

Accessibility Debugging in Xcode 8

What is Accessibility?

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VoiceOver

Text-To-Speech

Dynamic Type

Guided Access

Magnifier

Switch Control

Captioning

Increase Contrast

Reading Support

Zoom

AssistiveTouch

Color Filters

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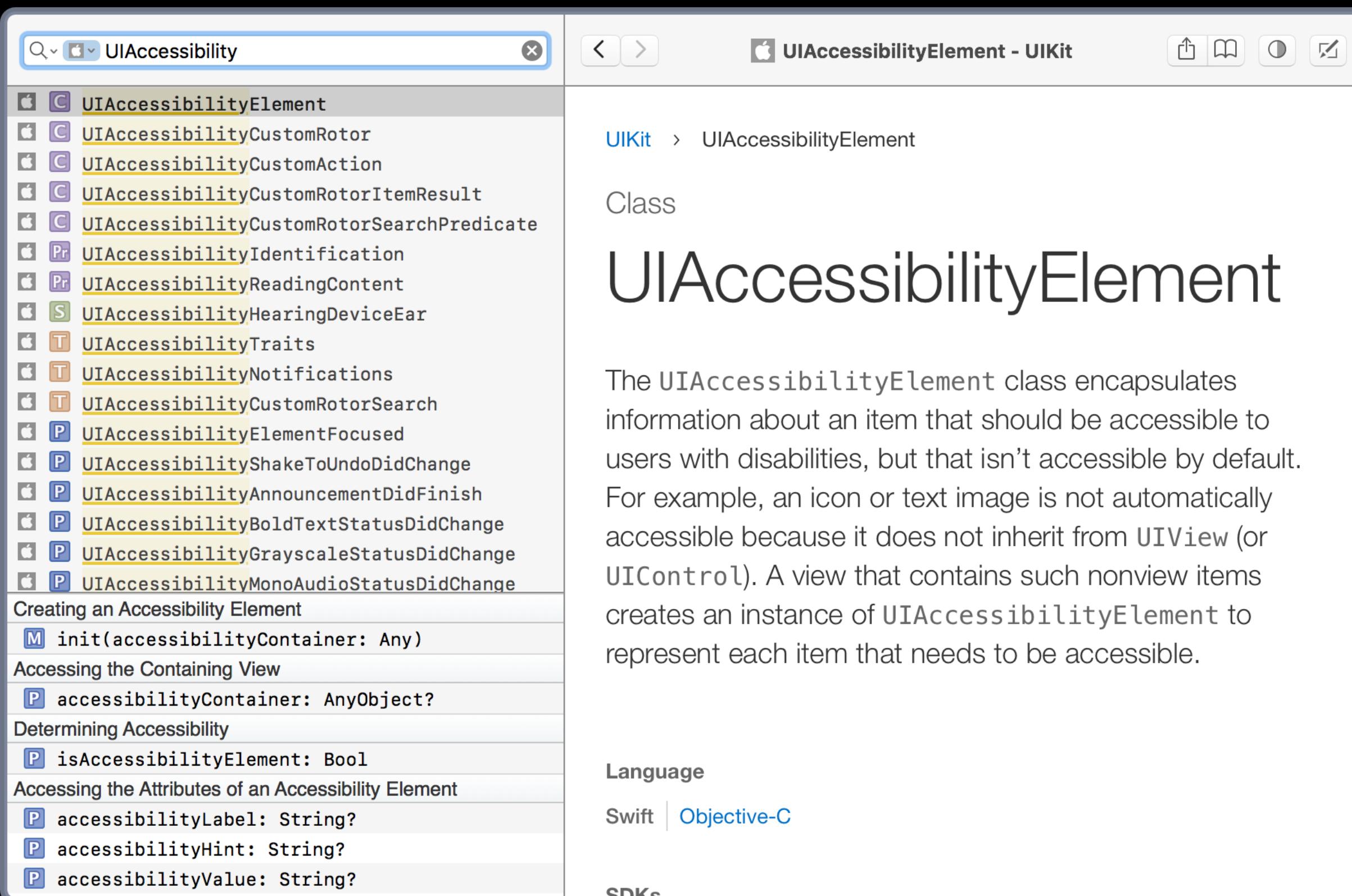
Reading Support

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What is Accessibility?



Why Do Accessibility?

**“[...] there's nothing on the iPhone or
the iPad that you can do, that I can't
do.”**

— Stevie Wonder

Why Do Accessibility?

“The accessibility support is as much a part of your user interface as the artwork is.”

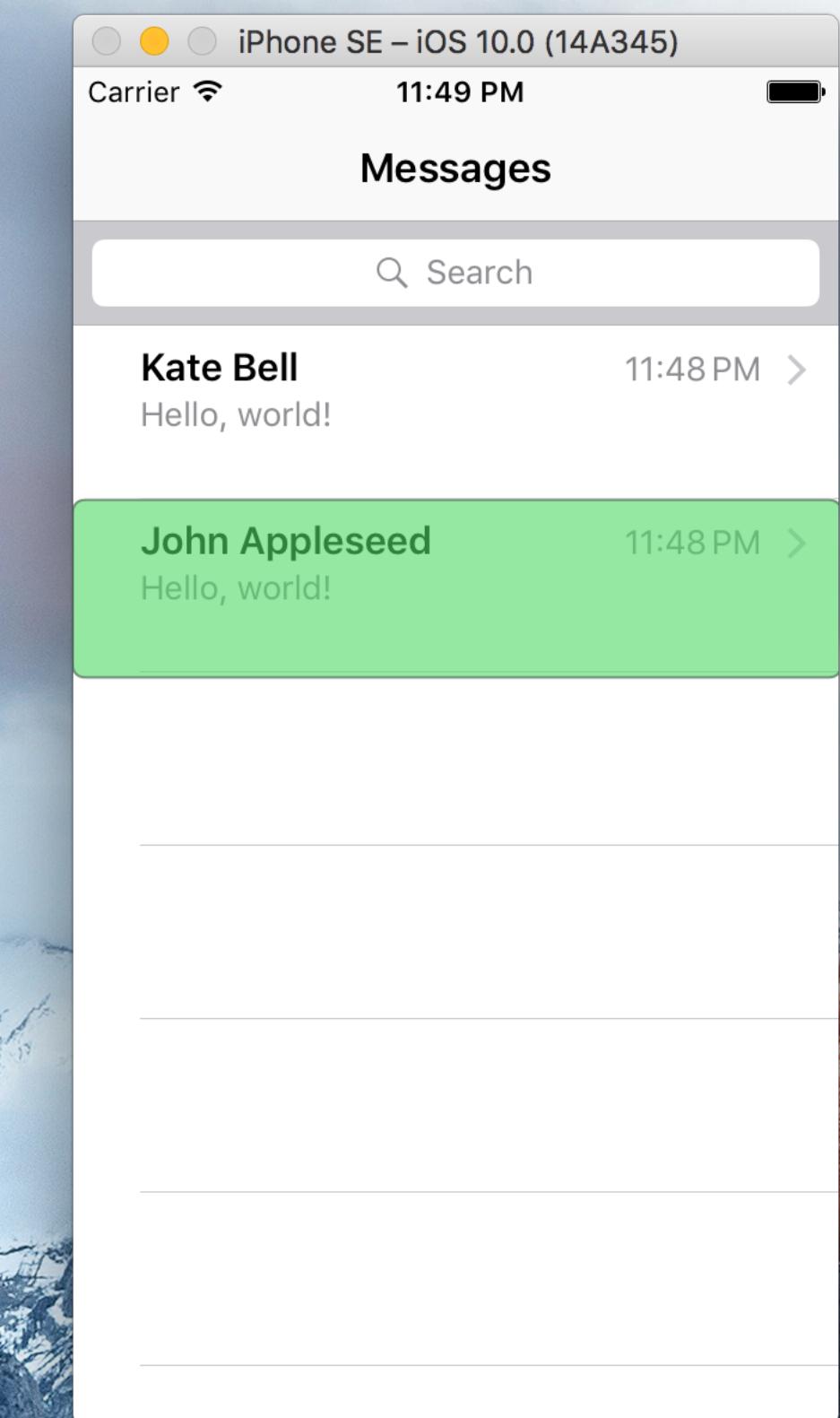
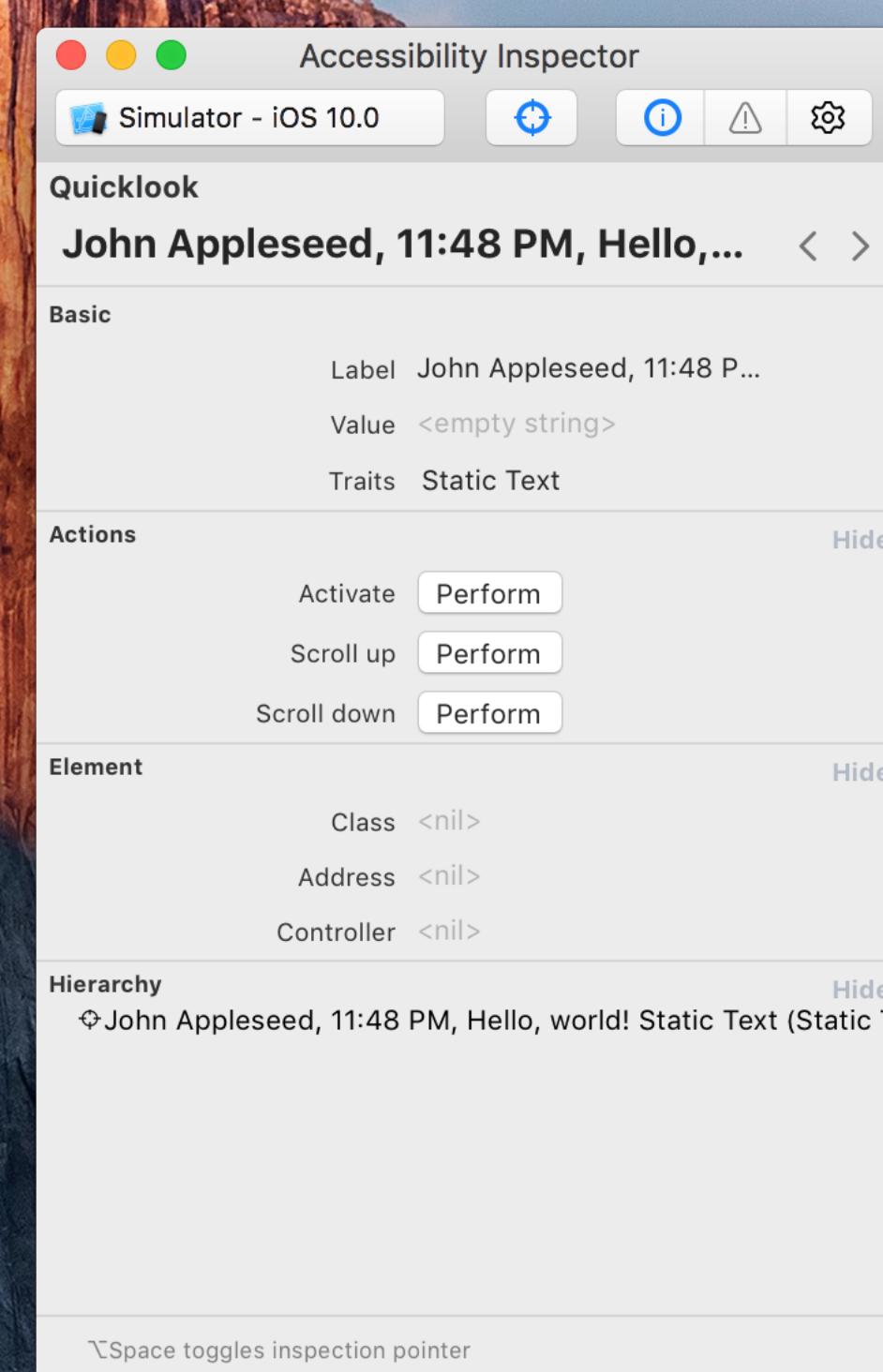
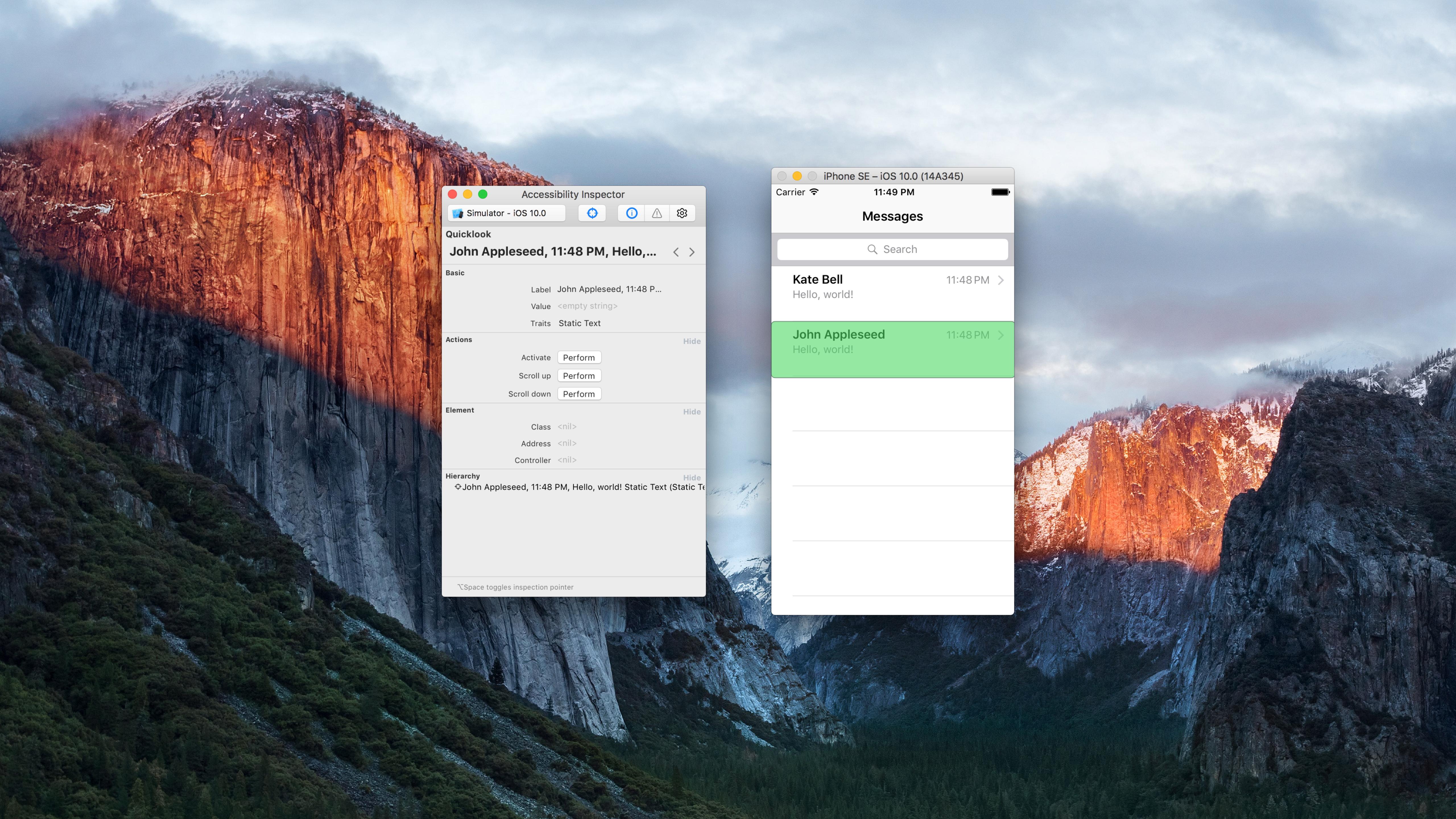
— Apple

Testing Accessibility

Used to be painful

**Many trips between your app and
Settings**

Slow test/fix/verify cycle



Demo

Links

[Stevie Wonder Quote](#)

[Auditing Your Apps For Accessibility \(WWDC 2016\)](#)

[What's New in Accessibility \(WWDC 2016\)](#)

[Dynamic Type Sizes](#)