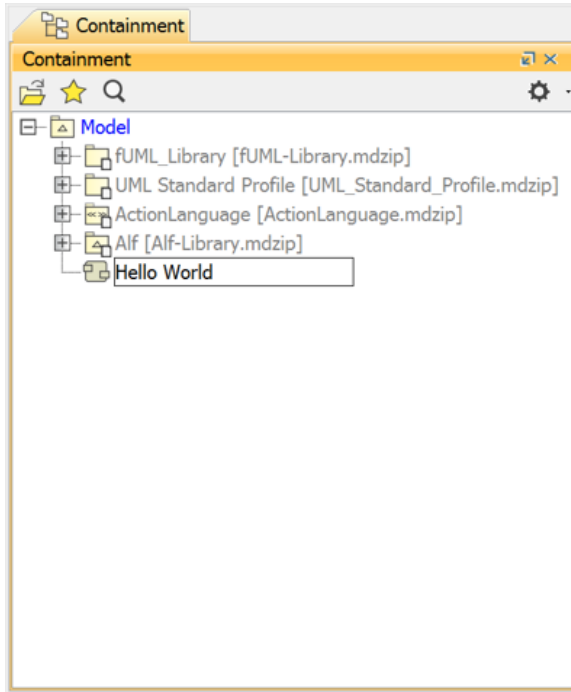


# Creating the Hello World activity

To define a new activity using Alf, first the Activity needs to be created in the model, and then Alf code needs to be written for it and compiled.

To create the *Hello World* Activity

1. Right click on the root *Model* and select **Create Element > Activity**.
2. Enter the name *Hello World*.



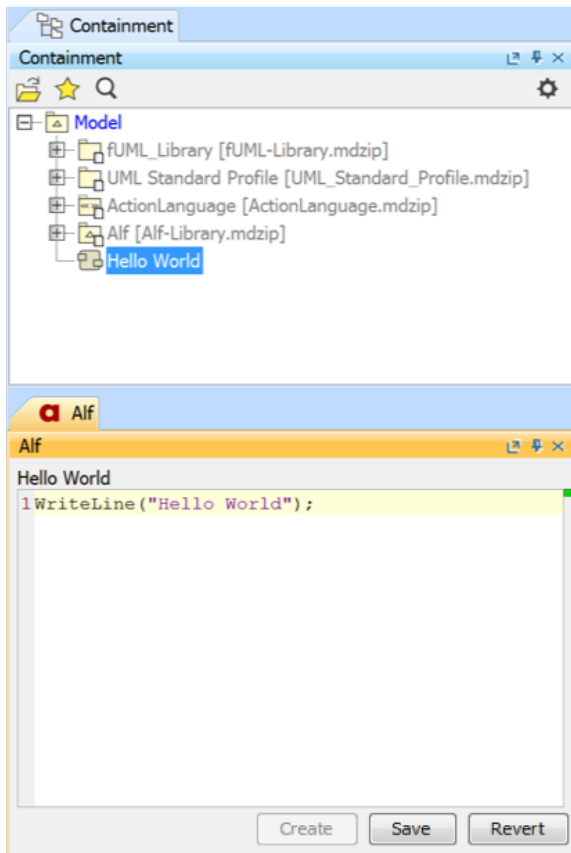
To create an Alf body for *Hello World*

1. Select the new Activity in the Model Browser and open the Alf editor window (select **Windows > Alf**), if it isn't already open.
2. In the [Alf editor](#) window, type `WriteLine("Hello World!");`
3. If there are any errors in your code, fix them.

## Related pages

- [Working with Alf](#)
  - [The Alf editor](#)
  - [Using Alf to define Activities](#)
- [Compiling Alf](#)
  - [The Alf compiler](#)

4. When the code is entered correctly, click the **Save** button. The Alf code will be compiled into Activity Nodes and Edges within the selected Activity.



Next: [Running the Hello World activity](#)