

Creating an Xcode Project

Some of the App Store configuration is completed for you when you create an Xcode project from a template. Xcode prompts you to enter the product name and company identifier. The bundle ID is derived from these two properties but you can change this default value for the bundle ID after you create the project. The product name, company identifier, and bundle ID should match the values you set in your iTunes Connect app record that you create later. Xcode uses reasonable defaults for other values as well but you nevertheless need to configure additional settings later before you submit it to the App Store. When you create your Xcode project, you should carefully consider the template you choose; starting with the right template helps speed the development process.

To get started, open an existing Xcode project, such as the HelloWorld app you created in *Start Developing iOS Apps Today*, or create a new Xcode project. If you don't have an existing Xcode project, create a simple Xcode project from a template now, following the steps in this tutorial.

Note: If you already have an Xcode project, skip to [“Provisioning Your Devices for Development”](#) (page 16).

To create a new project

1. Open Xcode.

2. Choose File > New > New Project or click “Create a new Xcode project” on the Welcome to Xcode window.

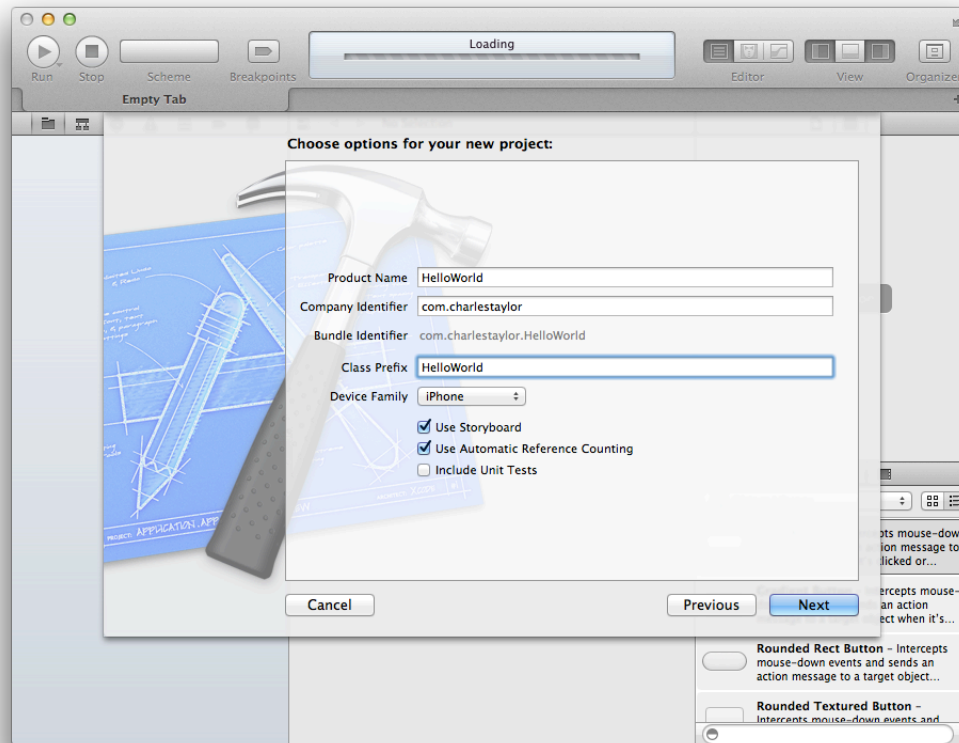


3. In the iOS section, select Application, select a template from the list of templates, and then click Next. A dialog appears, prompting you to name your app and choose additional options for your project.
4. Fill in the Product Name, Company Identifier, and Class Prefix fields.

You can use the following values:

- Product Name: HelloWorld
- Company Identifier: Your company identifier, if you have one. If you don't have a company identifier, you can use edu.self.

- Class Prefix: HelloWorld



5. In the Device Family pop-up menu, make sure that iPhone is selected.
6. Make sure that the Use Storyboard and Use Automatic Reference Counting options are selected and that the Include Unit Tests option is unselected.
7. Click Next.
Another dialog appears, asking you to specify where you want to save your project.
8. Specify a location for your project (leave the Source Control option unselected) and then click Create.

You should see a new project window similar to this:

