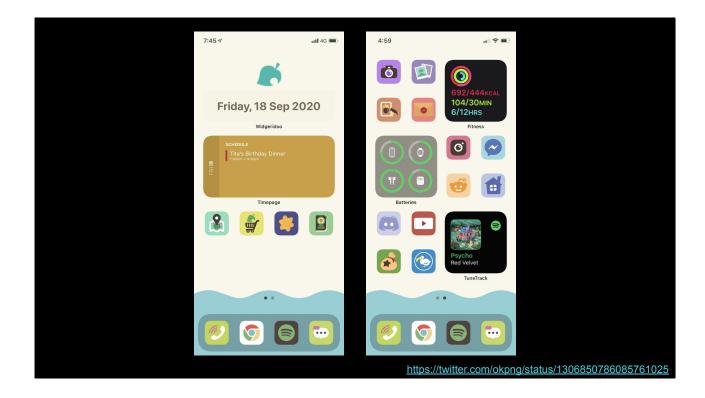
How to Widget

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- Intro, hi
- I'm here to talk about widgets
- So first, let's take a look at what your phone will look like after becoming a widget master



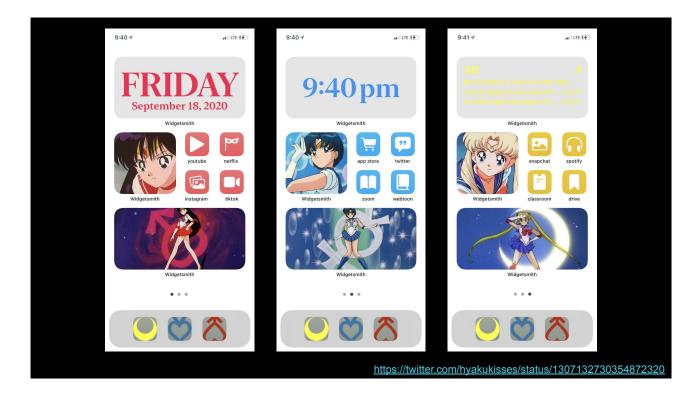
• For the animal crossing fans, you can finally have a real life nook phone



Or take it back to gaming in the mid 90's



I'm sure nobody has ever seen this movie



But maybe you're a big fan of anime



- And who doesn't love a good meme
- But seriously, today we aren't going to be creating an a e s t h e t i c home screen, although most of these home screens do incorporate widgets.
- Instead, we'll start off by going over some widget concepts at a high level, then get into coding.
 - Where we will create a fully functional widget from the ground up
 - This is going to include some live coding, so wish me luck
- And let's get started

What is a Widget?

- A SwiftUI view that updates over time
- An extension built on your main app
- A relevant, glanceable experience
- Not a mini-app
- Widgets can support three sizes







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So, what is a widget?

- First, it's a SwiftUI view that updates over time.
 - SwiftUI only no UIKit
- Widgets are built as extensions from a main app, and should present relevant, glanceable information from your main app
- This is very important: widgets are not mini apps
 - There is no scrolling or animations
 - You should think of them as a projection of content from your app
- Widgets can come in 3 sizes, as seen here, but you don't have to support all 3

Widgets can appear on...

- iPhone home screen and Today View
- iPad Today View
- macOS Big Sur notification center







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Widgets can appear in a couple different different places, such as...

- The iOS home screen or Today View
- The Today View on iPad
 - Unfortunately not on the home screen
- The notification center on macOS
- Today we will be focusing on iOS

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Widget Configuration

- The back of a widget can display a configuration UI
- The UI is generated by the system, the parameters are defined by you
- Widgets don't have to be configurable



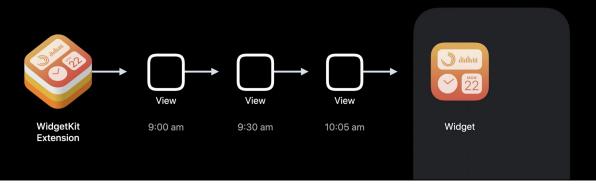


Widgets can also be configured by the user

- If a widget is configurable, the back will show a configuration UI
- This UI is generated by the system
- The configurable parameters are defined by you using Intents
- Widgets don't have to be configurable

Widget Timelines

- A timeline is a series of views and when to display them
- Entries are serialized to disk and just-in-time rendered by the Home Screen
- The timeline Reload Policy defines when to request a new timeline
- You can manually reload the timeline from your main app



Every widget has a timeline

- A timeline is a series of entries, and each entry has a view and when to display it
- Basically, these views are serialized and sent to the home screen, where they are just-in-time rendered
- Timelines typically don't stretch on forever, so each timeline has a reload policy, which specifies when to reload the timeline
- You can also manually reload the widget timeline from your main app
 - This will wake up your widget extension and generate a new timeline

Widget Snapshots

- Used when the system needs to quickly display an entry
- Often the same view as the first timeline entry





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Every widget also has a snapshot

- You can think of this as a single entry from a timeline
- This is used when the system needs to quickly display a widget entry
- Primarily this happens when a user opens the widget gallery to add your widget to the home screen
- Normally you want your snapshot to be the same as the first entry in your timeline
 - So when the user adds your widget to the home screen, and the timeline takes over, it's a continuous experience

Widget Placeholders The default content for your widget Don't display actual user data Typically only retrieved when the device environment changes

Finally, widgets have placeholders

- This is the default content for your widget
- It displays what your widget looks like, but without any actual user info
 - You shouldn't provide any real user data to this view
 - It will be redacted anyway
- Apple doesn't really say when this will be called, but it's typically requested in response to environment changes
 - For instance, when the user changes from light to dark mode

Thank you!

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