

Setting up your Xcode on Mac

1. Creating your first project

Each time you will have to **create a new project**. There are multiple options on the first page. Hence, it is important to follow a each and every step in setting up your first project.

In order to new project:

- 1) **Open Xcode** and choose **Create a new Xcode Project**. Otherwise, if you already have Xcode project, you can Open a project straight away.



Welcome to Xcode

Version 13.2.1 (13C100)



Create a new Xcode project

Create an app for iPhone, iPad, Mac, Apple Watch, or Apple TV.



Clone an existing project

Start working on something from a Git repository.

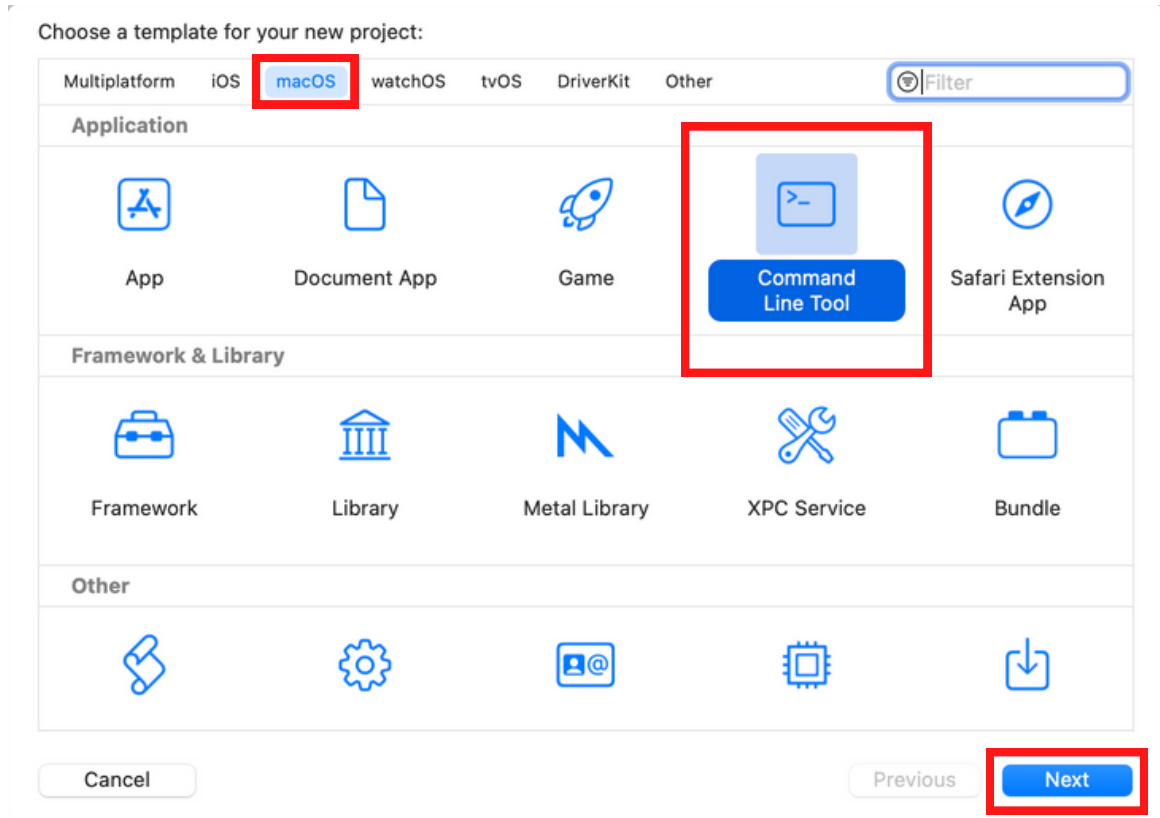


Open a project or file

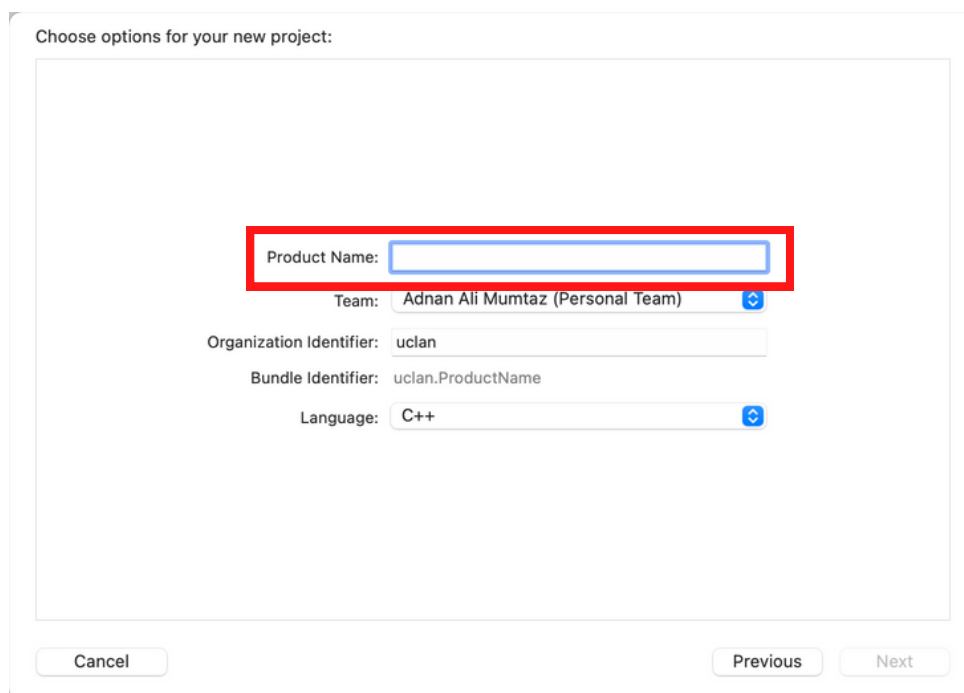
Open an existing project or file on your Mac.

2) Make sure your template is **macOS**. Choose **Command Line Tool** in the Applications.

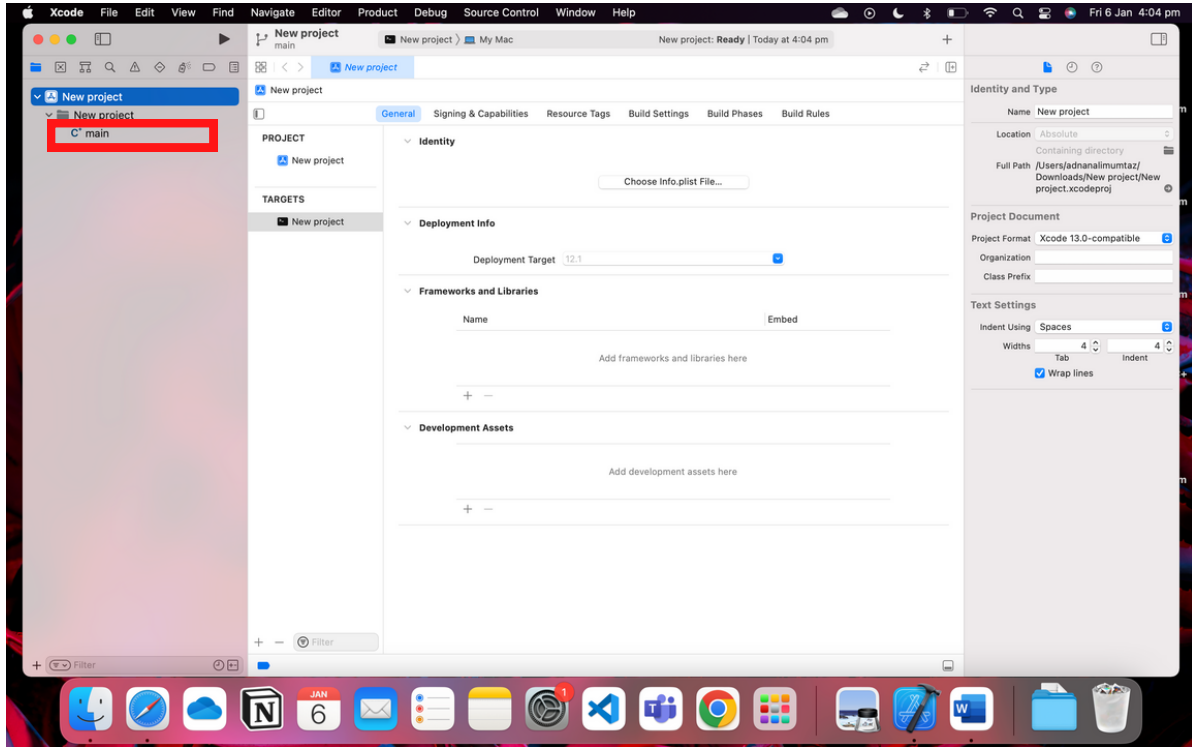
3) Click on **Next**



4) Enter the **name of the project** and Click **Next** to create a project.



5) Once you have Entered the name of your project, you will reach this page. It means that your project has been created. Now Click on **C main** to start programming.



**Good Luck
Start Programming!**