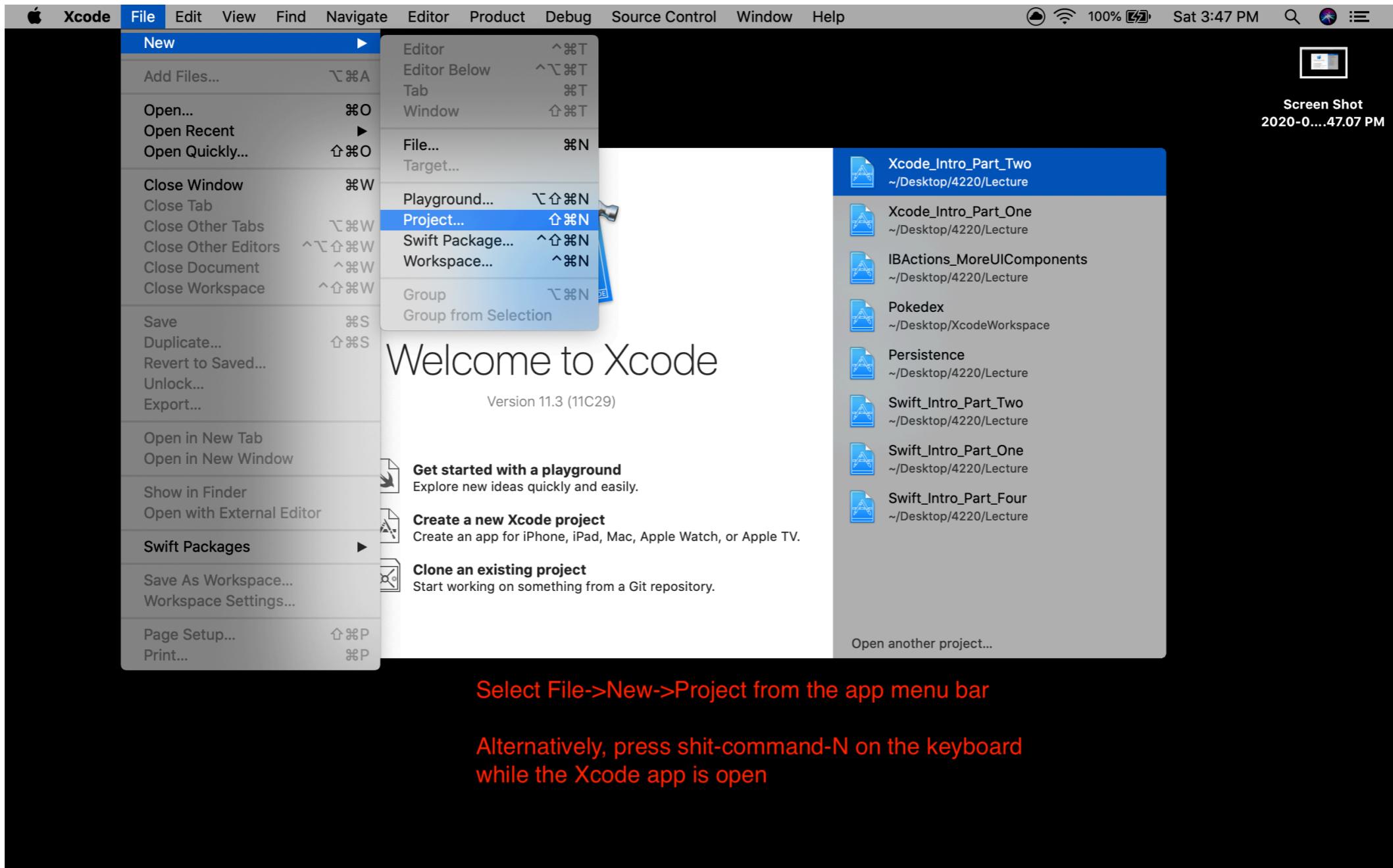


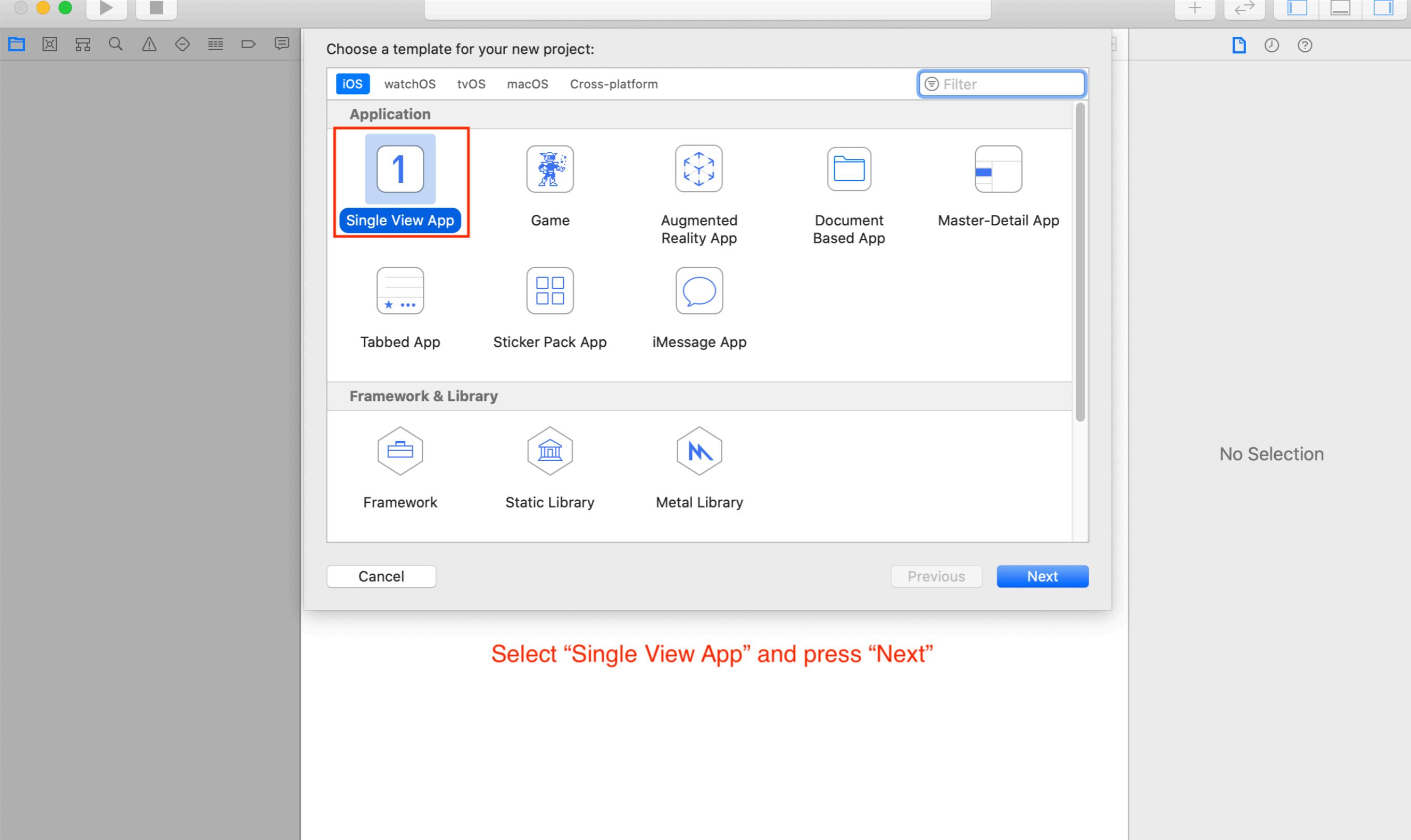
# **Creating an Xcode Project**

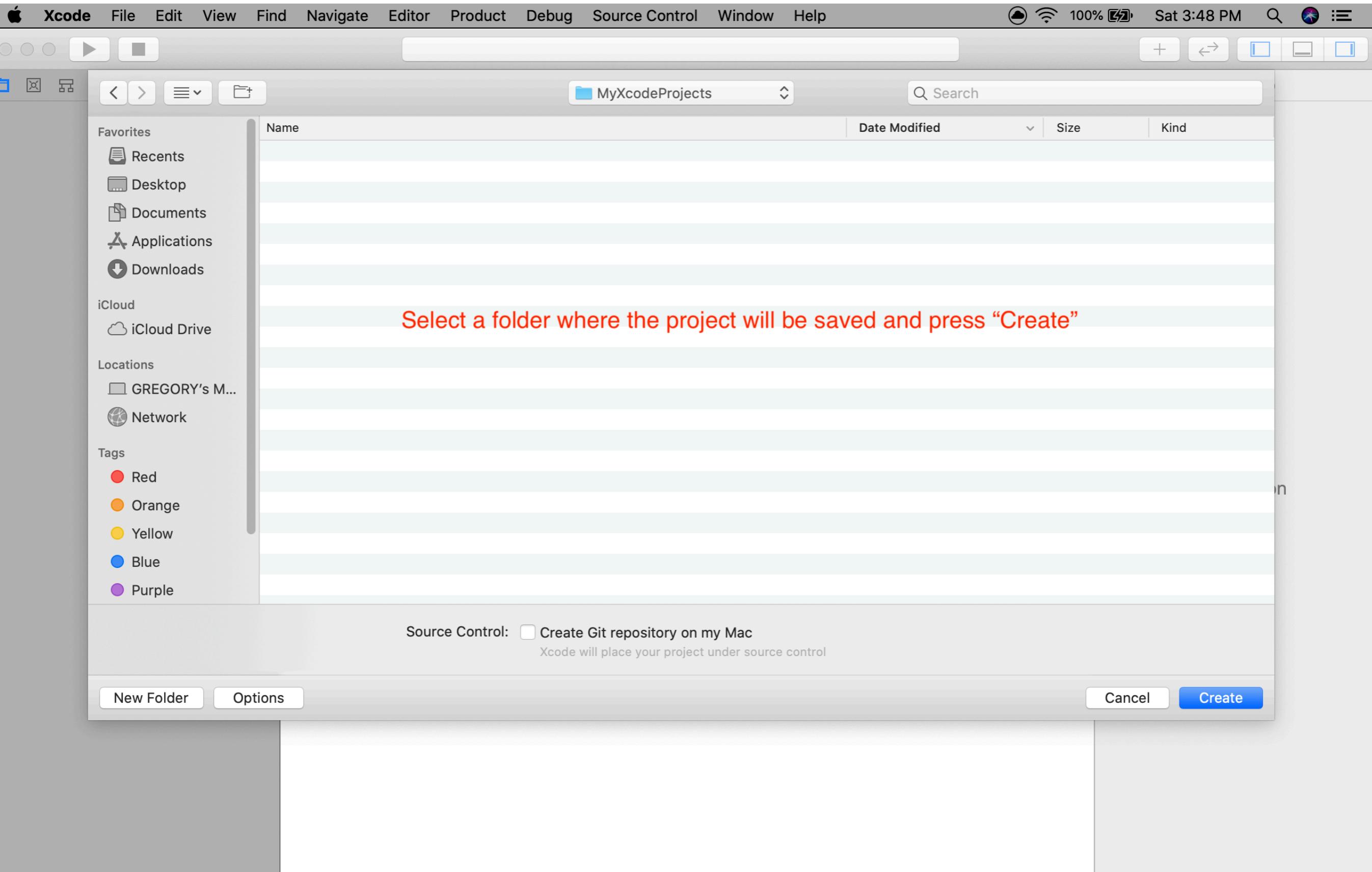
# Step 1 Option 1

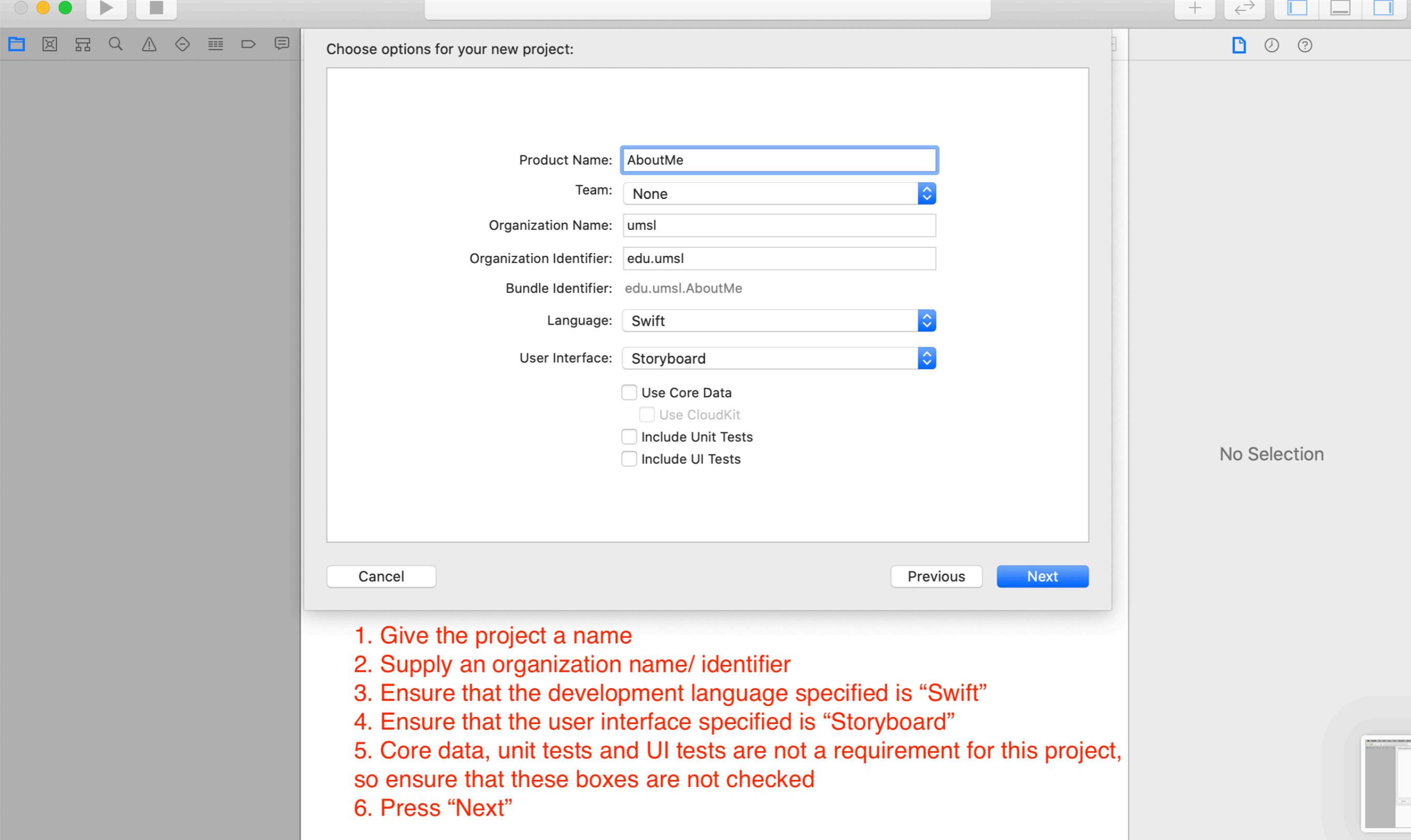


# Step 1 Option 2









The project file should now be displayed in an app window

**General**

**PROJECT**

**Identity**

Display Name: AboutMe

Bundle Identifier: edu.umsl.AboutMe

Version: 1.0

Build: 1

**TARGETS**

**AboutMe**

**Deployment Info**

Target: Device

iOS 13.2:

- iPhone
- iPad
- Mac (requires macOS 10.15)

Main Interface: Main

Device Orientation:

- Portrait
- Upside Down
- Landscape Left
- Landscape Right

Status Bar Style: Default

- Hide status bar
- Requires full screen
- Supports multiple windows

**App Icons and Launch Images**

App Icons Source: AppIcon

Launch Screen File: LaunchScreen

**Frameworks, Libraries, and Embedded Content**

**Identity and Type**

Name: AboutMe

Location: Absolute

AboutMe.xcodeproj

Full Path: /Users/GregoryHommert/Desktop/XcodeWorkspace/MyXcodeProjects/AboutMe/AboutMe.xcodeproj

**Project Document**

Project Format: Xcode 9.3-compatible

Organization: umsl

Class Prefix:

**Text Settings**

Indent Using: Spaces

Widths: Tab 4 Indent 4

Wrap lines

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

100% Sat 3:51 PM

AboutMe > iPhone 11 Pro Max AboutMe: Ready | Today at 3:51 PM

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Open in New Tab  
Open in New Window  
Show in Finder  
Open with External Editor  
Open As  
Show File Inspector  
New File...  
Add Files to "AboutMe"..."  
Delete  
New Group  
**New Group without Folder**  
New Group from Selection  
Sort by Name  
Sort by Type  
Find in Selected Groups...  
Source Control  
Project Navigator Help

General Signing & Capabilities Resource Tags Info Build Settings Build Phases Build Rules

Identity

Display Name AboutMe  
Bundle Identifier edu.umsl.AboutMe  
Version 1.0  
Build 1

Mac (requires macOS 10.15)

Main Interface Main

Device Orientation  Portrait  
 Upside Down  
 Landscape Left  
 Landscape Right

Status Bar Style Default  
 Hide status bar  
 Requires full screen  
 Supports multiple windows

App Icons and Launch Images

App Icons Source AppIcon  
Launch Screen File LaunchScreen

Frameworks, Libraries, and Embedded Content

Identity and Type

Name AboutMe  
Location Absolute  
Full Path /Users/GregoryHommert/Desktop/XcodeWorkspace/MyXcodeProjects/AboutMe/AboutMe.xcodeproj

Project Document

Project Format Xcode 9.3-compatible  
Organization umsl  
Class Prefix

Text Settings

Indent Using Spaces  
Widths 4 Tab 4 Indent  
Wrap lines

Right-click the "AboutMe" directory and select "New Group without Folder". This will create a virtual folder to hold files that will generally not be used while completing this project.

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

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AboutMe

↳ AboutMe

- ↳ ViewController.swift
- ↳ Main.storyboard

↳ Supporting Files

- ↳ AppDelegate.swift
- ↳ SceneDelegate.swift
- ↳ Assets.xcassets
- ↳ LaunchScreen.storyboard
- Info.plist

↳ Products

AboutMe > AboutMe > Info.plist > No Selection

Key	Type	Value
Localization native development re...	String	\$(DEVELOPMENT_LANGUAGE)
Executable file	String	\$(EXECUTABLE_NAME)
Bundle identifier	String	\$(PRODUCT_BUNDLE_IDENTIFIER)
InfoDictionary version	String	6.0
Bundle name	String	\$(PRODUCT_NAME)
Bundle OS Type code	String	\$(PRODUCT_BUNDLE_PACKAGE_TYPE)
Bundle versions string, short	String	1.0
Bundle version	String	1
Application requires iPhone environ...	Boolean	YES
Application Scene Manifest	Dictionary	(2 items)
Launch screen interface file base...	String	LaunchScreen
Main storyboard file base name	String	Main
Required device capabilities	Array	(1 item)
Supported interface orientations	Array	(3 items)
Supported interface orientations (i...)	Array	(4 items)

Identity and Type

Name: Multiple Values

Type: Default - (Multiple Types)

Location: Relative to Group

Full Path: Multiple Values

Name the virtual folder “Supporting Files”. Highlight the files shown to the right and add them to it.

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

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AboutMe > iPhone 11 Pro Max AboutMe: Ready | Today at 3:52 PM

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**AboutMe**

ViewController.swift  
Main.storyboard  
Supporting Files  
AppDelegate.swift  
SceneDelegate.swift  
Assets.xcassets  
LaunchScreen.storyboard  
Info.plist

Products

**General** Signing & Capabilities Resource Tags Info Build Settings Build Phases Build Rules

**PROJECT**  
AboutMe

**TARGETS**  
AboutMe

**Identity**  
Display Name AboutMe

**Deployment Info**

Target Device

iOS 13.2 ⓘ  iPhone  
 iPad  
 Mac (requires macOS 10.15)

Main Interface Main

Device Orientation  Portrait  
 Upside Down  
 Landscape Left  
 Landscape Right

Status Bar Style Default  
 Hide status bar  
 Requires full screen  
 Supports multiple windows

**App Icons and Launch Images**

App Icons Source AppIcon

Launch Screen File LaunchScreen

**Frameworks, Libraries, and Embedded Content**

**Identity and Type**

Name AboutMe

Location Absolute

AboutMe.xcodeproj

Full Path /Users/GregoryHommert/Desktop/XcodeWorkspace/MyXcodeProjects/AboutMe/AboutMe.xcodeproj

**Project Document**

Project Format Xcode 9.3-compatible

Organization umsl

Class Prefix

**Text Settings**

Indent Using Spaces

Widths Tab 4 Indent 4

Wrap lines

+ Filter

Filter