



NOTES watchOS

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WHAT WILL YOU LEARN?

OBJECTIVES

- 1 How to develop a standalone Apple Watch application *CORE TOPIC*
- 2 How to permanently save notes and store data on the Watch *PRACTICE*
- 3 How to use Swift's Codable protocol for serialization *NEW FEATURE*
- 4 How to create multiple views and navigate between views
- 5 How to create custom user interface elements *PRACTICE*
- 6 How to show SwiftUI views conditionally *PRACTICE*
- 7 How to test a Watch app fullscreen in Simulator or on a device
- 8 How to use the input tools: Dictate, Scribble, Emoji, Type *NEW FEATURE*
- 9 How to develop a new feature using SwiftUI's Slider element *NEW FEATURE*
- 10 How to create multiple views and navigate between these views *PRACTICE*



USER INTERFACE AND USER EXPERIENCE

APP DESIGN

- 1 Native Watch Design
- 2 Watch App Icon ^{NEW}
- 3 High-Quality Resources
- 4 Uniform Design Language ^{NEW}
- 5 Custom Button
- 6 Modern App Design





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