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## Load and Run

Loading an existing file into the LB editor is as simple as find-pick-and-click. Start with an empty editor -- use **File > New** if you have a file open.

To load a file, use **File > Open...** (or click on the open-folder icon) and navigate to the **Liberty BASIC** directory. Select **BOXES.bas**, and click **Open** in the file dialog to load the file into the editor.

Now use **File > Save As** to save the file into your own **Dev** directory. That keeps any changes you make from affecting the original file in the **Liberty BASIC** directory.

To run the program, click on the **Run** button, just as you did with your own "Hello, World!" program. After running the program, use **File > New** to clear the editor.

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