## Criação do Projeto inicial no Xcode

## Instalação do Projeto inicial no Xcode

Acompanhe agora um passo a passo para criar o Projeto inicial no Xcode

1. Abra o *Finder* e em seguida localiza o Xcode ao final da lista de aplicativos e o abra com um duplo clique.



2. Crie um novo projeto clicando no item Create a new Xcode project.



3. Como criaremos um projeto para acessar MySQL selecione **macOS** e **Command Line Tool**.

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4. Defina o nome do projeto, por exemplo "Cadastro" e informe a organização, este representa o endereço de uma empresa a internet ao inverso, por exemplo "br.senai.sp".

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 Com o projeto criado vamos adicionar o pacote de desenvolvimento MySQL. Selecione o nome do projeto na lista a esquerda da janela do Xcode, depois seleciona o item com o nome do projeto abaixo da palavra *PROJECT*, ao centro da tela selecione Packages Dependencies e por fim clique no sinal +.

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6. Informe <u>https://github.com/Kitura/SwiftKueryMySQL</u> no nome para o pacote, ajuste o item Dependency Rule para Branch master e clique em Add Package.

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			SwiftKueryMySQL
			MySQL plugin for the Swift-Kuery framework. It enables you to use Swift-Kuery to manipulate data in a MySQL database.
			Swift version
			The latest version of SwiftKueryMySQL requires <b>Swift 4.0 or newer</b> You can download this version of the Swift binaries by following this link. Compatibility with other Swift versions is not guaranteed.
			Install MySQL
			macOS
			brew install mysql mysql.server start 3

7. Marque o item SwiftKueryMySQL e clique em Add Package.

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8. Agora o projeto tem suas dependências adicionadas conforme a lista a esquerda.

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## 10. Para finalizar desabilite a validação da biblioteca.

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> 📦 swift-log 1.4.2	Cadastro	certificates.	
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> 📦 SwiftKueryMySQL 2.0.2		Bundle Identifier	
		Provisioning Profile None Required	
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		<ul> <li>√ (a) Hardened Runtime</li> </ul>	×
		Runtime Exceptions Allow Execution of JIT-compiled Code Useful in conjunction with JavaScriptCore.framework or other frameworks relying on JIT compilation. Allows creating writable and executable memory using the MAP_JIT flag.	
		Allow Unsigned Executable Memory Useful for legacy applications that create executable code in memory. Allows creating writable and executable memory without using the MAP_JIT flag.	
		Allow DYLD Environment Variables Allows an application to be impacted by DYLD environment variables, which can be used to inject code into the process.	
		Signed by other developers.	
	+ - 🖲 Filter	Disable Executable Memory Protection Disables all code signing protections on the application while executing. Useful for legacy applications that modify their own executable code is recovery.	
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