



in Review..

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Xcode

- Colour and image literals
- Static analysers (UI, Memory and Thread)
- Adaptive design per device
- API references offline :)
- Updated provisioning
- Multiple developer certificates supported
- Sprite/Scene kit additions
 - Pathfinding editor
 - Title map editor (hex + isometric support)

Swift 3.0

- Great renaming...
 - NSManchester > Manchester ?
- Apple adopting Swift in production
 - Apple Music,
 - Console,
 - Swift Playgrounds,
 - New Documentation system,
 - Dock and Mission control
- Whole module optimisation on by default

iOS 10

- Widgets and improved Notifications
- SiriKit (with limitations)
- UICollectionView
- UIKit Animations Transitions
- Cocoa Touch
 - Improved GraphicsRender
 - Asset Management
- SpriteKit
 - Sprite warping features (squash, stretch)
- Gameplay Kit (see notes)

WatchOS 3

- Background app refresh APIs
- Crown events
- Gestures
- Gyroscope
- SpriteKit / SceneKit
- Speaker access
- CloudKit

Recommendations / Takeaways

Recommendations

- Watch the State of the Union
- Not everything is mention in the Keynote
- What will effect your current project?
 - Port to Swift 2.3 / 3.0
 - Today view > widgets
 - Less likely new features
- Start porting to Swift 3 (if applicable)

Takeaways

- Apple love it if you adopt the latest version and use the new features
- Use things out of context like Research kit for graphs / Gameplay kit for AI
- Look at getting into OS Swift
- Scheme based localisation tips (demo)
- The sample code is amazing
 - found SimpleEKDemo
 - DemoBots game
- Apple are making a big push with privacy (Differential Privacy)
- Apple moving towards greater accessibility to code and points to a world where app developers are like musicians?
- Beta Reviews (iOS 10 + watchOS 3)

Thanks
for
Listening!