

## IOS Design Themes

This article discussed the three primary themes that make iOS stand out from other platforms. These themes are Clarity, deference, and Depth. Clarity is making your text readable, clear and detailed to make it easier for the user to access and understand. Deference involves user interfaces and allowing the user to interact with the content while using the app. Depth involves the c=visual layers and motion of the app with extensive context.

## App Store review Guidelines

This article essentially discussed the ongoing impact of apps, their guidelines and how they are revolutionizing the world as we know it both positively and negatively. This article disused more about how following the guidelines for apps is very necessary for app developers in order for approval. These guidelines help to keep the apps safe and allows for clean legal content

## The official swift Style Guide

This article discussed the rules and regulations for styling in swift including, riving for clarity at the call site, prioritizing clarity over brevity, using camel case (not snake case), using uppercase for types (and protocols), lowercase for everything else, including all needed words while omitting needless words, using names based on roles, not types. While with writing your Coe you have to be aware of parameters, spacing, unused code, and protocol conformance.