

### Lesson 3: Introduction to iOS Development and Xcode

#### Key Terms and Definitions

Term	Definition
<b>Interface Builder</b>	The part of Xcode that allows developers to create interfaces for applications using a graphical user interface.
<b>Git</b>	A revision control system.
<b>Debugger</b>	A tool used to test and debug a program that is running on the simulator.
<b>Library</b>	A collection of resources that can be used to develop an app.
<b>Instance Variables</b>	Variable inside a class that holds values specific to that class.
<b>Method</b>	Function that is part of a class.
<b>Class</b>	Defines an object's properties and its capabilities.