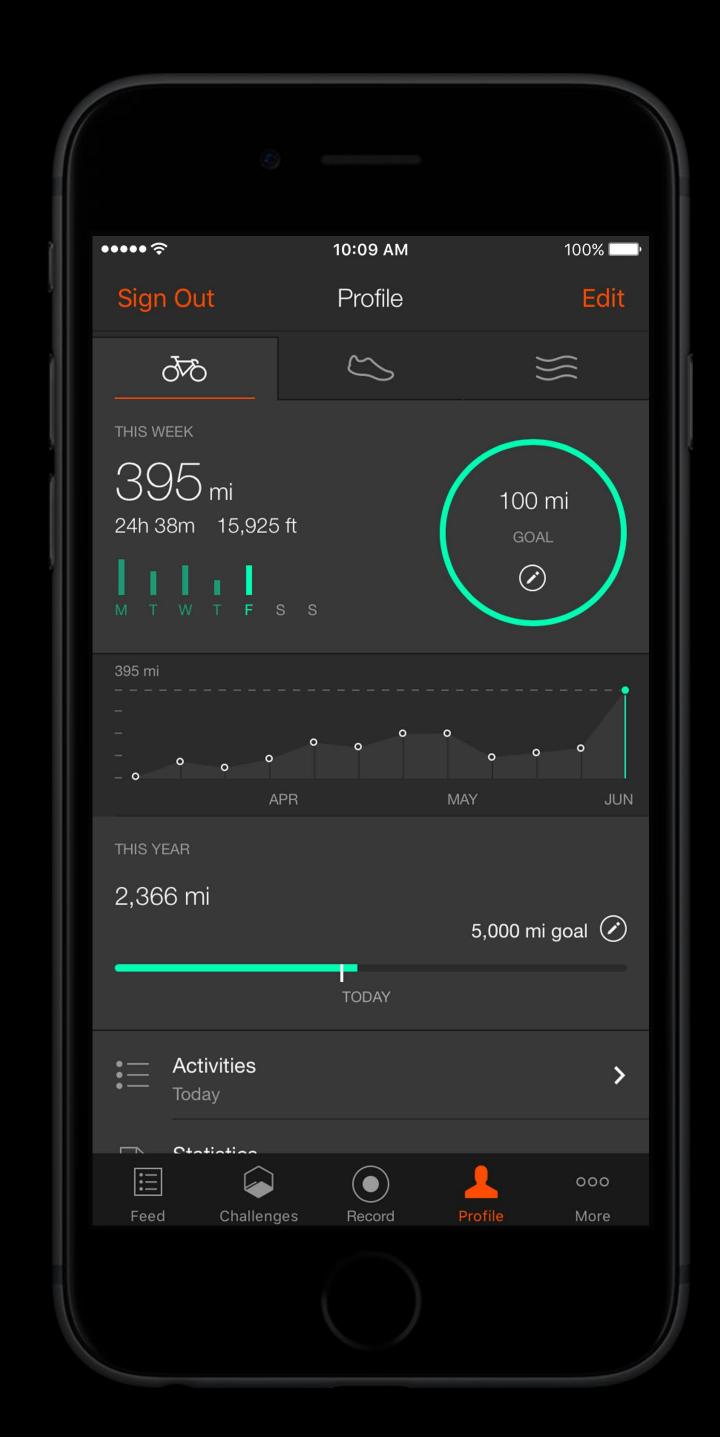
# Building Great Workout Apps

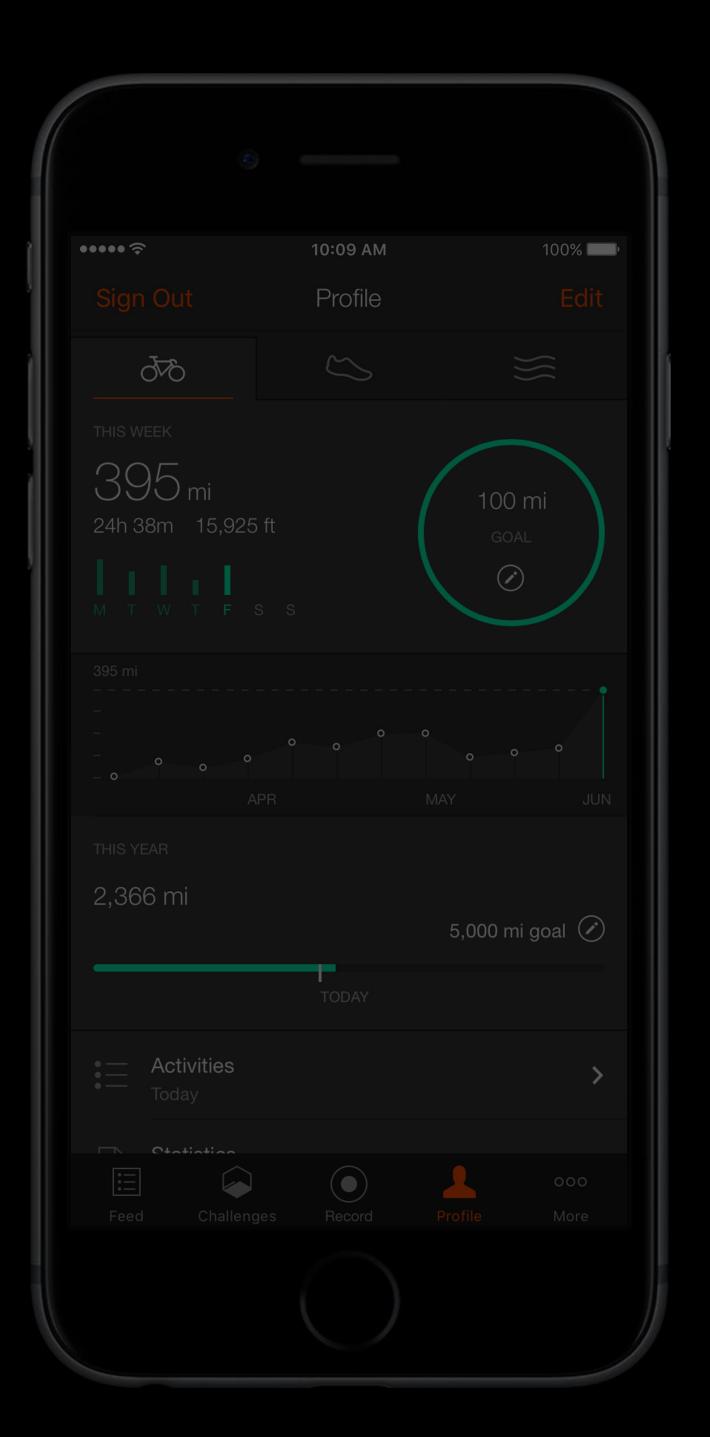
HealthKit APIs and best practices

Session 235

Dash Brittain iOS Software Engineer Jorge Moriñigo iOS Software Engineer









Workout Lifecycle

Workout Lifecycle

Activity Rings

Workout Lifecycle

Activity Rings

Workouts in iOS 10

Workout Lifecycle

Activity Rings

Workouts in iOS 10

Best Practices

# Getting Started



Motion and calorimetry for activity type



Motion and calorimetry for activity type Activity rings



Motion and calorimetry for activity type

Activity rings

Show app on wake



Motion and calorimetry for activity type

Activity rings

Show app on wake

Background running







Process sensor data



Process sensor data

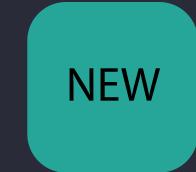
Live feedback



Process sensor data

Live feedback

Quickly update UI



Conserve power



Conserve power

Limit background work



Conserve power

Limit background work

App may be suspended



Conserve power

Limit background work

App may be suspended

Measure background work with tools



# Background Running Conserve power

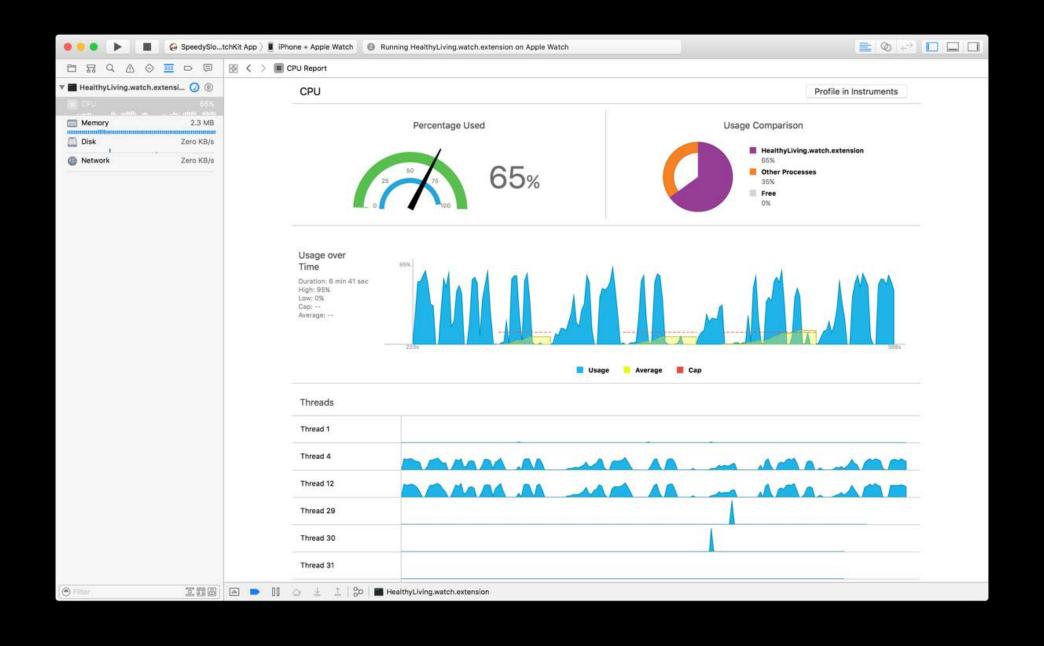
Limit background work

App may be suspended

Measure background work with tools

CPU Report in Xcode





### Conserve power

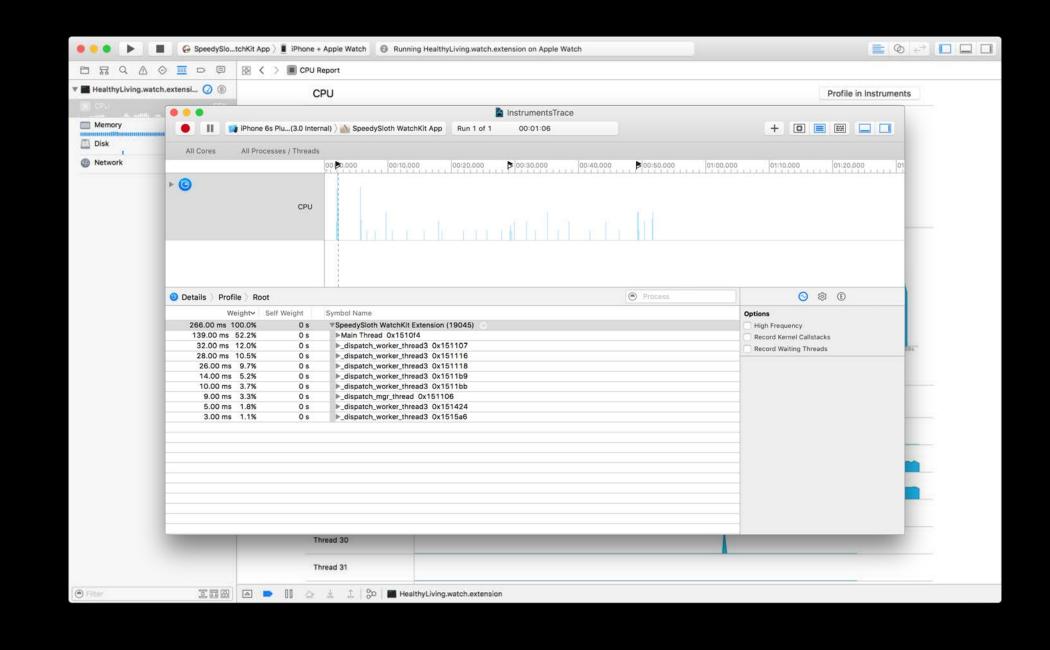
Limit background work

App may be suspended

Measure background work with tools

- CPU Report in Xcode
- Time Profiler in Instruments





### Conserve power

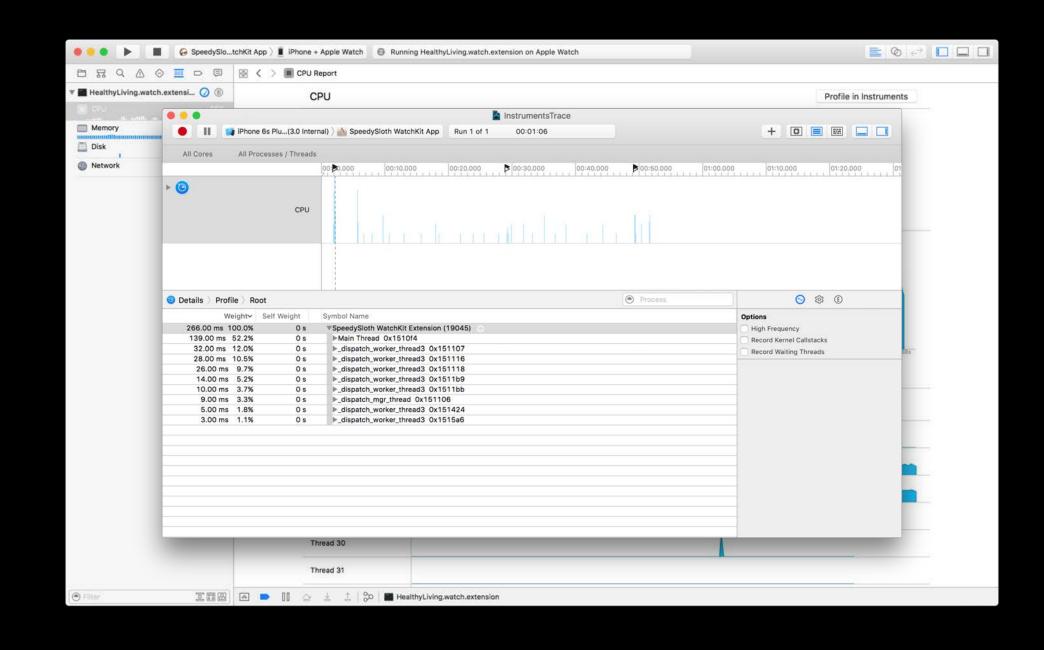
Limit background work

App may be suspended

Measure background work with tools

- CPU Report in Xcode
- Time Profiler in Instruments
- Backtrace log





# Starting a Workout

### Starting a Workout

Authorization



Authorization Workout Configuration

# Starting a Workout Start Workout Workout Authorization Configuration Session

Authorization to write

Workouts

### Authorization to write

Workouts

Authorization to read

- Energy burned
- Distance
- Heart rate

### Authorization to write

Workouts

Authorization to read

- Energy burned
- Distance
- Heart rate

Getting the Most Out of HealthKit

Wednesday

```
var workoutConfiguration = HKWorkoutConfiguration()
workoutConfiguration.activityType = .running
workoutConfiguration.locationType = .outdoor
```

// Workout Configuration

```
// Workout Configuration

var workoutConfiguration = HKWorkoutConfiguration()

workoutConfiguration.activityType = .running

workoutConfiguration.locationType = .outdoor
```

```
// Workout Configuration

var workoutConfiguration = HKWorkoutConfiguration()

workoutConfiguration.activityType = .running

workoutConfiguration.locationType = .outdoor
```

```
let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
healthStore.start(workoutSession)
```

// Start Workout Session

// Start Workout Session

let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)

healthStore.start(workoutSession)

```
// Start Workout Session
let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
healthStore.start(workoutSession)
```

#### Demo

SpeedySloth: Starting a Workout

Dash Brittain

iOS Software Engineer

#### Data Collection and Control

Jorge Moriñigo iOS Software Engineer

#### Data Collection and Control

Starting Workout Ending and Saving Workout

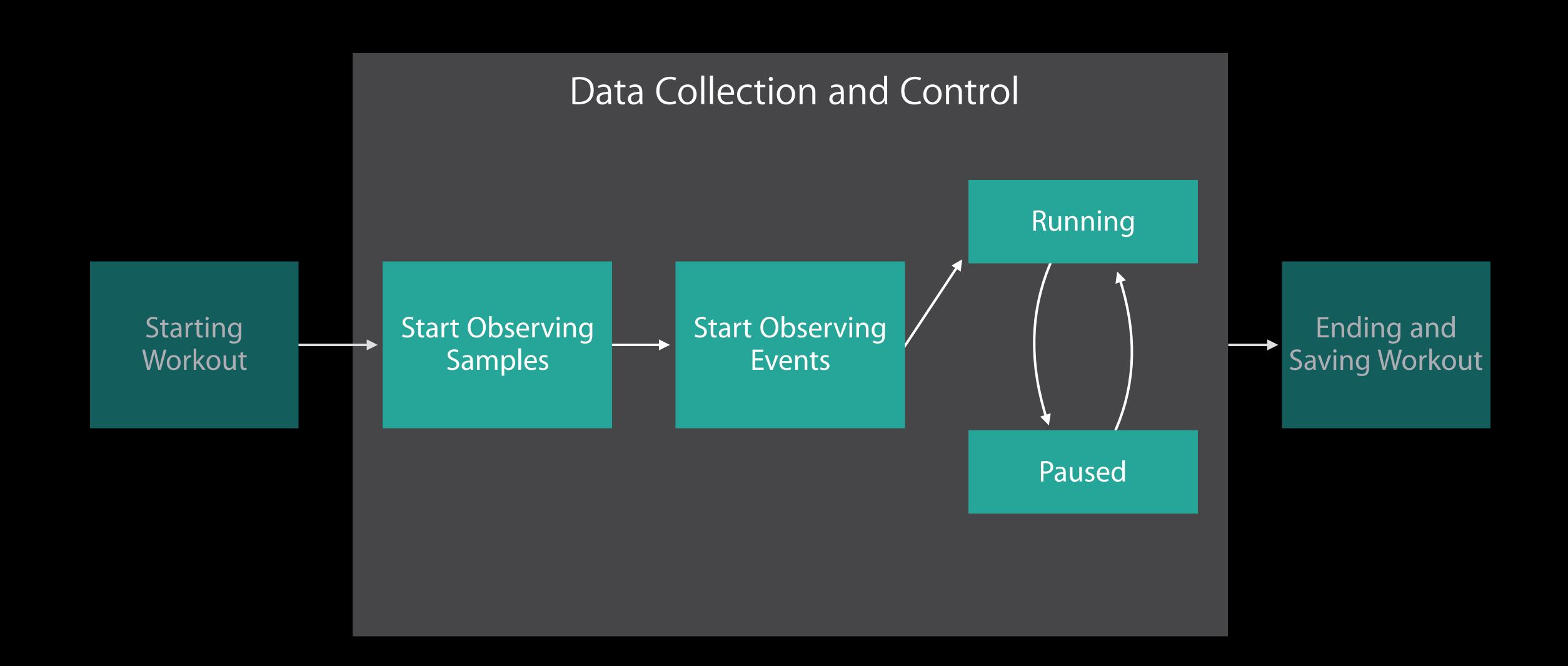
#### Data Collection and Control

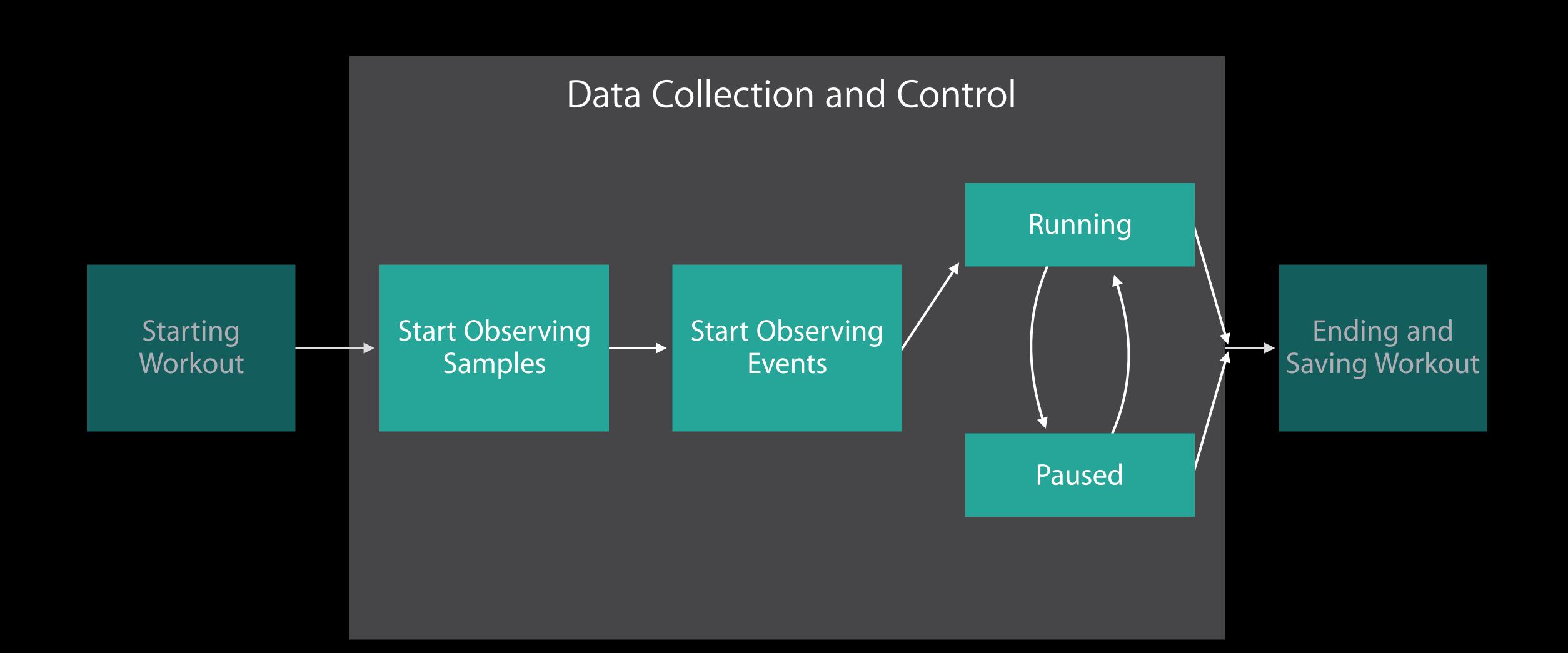
Starting Workout Start Observing Samples

Ending and Saving Workout

#### Data Collection and Control Start Observing Ending and Start Observing Starting Saving Workout Workout Samples Events







Open query for each data type

Open query for each data type

Update your running totals

Open query for each data type

Update your running totals

Display live data

Open query for each data type

Update your running totals

Display live data

Notify user of reached goals

```
// Observing Samples
```

```
// Observing Samples
let datePredicate = HKQuery.predicateForSamples(withStart: workoutStartDate, end: nil,
                                                options: .strictStartDate)
let devicePredicate = HKQuery.predicateForObjects(from: [HKDevice.local()])
let queryPredicate = CompoundPredicate(andPredicateWithSubpredicates:[datePredicate,
                                                                       devicePredicate])
let updateHandler: (HKAnchoredObjectQuery, [HKSample]?, [HKDeletedObject]?, HKQueryAnchor?,
  NSError?) -> Void = { query, samples, deletedObjects, queryAnchor, error in
   // Process samples
let query = HKAnchoredObjectQuery(type: quantityType,
                                  predicate: queryPredicate,
                                  anchor: nil,
                                  limit: HKObjectQueryNoLimit,
                                  resultsHandler: updateHandler)
```

```
// Observing Samples
let datePredicate = HKQuery.predicateForSamples(withStart: workoutStartDate, end: nil,
                                                options: .strictStartDate)
let devicePredicate = HKQuery.predicateForObjects(from: [HKDevice.local()])
let queryPredicate = CompoundPredicate(andPredicateWithSubpredicates:[datePredicate,
                                                                       devicePredicate])
let updateHandler: (HKAnchoredObjectQuery, [HKSample]?, [HKDeletedObject]?, HKQueryAnchor?,
  NSError?) -> Void = { query, samples, deletedObjects, queryAnchor, error in
   // Process samples
let query = HKAnchoredObjectQuery(type: quantityType,
                                  predicate: queryPredicate,
                                  anchor: nil,
                                  limit: HKObjectQueryNoLimit,
                                  resultsHandler: updateHandler)
```

query.updateHandler = updateHandler

```
// Observing Samples
let datePredicate = HKQuery.predicateForSamples(withStart: workoutStartDate, end: nil,
                                                options: .strictStartDate)
let devicePredicate = HKQuery.predicateForObjects(from: [HKDevice.local()])
let queryPredicate = CompoundPredicate(andPredicateWithSubpredicates:[datePredicate,
                                                                       devicePredicate])
let updateHandler: (HKAnchoredObjectQuery, [HKSample]?, [HKDeletedObject]?, HKQueryAnchor?,
  NSError?) -> Void = { query, samples, deletedObjects, queryAnchor, error in
   // Process samples
let query = HKAnchoredObjectQuery(type: quantityType,
                                  predicate: queryPredicate,
                                  anchor: nil,
                                  limit: HKObjectQueryNoLimit,
                                  resultsHandler: updateHandler)
query.updateHandler = updateHandler
```

Notify user of reached goal

Notify user of reached goal

Play haptic to alert user

Notify user of reached goal

Play haptic to alert user

Update UI to reflect reached goal

Notify user of reached goal

Play haptic to alert user

Update UI to reflect reached goal

WKInterfaceDevice.current().play(.notification)

Timestamps to highlight point in session

Timestamps to highlight point in session

Some events created by your app

Timestamps to highlight point in session

Some events created by your app

Some events created by HealthKit

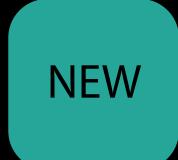
Timestamps to highlight point in session

Some events created by your app

Some events created by HealthKit

```
protocol HKWorkoutSessionDelegate
func workoutSession(_ workoutSession: HKWorkoutSession, didGenerate event: HKWorkoutEvent)
```





HKWorkoutEventType lap
HKWorkoutEventType marker



Create to store in a workout

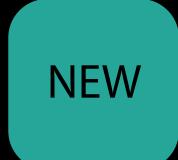
HKWorkoutEventType.lap



Create to store in a workout

Timestamps for graphs and statistics

HKWorkoutEventType.lap



Create to store in a workout

Timestamps for graphs and statistics

Laps for equal distance partitions

HKWorkoutEventType.lap



Create to store in a workout

Timestamps for graphs and statistics

Laps for equal distance partitions

Markers for arbitrary points

HKWorkoutEventType.lap



Create to store in a workout

Timestamps for graphs and statistics

Laps for equal distance partitions

Markers for arbitrary points

HKWorkoutEventType.lap

Users stop their activity

Users stop their activity

Pause workouts to save power and space

Users stop their activity

Pause workouts to save power and space

Ignore data while paused

Users stop their activity

Pause workouts to save power and space

Ignore data while paused

HealthKit responds with pause/resume events

Users stop their activity

Pause workouts to save power and space

Ignore data while paused

HealthKit responds with pause/resume events

After pause event, you will stop receiving new events



```
class HKHealthStore {
    func pause(_ workoutSession: HKWorkoutSession)
    func resume(_ workoutSession: HKWorkoutSession)
    ...
}
```



```
class HKHealthStore {
    func pause(_ workoutSession: HKWorkoutSession)
    func resume(_ workoutSession: HKWorkoutSession)
    ...
}
```

HKWorkoutEventType pause
HKWorkoutEventType resume





HKWorkoutEventType.motionPaused



Watch detects when motion pauses or resumes

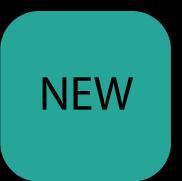
HKWorkoutEventType.motionPaused



Watch detects when motion pauses or resumes

Stop collecting data

HKWorkoutEventType.motionPaused



Watch detects when motion pauses or resumes

Stop collecting data

Don't need to manual pause

HKWorkoutEventType.motionPaused



Watch detects when motion pauses or resumes

Stop collecting data

Don't need to manual pause

Only for HKWorkoutActivityTypeRunning

HKWorkoutEventType.motionPaused

#### Demo

SpeedySloth: Data Collection and Control

Jorge Moriñigo iOS Software Engineer

# Ending and Saving

Dash Brittain
iOS Software Engineer

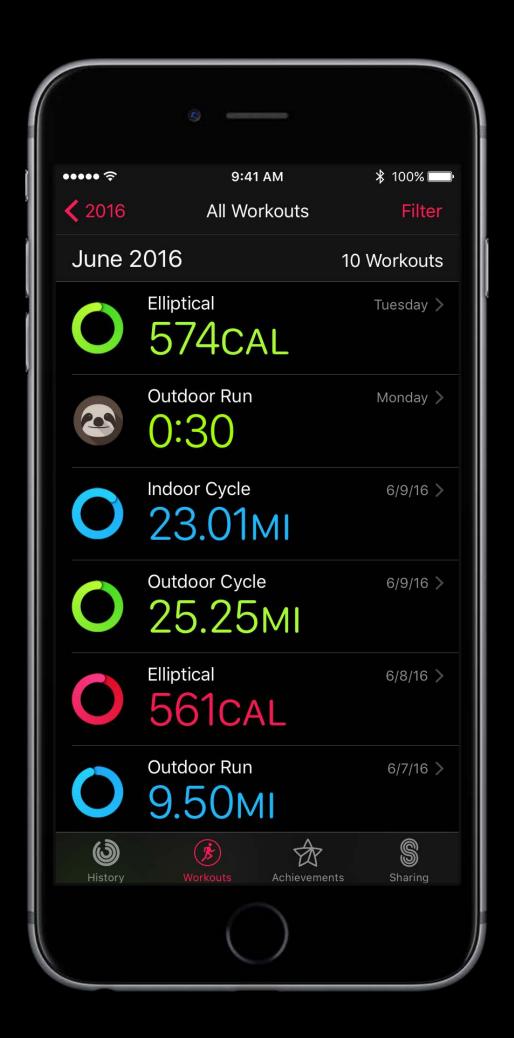
# Workouts in Activity



#### Workouts in Activity

NEW

Activity workout list



## Workouts in Activity

NEW

Activity workout list

Activity Move ring



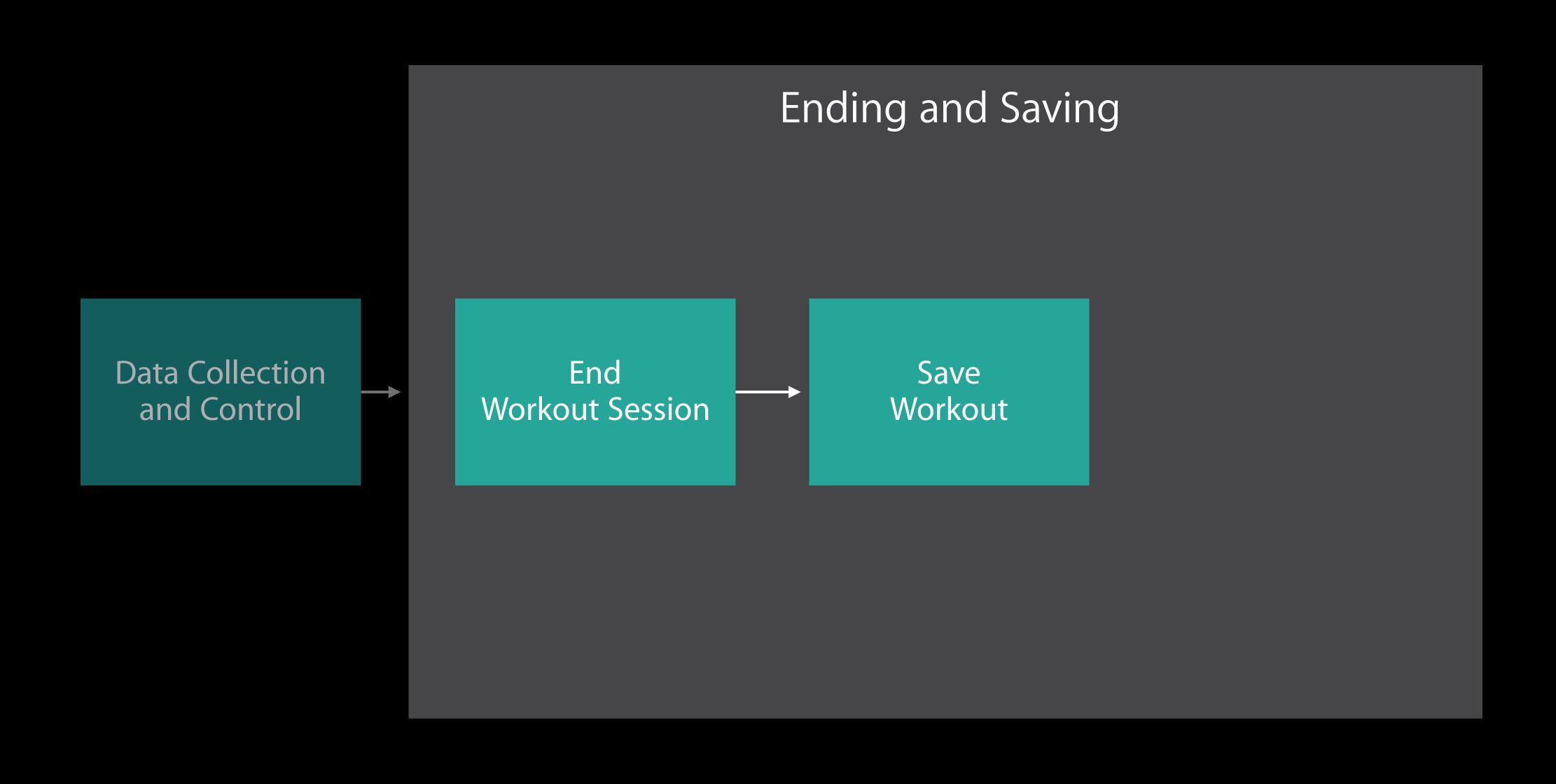
#### Ending and Saving

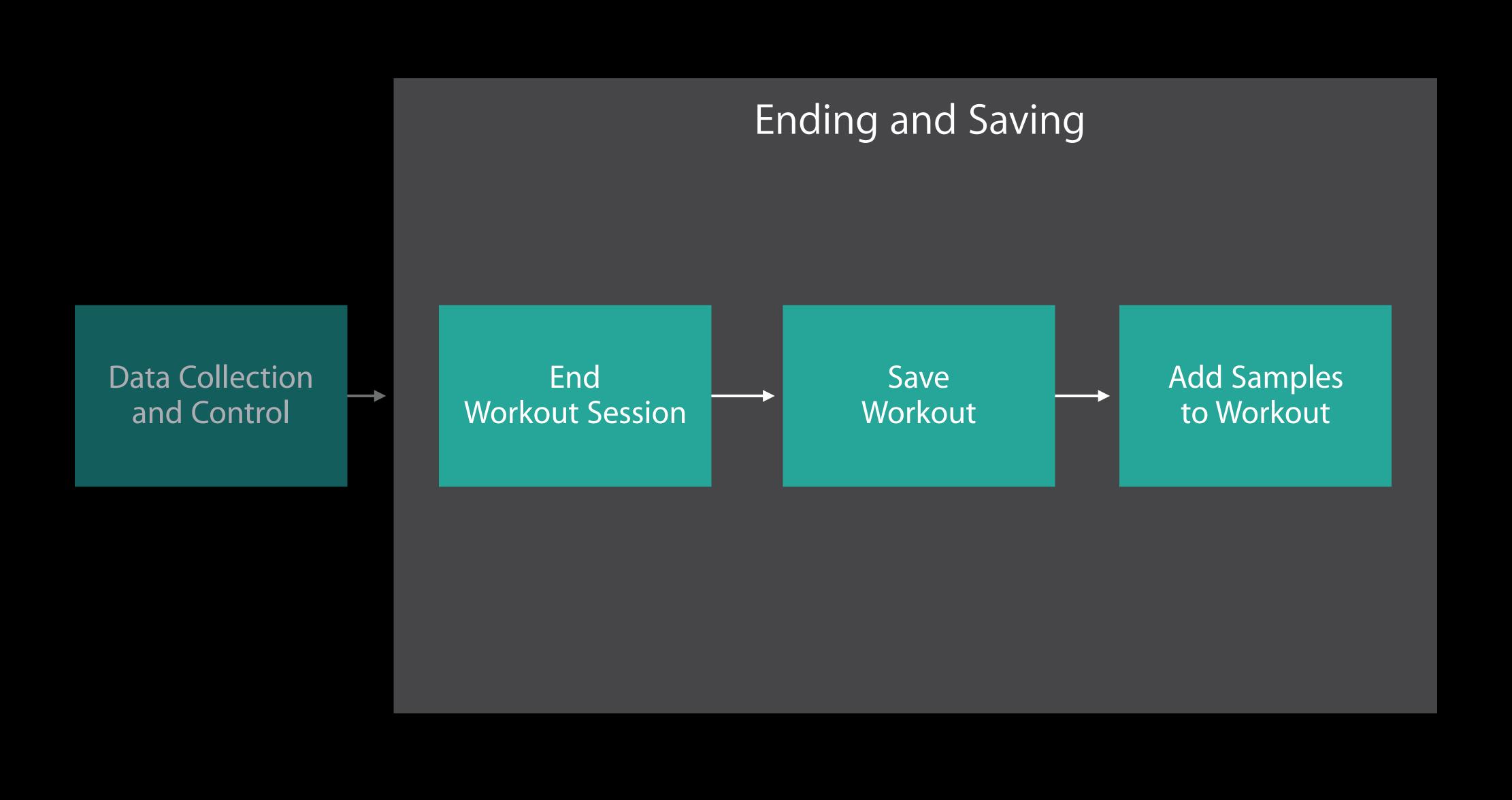
Data Collection and Control

#### Ending and Saving

Data Collection and Control

End Workout Session





# Ending an HKWorkoutSession

### Ending an HKWorkoutSession

healthStore.end(workoutSession)

#### Ending an HKWorkoutSession

healthStore end (workoutSession)

```
// Save Workout

let workout = HKWorkout(
```

```
// Save Workout
let workout = HKWorkout(activityType: config.activityType,
```

end: endDate,

```
// Save Workout
```

```
// Save Workout
let workout = HKWorkout(activityType: config.activityType,
                        start: startDate,
                        end: endDate,
                        workoutEvents: events,
                        totalEnergyBurned: totalEnergyBurned,
                        totalDistance: totalDistance,
                        metadata: [HKMetadataKeyIndoorWorkout: isIndoor])
healthStore.save(workout) { (success, error) in
   // Workout saved
```

Creates an association

Creates an association

Query later for graphs

Creates an association

Query later for graphs

Activity Move ring credit

Creates an association

Query later for graphs

Activity Move ring credit

Match totals on HKWorkout

```
// Add Samples to Workout
healthStore.add(samples, to: workout) { (success, error) in
   // Samples added
}
```

# Demo

SpeedySloth: Ending and Saving

Dash Brittain

iOS Software Engineer

Jorge Moriñigo iOS Software Engineer

Workout apps have parent iPhone application

Workout apps have parent iPhone application

WatchConnectivity for messaging when Apple Watch app is running

Workout apps have parent iPhone application

WatchConnectivity for messaging when Apple Watch app is running

Background running

Workout apps have parent iPhone application

WatchConnectivity for messaging when Apple Watch app is running

Background running

Start a workout from iPhone

Workout apps have parent iPhone application

WatchConnectivity for messaging when Apple Watch app is running

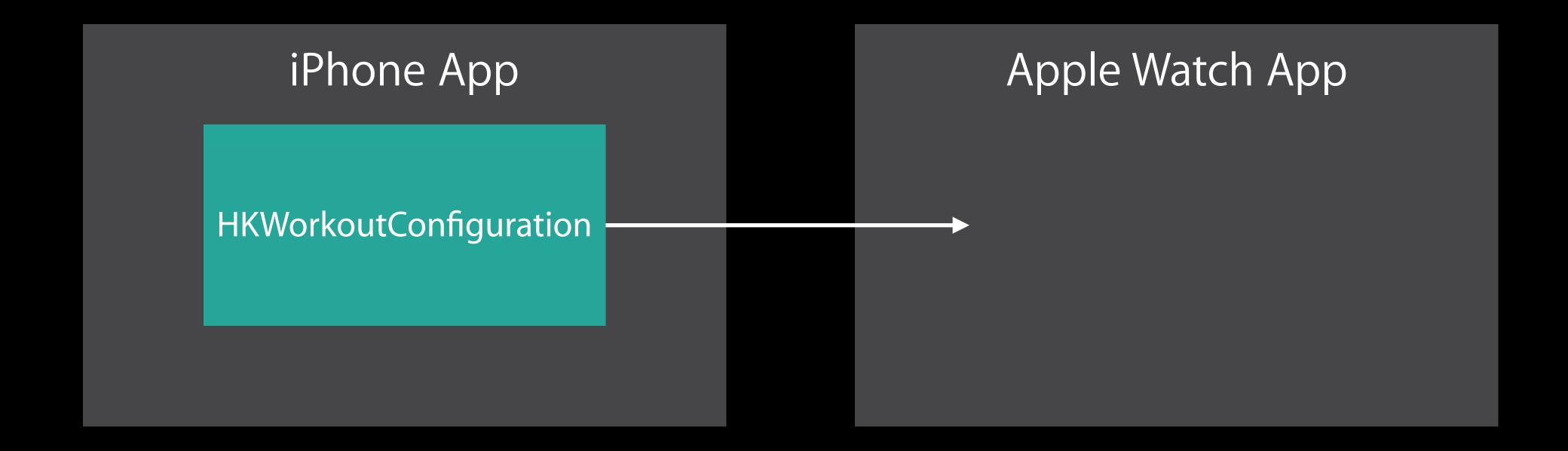
Background running

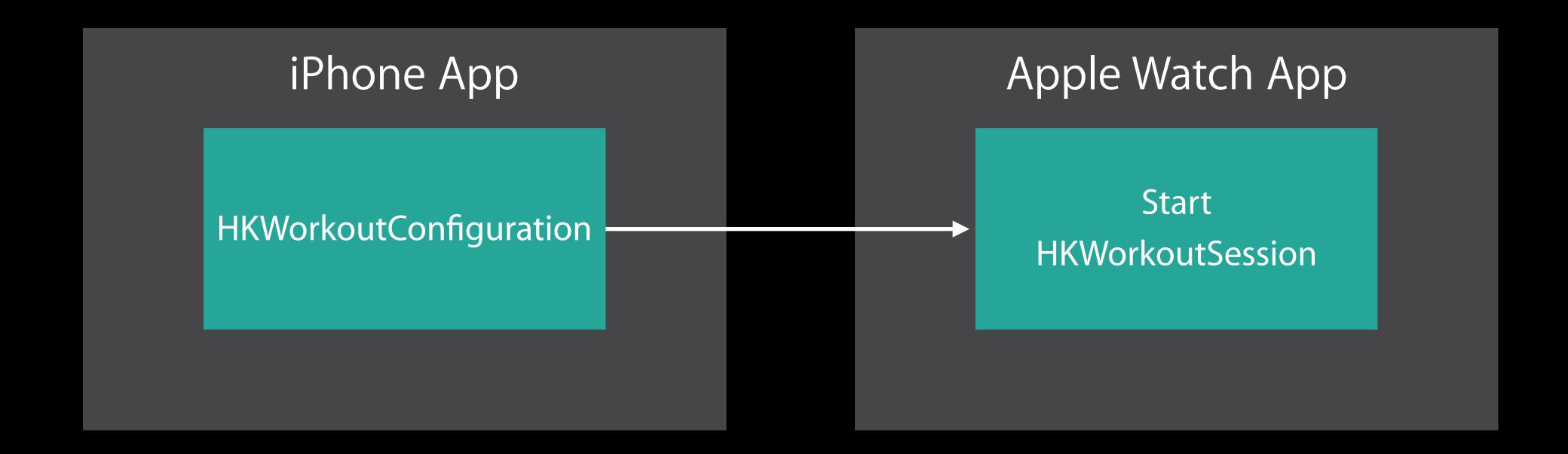
Start a workout from iPhone

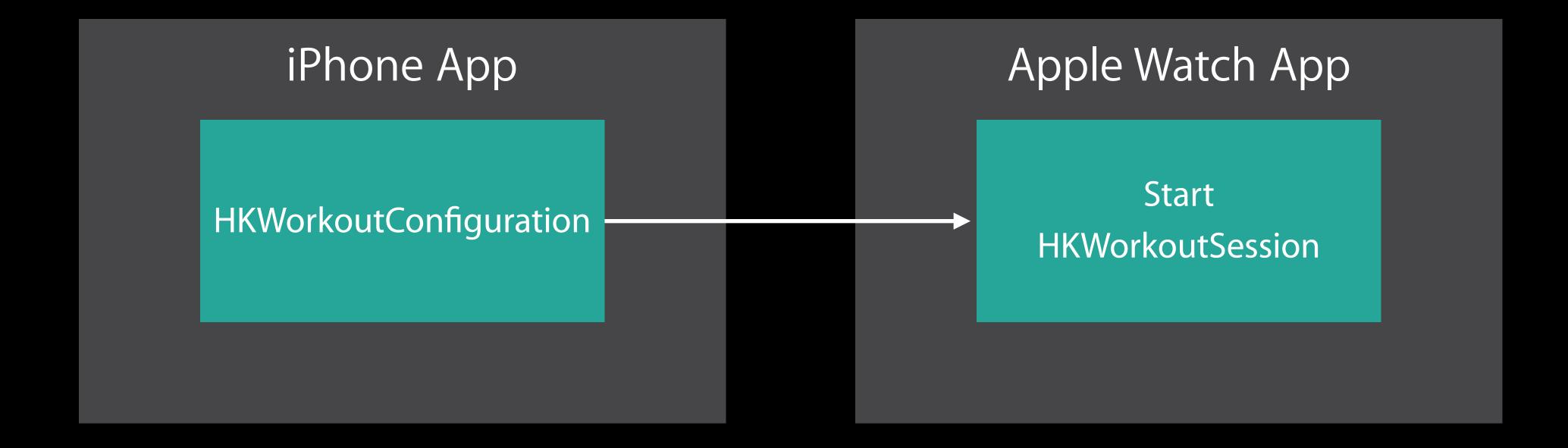
No user intervention on Apple Watch

iPhone App

HKWorkoutConfiguration







```
// Starting Workout from iPhone

var workoutConfiguration = HKWorkoutConfiguration()
workoutConfiguration.activityType = .running
workoutConfiguration.locationType = .outdoor

let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
workoutSession.delegate = self
healthStore.start(workoutSession)
```

```
var workoutConfiguration = HKWorkoutConfiguration()
workoutConfiguration.activityType = .running
workoutConfiguration.locationType = .outdoor
```

```
let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
workoutSession.delegate = self
healthStore.start(workoutSession)
```

// Starting Workout from iPhone

```
var workoutConfiguration = HKWorkoutConfiguration()
workoutConfiguration.activityType = .running
workoutConfiguration.locationType = .outdoor

let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
workoutSession.delegate = self
healthStore.start(workoutSession)
```

// Starting Workout from iPhone

```
// Starting Workout from iPhone

var workoutConfiguration = HKWorkoutConfiguration()
workoutConfiguration.activityType = .running
workoutConfiguration.locationType = .outdoor

let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
workoutSession.delegate = self
healthStore.start(workoutSession)
```

```
// Starting Workout from iPhone

// iPhone App

var workoutConfiguration = HKWorkoutConfiguration()
workoutConfiguration.activityType = .running
workoutConfiguration.locationType = .outdoor

// Apple Watch App
let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
workoutSession.delegate = self
healthStore.start(workoutSession)
```

```
// Starting Workout from iPhone

// iPhone App

var workoutConfiguration = HKWorkoutConfiguration()

workoutConfiguration.activityType = .running

workoutConfiguration.locationType = .outdoor
```

```
// Starting Workout from iPhone

// iPhone App

if wcSession.activationState == .activated && wcSession.isWatchAppInstalled {
    var workoutConfiguration = HKWorkoutConfiguration()
    workoutConfiguration.activityType = .running
    workoutConfiguration.locationType = .outdoor
}
```

```
// Starting Workout from iPhone

// iPhone App
if wcSession.activationState == .activated && wcSession.isWatchAppInstalled {
    var workoutConfiguration = HKWorkoutConfiguration()
    workoutConfiguration.activityType = .running
    workoutConfiguration.locationType = .outdoor
```

```
// Starting Workout from iPhone

// iPhone App
if wcSession.activationState == .activated && wcSession.isWatchAppInstalled {
   var workoutConfiguration = HKWorkoutConfiguration()
   workoutConfiguration.activityType = .running
   workoutConfiguration.locationType = .outdoor
}
```

```
// Starting Workout from iPhone

// iPhone App
if wcSession.activationState == .activated && wcSession.isWatchAppInstalled {
    var workoutConfiguration = HKWorkoutConfiguration()
    workoutConfiguration.activityType = .running
    workoutConfiguration.locationType = .outdoor
    healthStore.startWatchApp(with: workoutConfiguration) { (success, error) in
        ...
    }
}
```

// Starting Workout from iPhone

```
// Starting Workout from iPhone

// Apple Watch App
let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
workoutSession.delegate = self
healthStore.start(workoutSession)
```

```
// Starting Workout from iPhone

// Apple Watch App

func handle(_ workoutConfiguration: HKWorkoutConfiguration) {
    let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
    workoutSession.delegate = self
    healthStore.start(workoutSession)
}
```

```
// Starting Workout from iPhone

// Apple Watch App

class ExtensionDelegate: WKExtensionDelegate {
   func handle(_ workoutConfiguration: HKWorkoutConfiguration) {
     let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
     workoutSession.delegate = self
     healthStore.start(workoutSession)
   }
}
```

```
// Starting Workout from iPhone

// Apple Watch App
class ExtensionDelegate: WKExtensionDelegate {
  func handle(_ workoutConfiguration: HKWorkoutConfiguration) {
    let workoutSession = HKWorkoutSession(configuration: workoutConfiguration)
    workoutSession.delegate = self
    healthStore.start(workoutSession)
  }
}
```

## Demo

SpeedySloth: iPhone App

Jorge Moriñigo iOS Software Engineer

Ensure Apple Watch app is functional when iPhone is unreachable

Ensure Apple Watch app is functional when iPhone is unreachable

Keep session running when losing connectivity

Ensure Apple Watch app is functional when iPhone is unreachable

- Keep session running when losing connectivity
- Use HealthKit distance when GPS is unavailable

Ensure Apple Watch app is functional when iPhone is unreachable

- Keep session running when losing connectivity
- Use HealthKit distance when GPS is unavailable

User should be able to begin workout on Apple Watch or iPhone

Ensure Apple Watch app is functional when iPhone is unreachable

- Keep session running when losing connectivity
- Use HealthKit distance when GPS is unavailable

User should be able to begin workout on Apple Watch or iPhone

Display workouts from other sources

Ensure Apple Watch app is functional when iPhone is unreachable

- Keep session running when losing connectivity
- Use HealthKit distance when GPS is unavailable

User should be able to begin workout on Apple Watch or iPhone

Display workouts from other sources

Don't display deleted workouts

Background running

Background running

Contribute to Activity rings

Background running

Contribute to Activity rings

Start workout from Apple Watch or iPhone

More Information

https://developer.apple.com/wwdc16/235

# Related Sessions

Getting the Most out of HealthKit	Wednesday
Health and Fitness with Core Motion	Thursday
Introducing HealthKit	WWDC 2014
Designing Accessories for iOS and OS X	WWDC 2014
What's New in HealthKit	WWDC 2015

# ÓWWDC16