Summary of Human Interface Guidelines

iOS is better known for its Clarity, Deference and Depth it is better not to compromise in those aspects while building your app. To keep all the above mentioned traits we need to morely focus on Aesthetic Integrity, Consistency, Direct manipulation, Feedback, Metaphor and user Control systems. If you want your app to work better in multiple types of devices you firstly need to try to get it out excellent in the first device that you want to work on. If you are trying to build app for larger screens then always try some ways to find better ways to increase the use of the space provided. There are many techniques that are similar so we need to use them as per the device we mainly focus on. Users want different experience with different devices so the functionality of the app must be decided accordingly. In some context one gesture is enough for users to accomplish a particular action so according to device just one way of using the gesture should be enough. Most iOS apps are built from the components from UIKit a framework which defines the common interface elements. While loading always make sure that the user know that it’s loading and display as soon as possible so the users potentially don’t leave the app. If possible preload the upcoming content in background. Whenever it makes sense don’t hesitate to use modality view and also create a button to not use modality view as well. Navigation should feel natural and users must not feel like they’re being dominated to do certain actions. While launching app try to make it fast, fun and educational and don’t make it look boring. Always ask permissions to make a change in your device from the app. Only request personal data if you actually need to make a change in your application. If possible let the user use the application and delay the setup in a convenient way and make some adjustments. Make your application 3D touch friendly which shows at least some very important task done by the app. Try to get the maximum use of the external buttons of the devices. For efficiency consider using multi -item drag and drop. Let the user have the option to preview without signing off another app. Let your app helps the device in multitasking. Try to make your app blend and give a user friendly experience with the in built system apps. Make sure you are communicating well with the user using comfortable words. Always display video content at its original aspect ratio. Try to make your app icon standout and appealing. Give the actions button in the menu give some proper menu. In your bars make sure you have a clear or to go back buttons. Show only one popover at a time so the user can make a change. Perform automatic content updates. Provide a recognizable icon for every quick action. Try to make your application more technology friendly with the progressive state of technology.