

# Creating a project;↩ Creating a project

- 1 In Project Builder, choose **New** from the **Project** menu.
- 2 In the **New Project** panel, choose the project's type from the **Project Type** pop-up list.
- 3 Name the project.
- 4 Choose **OK**.

A *project* is a set of files that produces a given end product, such as an application, a tool, a library, or a loadable bundle. When you create a project in Project Builder, you create a directory that will hold all of the project's code files and resource files. Project Builder adds several supporting files, such as project makefiles and templates that you can use to create source files, to that directory.

NewProject.eps ↩

Use the **Open** command on the **Project** menu to open a project that already exists. In the **Open** panel, select the project's folder.

**Related Concept:** ;CreatingManagingConcepts.rtf;linkMarkername ProjectTypes;, Project Types

**Related Concept:** ;CreatingManagingConcepts.rtf;linkMarkername ManagingProjectFilesWithProjectBuilder;, Managing Project Files With Project Builder

**Related Concept:** ;CreatingManagingConcepts.rtf;linkMarkername FrameworksEasytoUseEasytoCreate;, Frameworks: Easy to Use, Easy to Create

**Related Concept:** ;CreatingManagingConcepts.rtf;linkMarkername LegacyProjects;, Legacy Projects