App Frameworks #WWDC17

# Introducing PDFKit on iOS PDF on macOS and iOS

Session 241

Jeremy Bridon, Software Engineer Nicki Brower, Software Engineer

Framework Overview

Framework Overview

Document, Page, and Annotations Model

Framework Overview

Document, Page, and Annotations Model

Deep-Dive: Annotations

Framework Overview

Document, Page, and Annotations Model

Deep-Dive: Annotations

Best Practices

pages in PDF specification

pages in PDF specification

Government, medical, financial, and business documents

Strong encryption with permissions model

User interactive with widgets and annotations

Printing what you see is what you get

Government, medical, financial, and business documents

Strong encryption with permissions model

User interactive with widgets and annotations

Printing what you see is what you get

Complex binary format, big specification

## CoreGraphics PDF Framework

Same drawing model as PDF graphics

Read and write features

C-language functions



### CoreGraphics PDF Framework

Same drawing model as PDF graphics

Read and write features

C-language functions

No AppKit primitives

No document interaction

No accessibility support



#### PDFKit Framework

PDFKit is based on CoreGraphics PDF features

Modernized Swift and Objective-C API

AppKit support

Easy to open, modify, draw, and save documents

Select and search text

#### PDFKit Framework



PDFKit is based on CoreGraphics PDF features

Modernized Swift and Objective-C API

AppKit support and UlKit support

Easy to open, modify, draw, and save documents

Select and search text

Improved accessibility support

















#### macOS













## iOS













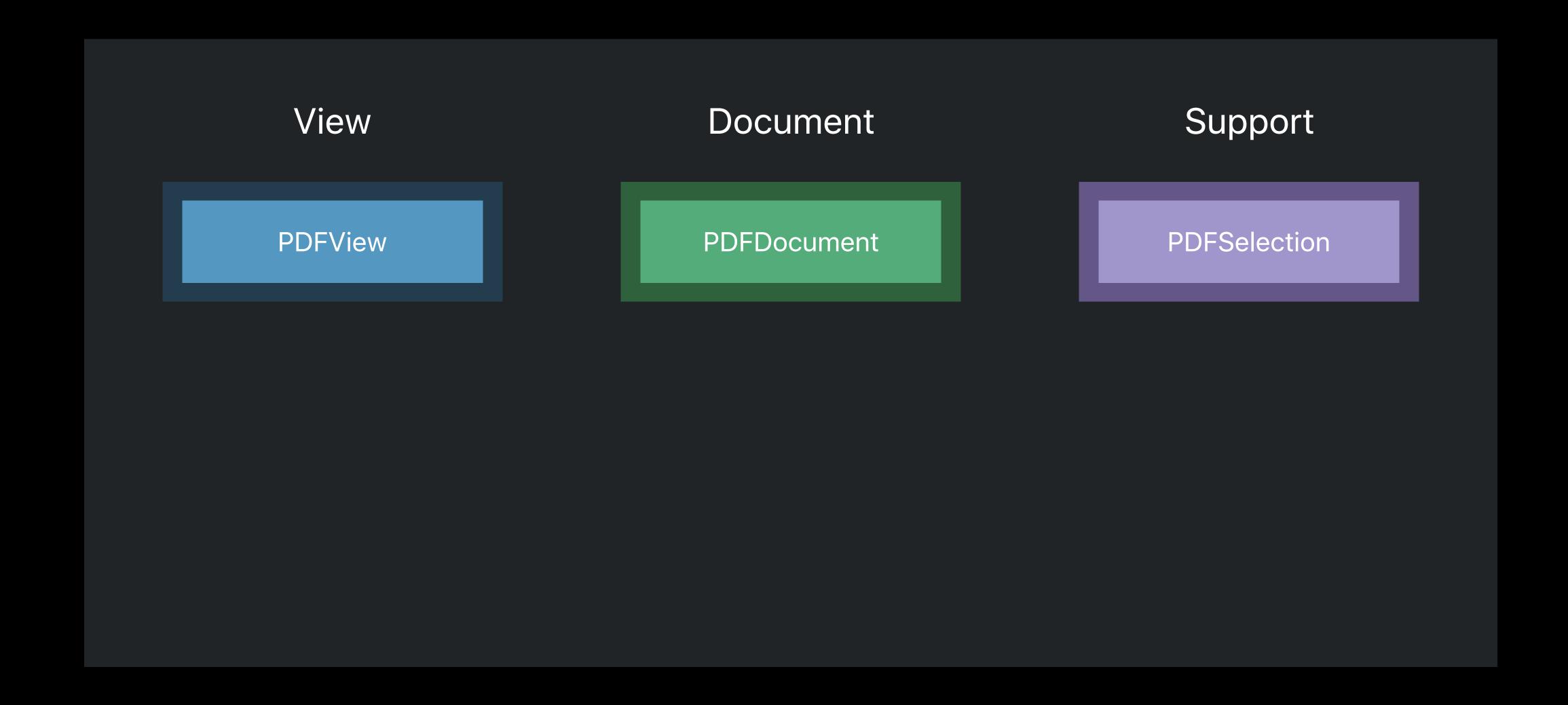
iOS







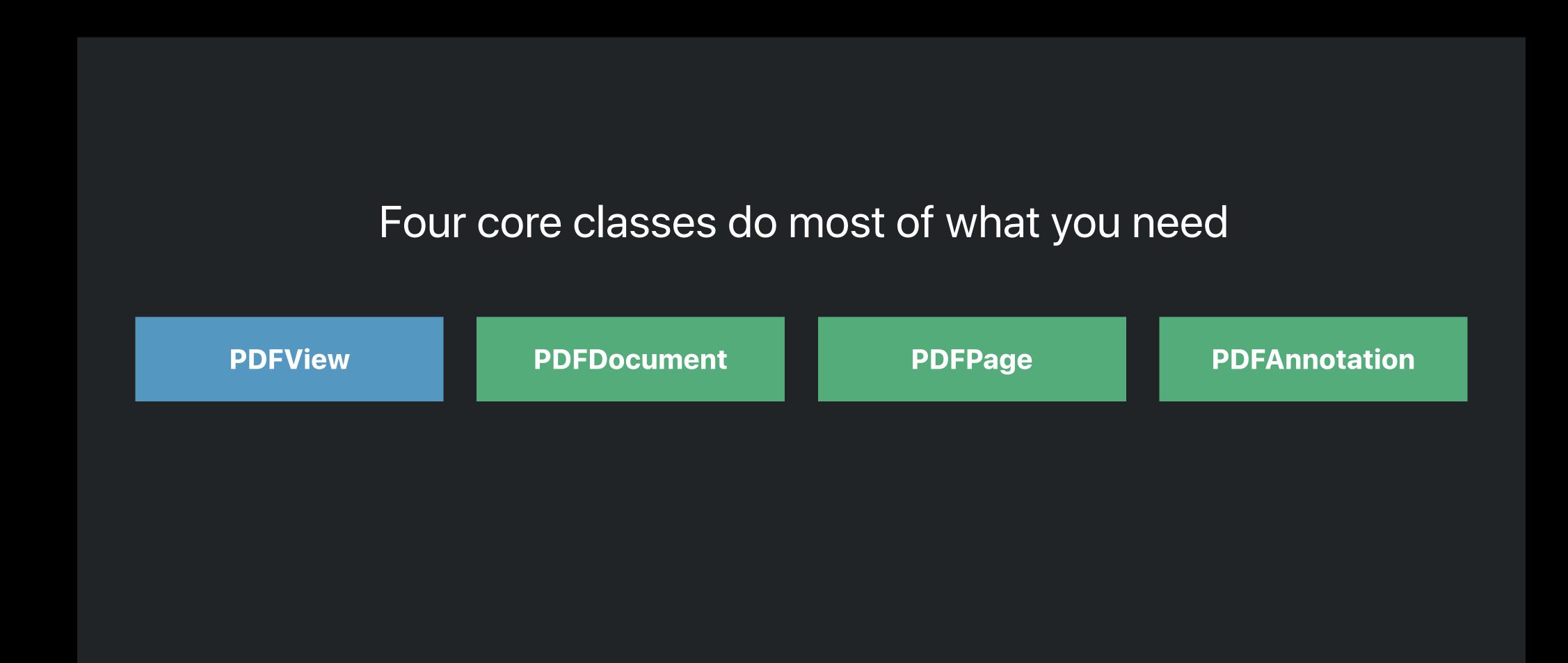
## Framework Overview



### Framework Overview

View Document Support PDFSelection **PDFView PDFDocument PDFThumbnailView** PDFPage PDFOutline **PDFAnnotation PDFAction** More...

#### Framework Overview



# Demo PDFView in action

Jeremy Bridon, Software Engineer

#### **PDFView**

Customizable PDF document view

Allows full user interaction with pages and widgets

Layout, direction, spacing, zoom factors, and auto-zoom

View-to-page, page-to-view coordinate conversion

#### **PDFView**

Customizable PDF document view

Allows full user interaction with pages and widgets

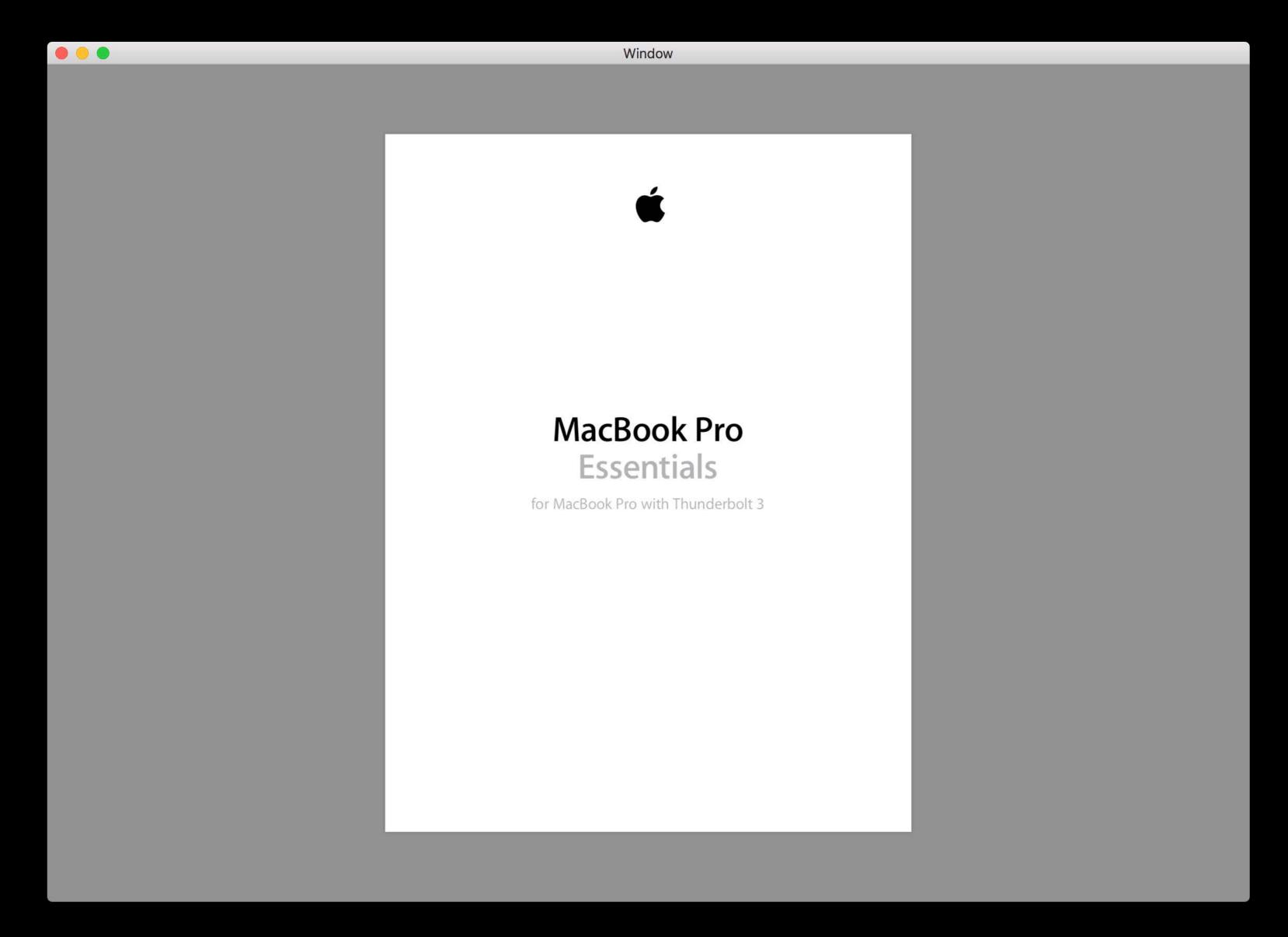
Layout, direction, spacing, zoom factors, and auto-zoom

View-to-page, page-to-view coordinate conversion

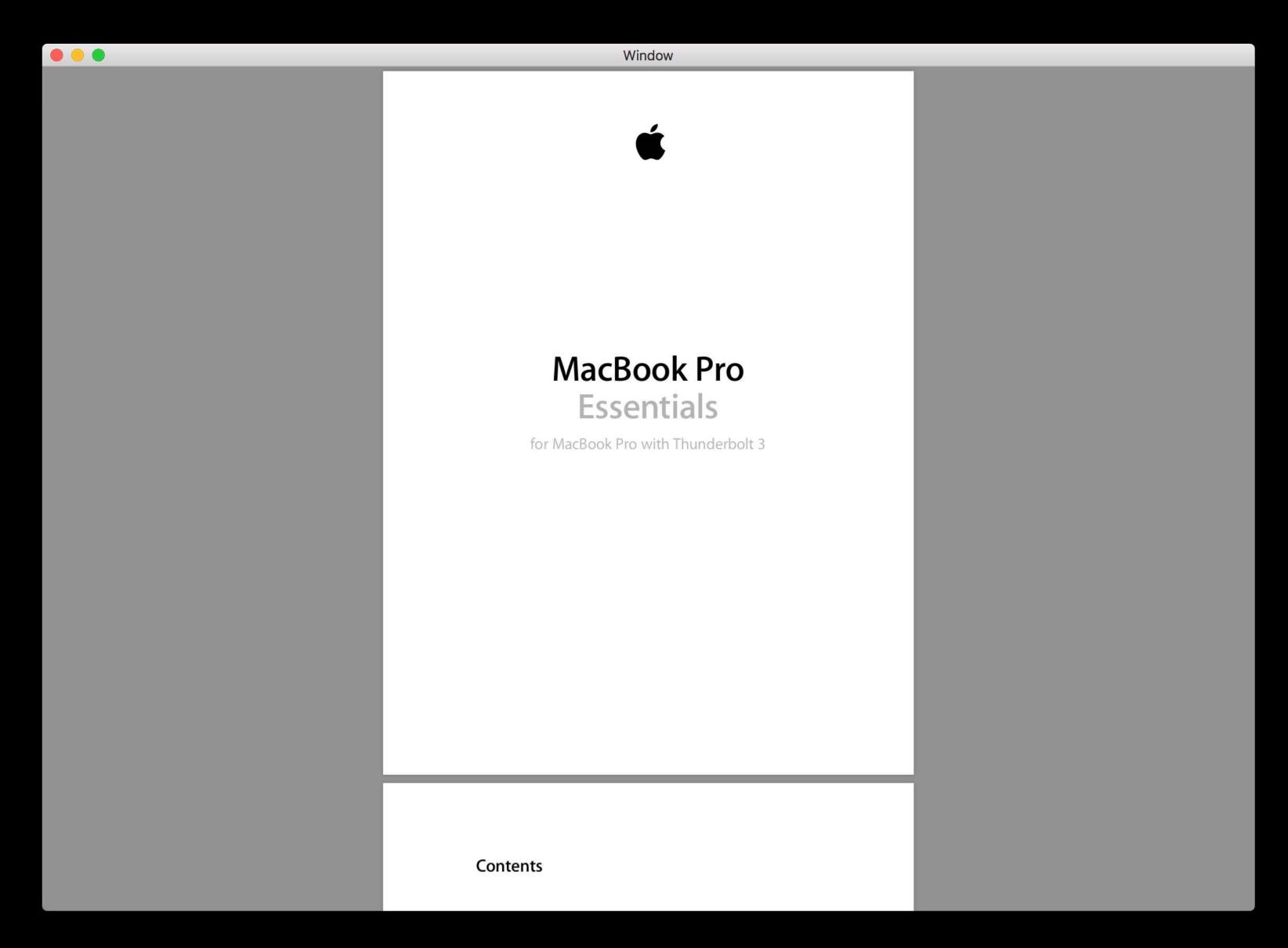
```
// Create our document and set it to the view
if let document = PDFDocument(url: documentURL) {
   pdfView.document = document
}
```

# PDFDisplayMode

#### PDFDisplayMode.singlePage



#### PDFDisplayMode.singlePageContinuous



#### PDFDisplayMode.twoUp

Window



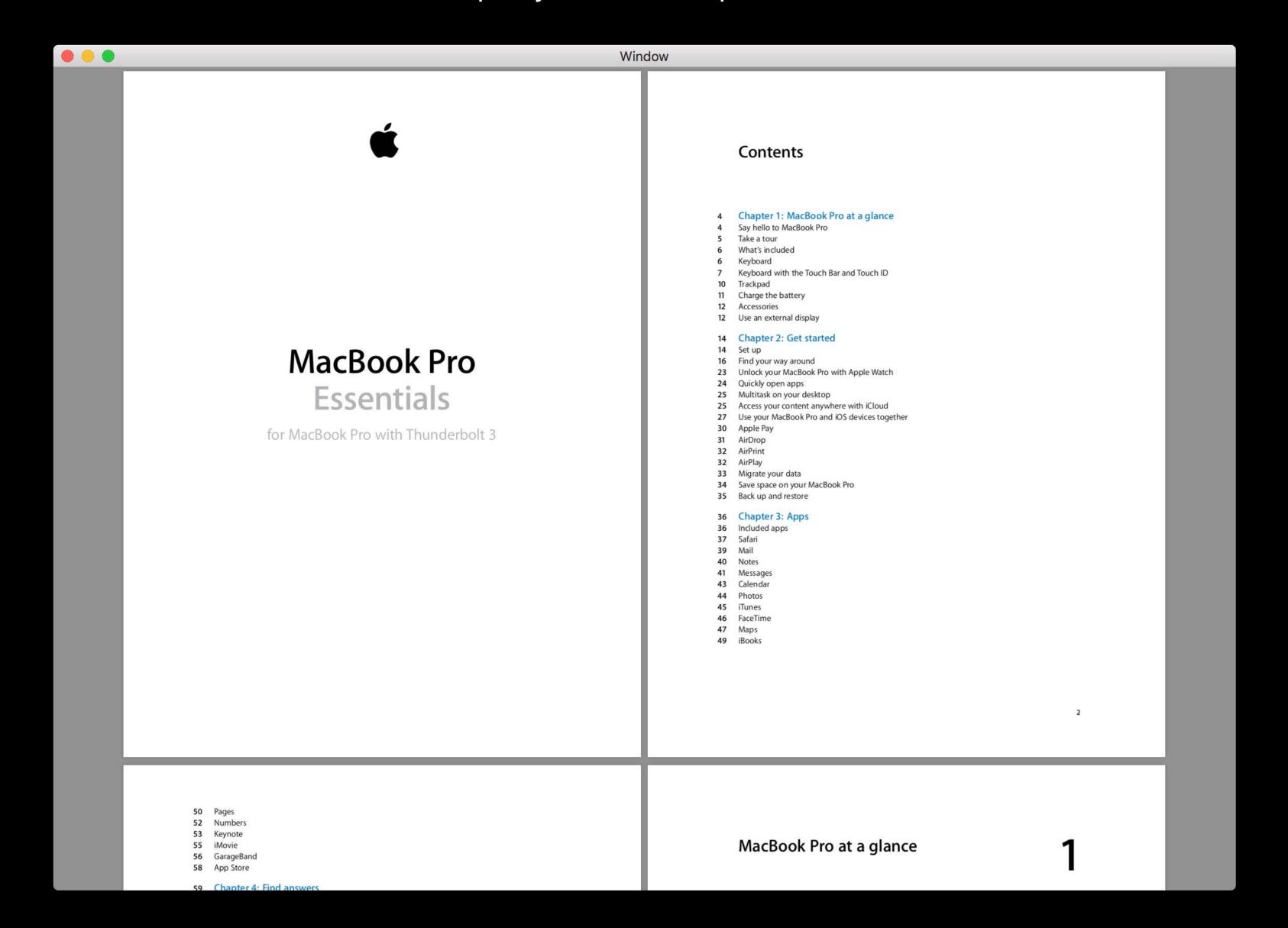
#### MacBook Pro Essentials

for MacBook Pro with Thunderbolt 3

#### Contents

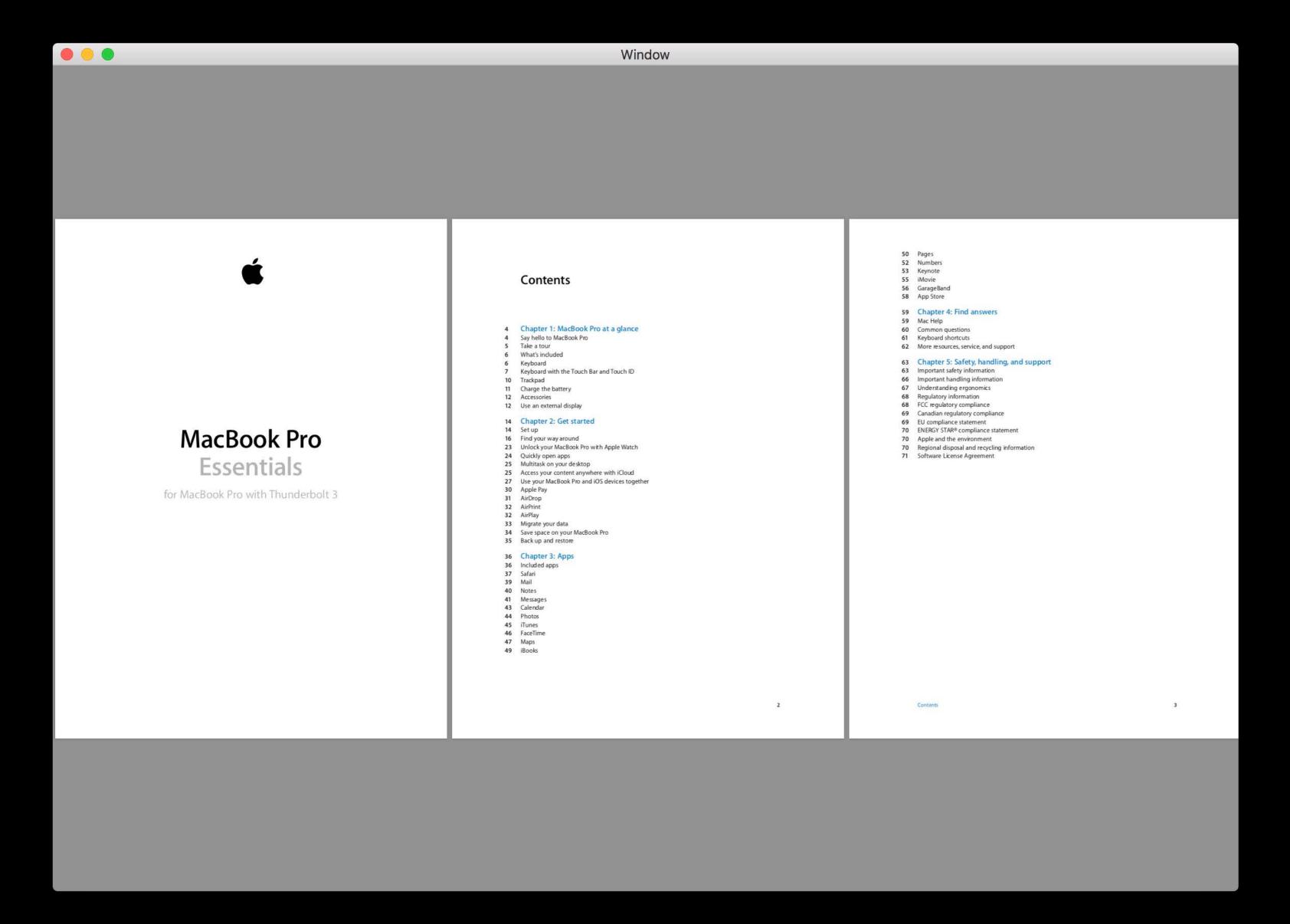
- 4 Chapter 1: MacBook Pro at a glance
- 4 Say hello to MacBook Pro
- 5 Take a tour
- 6 What's included
- 6 Keyboard
- 7 Keyboard with the Touch Bar and Touch ID
- 10 Trackpad
- 11 Charge the battery
- 12 Accessories
- 12 Use an external display
- 14 Chapter 2: Get started
- 14 Set up
- 16 Find your way around
- 23 Unlock your MacBook Pro with Apple Watch
- 24 Quickly open apps
- 25 Multitask on your desktop
- 25 Access your content anywhere with iCloud 27 Use your MacBook Pro and iOS devices together
- 30 Apple Pay
- 31 AirDrop
- 32 AirPrint
- 32 AirPlay
- 33 Migrate your data
- 34 Save space on your MacBook Pro
- 35 Back up and restore
- 36 Chapter 3: Apps
- 36 Included apps
- 37 Safari
- 39 Mail 40 Notes
- 41 Messages
- 43 Calendar 44 Photos
- 45 iTunes 46 FaceTime
- 47 Maps
- 49 iBooks

#### PDFDisplayMode.twoUpContinuous



# PDFDisplayDirection

#### PDFDisplayDirection.horizontal





# View Pagification

Carrier **→** 10:49 PM 100% → ★

Collection TOC Custom TOC

Search Custom Search

#### MacBook Pro at a glance

1

#### Say hello to MacBook Pro



This guide provides the essential information you need in order to get the most from your MacBook Pro. The sections described below cover the hardware features, the software setup process and highlights, what you can do with apps on your Mac, and how to find more information about any topic.

**Take a look around.** Want a quick intro to the features of your MacBook Pro? Go to the next section, Take a tour.

**Get started.** Start your MacBook Pro by lifting the lid or connecting it to power, or by pressing the power button or Touch ID. Follow the Setup Assistant prompts, and you're up and running. For details, see Set up. To migrate your information from an older computer, see Migrate your data.

Make the most of shortcuts. If your MacBook Pro has a Touch Bar, shortcuts for common tasks are right at your fingertips. Change settings, use typing suggestions for text and messages, add an emoji, edit photos, and much more, with just a touch. See Meet the Touch Bar and Touch ID.

**Stay in sync.** Access your documents, photos, music, apps, contacts, and calendars across all your devices with iCloud. And use your MacBook Pro with your iOS devices to make and receive phone calls and texts, copy and paste across devices, or create an Instant Hotspot. Learn more in Access your content anywhere with iCloud and Continuity.

**Unleash your creativity.** Plan events and share info and photos with Notes; organize and listen to music, books, movies, and more with iTunes; create presentations with Keynote; and check out all the apps available on the App Store, to express yourself in as many ways as you have ideas.

Dig deeper. Explore your MacBook Pro and get your questions answered. Go to Mac Help.

4

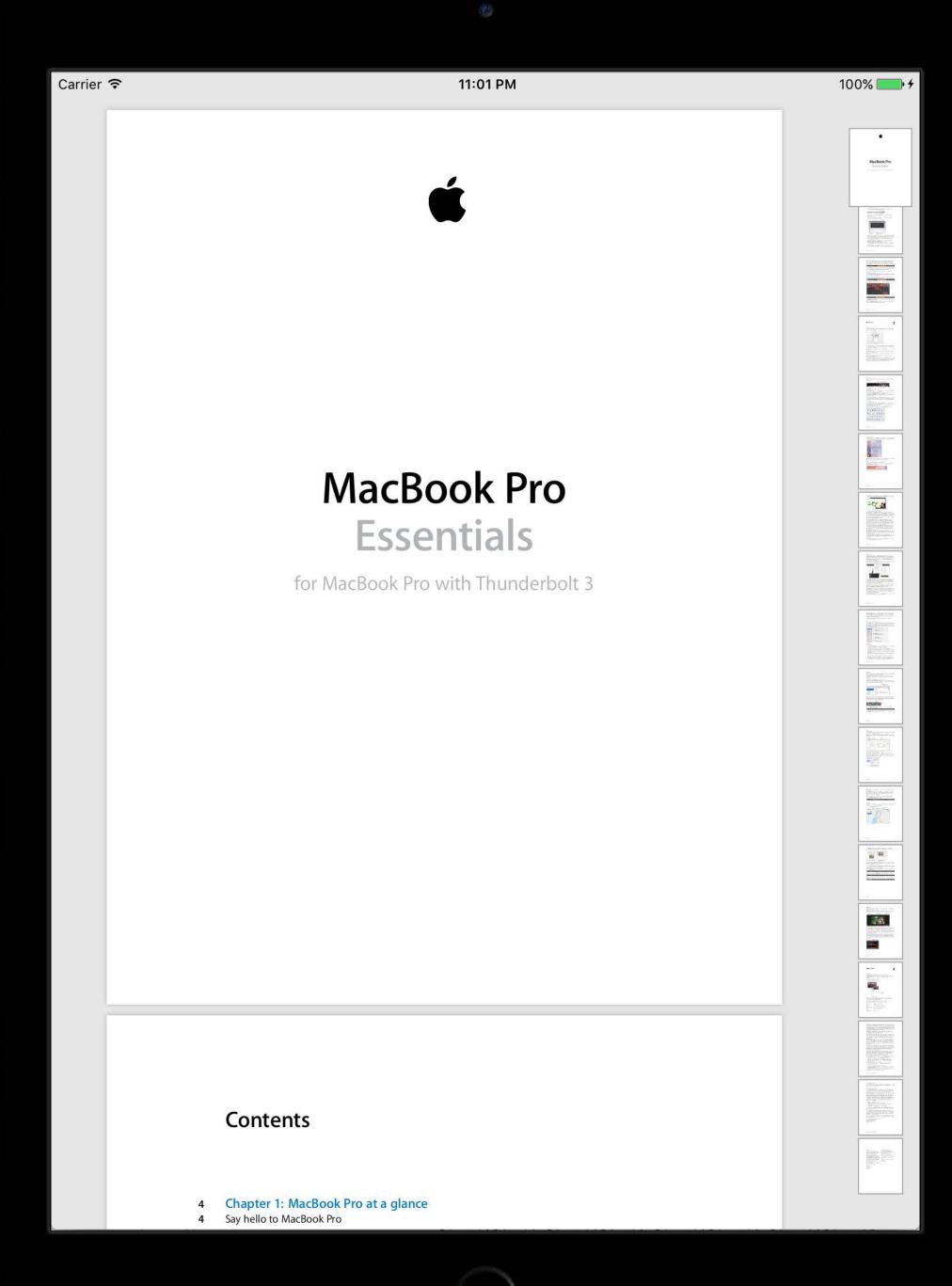




# PDFThumbnailView

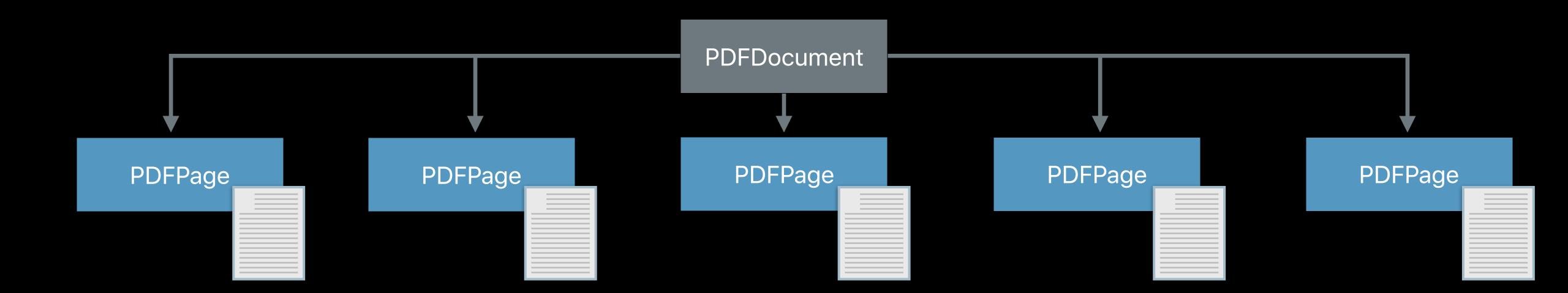


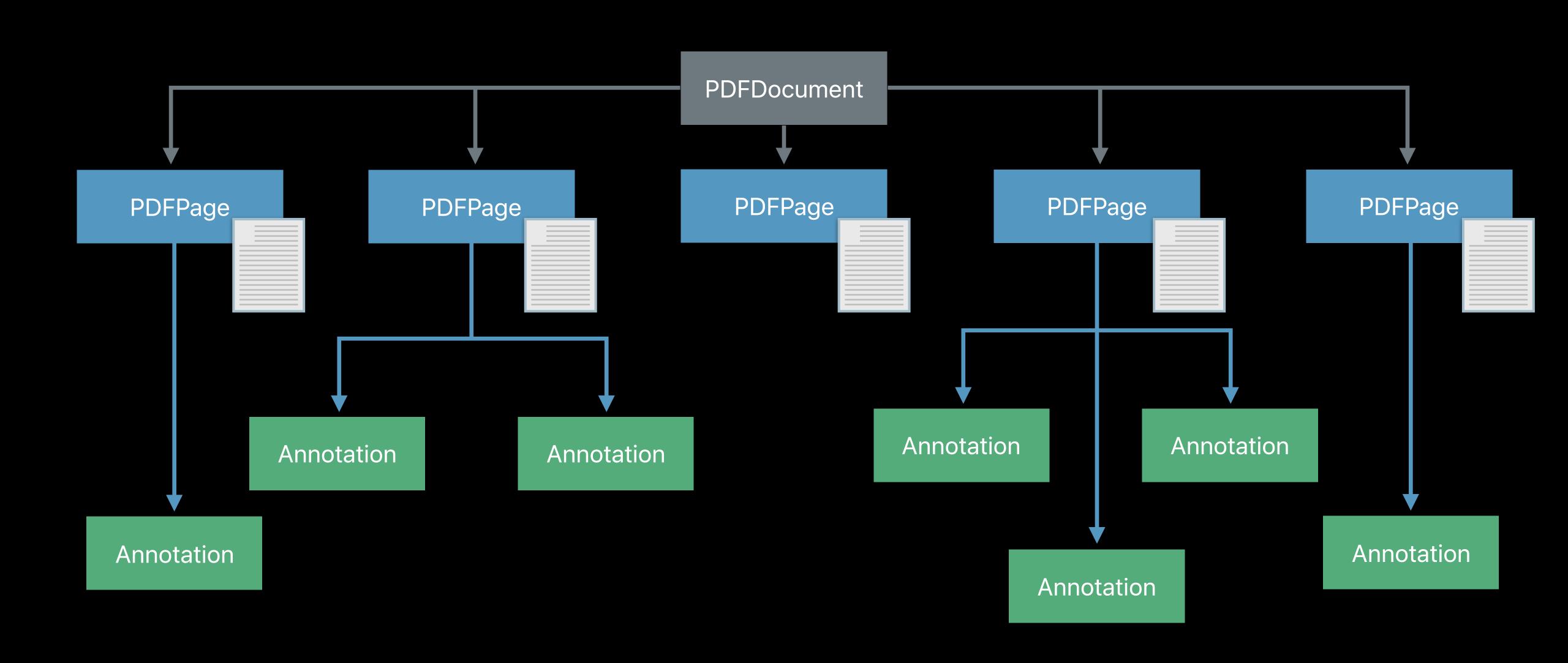






**PDFDocument** 





Page container: add, swap, and remove pages

Decrypt and verify permissions

Document attributes

Search strings

Read and write

```
// Create a PDFDocument from a file
if let documentURL = Bundle.main.url(forResource: "Sample", withExtension: "pdf"),
   let document = PDFDocument(url: documentURL) {
    pdfView.document = document
}
```

Read and write

```
// Create a PDFDocument from a file
if let documentURL = Bundle.main.url(forResource: "Sample", withExtension: "pdf"),
  let document = PDFDocument(url: documentURL) {
    pdfView.document = document
}

// Save file
document.write(to: documentURL)
```

Read and write

```
Create a PDFDocument from a file
if let documentURL = Bundle.main.url(forResource: "Sample", withExtension: "pdf"),
   let document = PDFDocument(url: documentURL) {
   pdfView.document = document
// Save file
document.write(to: documentURL)
// Save file with encryption
document.write(to: documentURL,
      withOptions: [.ownerPassword: "apple"])
```

```
Retrieve a page
let myPage = document.page(at: 0)
```

```
// Retrieve a page
let myPage = document.page(at: 0)

// Add a page to end of document
document.insert(newPage, at: document.pageCount)
```

```
// Retrieve a page
let myPage = document.page(at: 0)

// Add a page to end of document
document.insert(newPage, at: document.pageCount)

// Exchange page pair
document.exchangePage(at: 0, withPageAt: 1)
```

```
// Retrieve a page
let myPage = document.page(at: 0)
// Add a page to end of document
document.insert(newPage, at: document.pageCount)
  Exchange page pair
document.exchangePage(at: 0, withPageAt: 1)
// Remove last page
document.removePage(at: document.pageCount - 1)
```

#### Decryption

```
let document = PDFDocument(url: documentURL)
  Handle encrypted documents
if document.isEncrypted && document.unlock(withPassword: "apple") {
    if document.permissionsStatus == .owner {
        // Owner..
   } else {
        // User..
       if document.allowsCopying { /* ... */ }
       if document.allowsPrinting { /* ... */ }
```

#### Decryption

```
let document = PDFDocument(url: documentURL)
  Handle encrypted documents
if document.isEncrypted && document.unlock(withPassword: "apple") {
   if document.permissionsStatus == .owner {
        // Owner..
   } else {
       // User..
       if document.allowsCopying { /* ... */ }
       if document.allowsPrinting { /* ... */ }
```

```
Notifications Key:
```

```
Notification.Name.PDFDocumentDidUnlock
Notification.Name.PDFDocumentDidBeginWrite
...
```

#### PDFDocumentDelegate:

```
func documentDidFindMatch(_ notification: Notification)
func documentDidEndDocumentFind(_ notification: Notification)
...
```

Content container

Retrieved from document, initialized empty, or with image

Annotations container: add, retrieve, and remove annotations

Customize size, rotation, and custom drawing

Text selection

```
// Create a US letter sized page with an image
let image = UIImage(named: "image")
let newPage = PDFPage(image: image!)
```

```
// Create a US letter sized page with an image
let image = UIImage(named: "image")
let newPage = PDFPage(image: image!)

// Get the page contents
print("Page contents: \((newPage.string)")
```

```
// Create a US letter sized page with an image
let image = UIImage(named: "image")
let newPage = PDFPage(image: image!)

// Get the page contents
print("Page contents: \((newPage.string)"))
textView.textStorage.setAttributedString(newPage.attributedString)
```

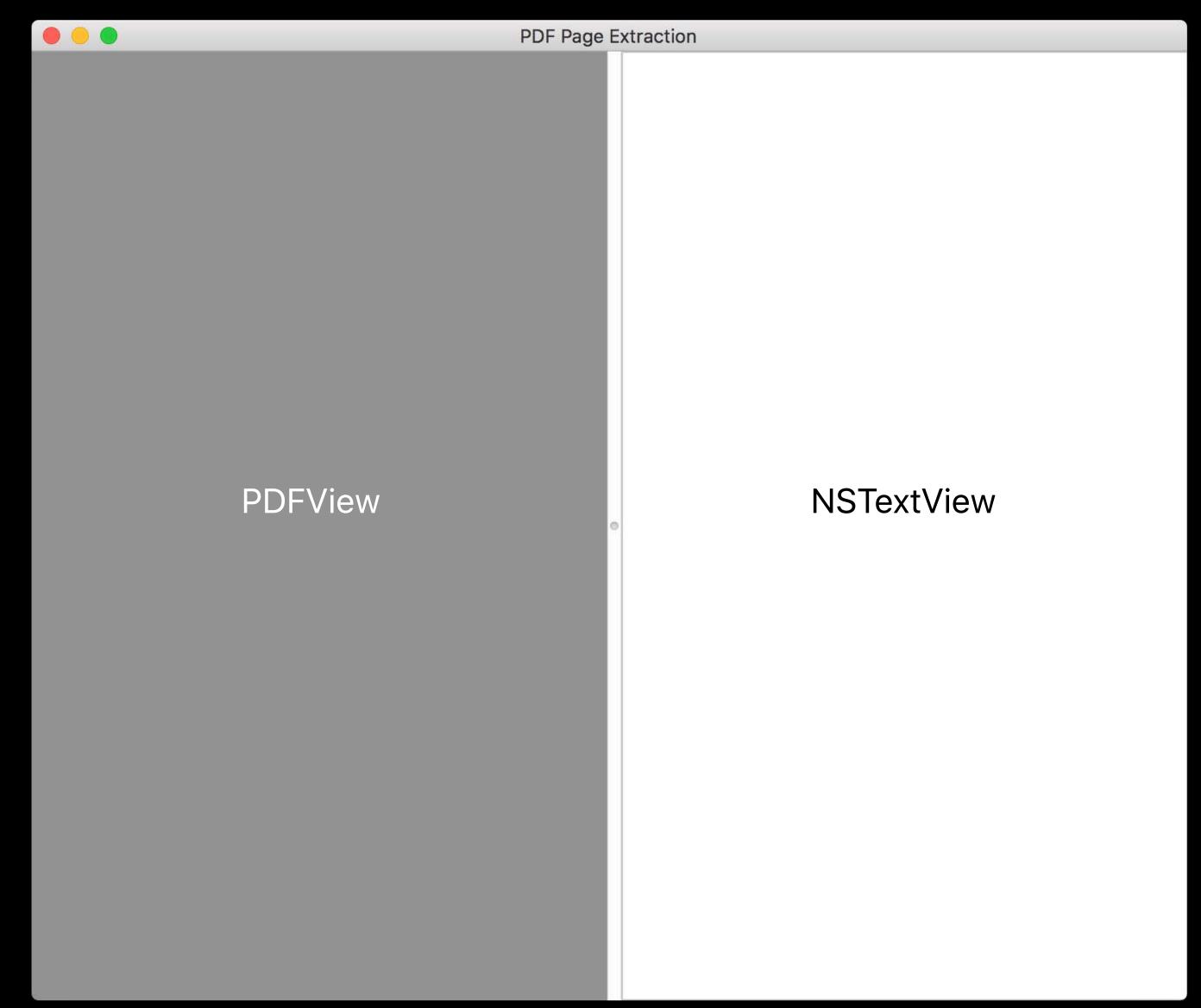
```
// Create a US letter sized page with an image
let image = UIImage(named: "image")
let newPage = PDFPage(image: image!)

// Get the page contents
print("Page contents: \(newPage.string)")
textView.textStorage.setAttributedString(newPage.attributedString)

// Extract PDFSelection from substring range on page
let stringSelection = newPage.selection(for: NSRange(location: 10, length: 5))
```

```
// Create a US letter sized page with an image
let image = UIImage(named: "image")
let newPage = PDFPage(image: image!)
  Get the page contents
print("Page contents: \(newPage.string)")
textView.textStorage.setAttributedString(newPage.attributedString)
  Extract PDFSelection from substring range on page
let stringSelection = newPage.selection(for: NSRange(location: 10, length: 5))
  Extract PDFSelection from page-space rect
let rectSelection = newPage.selection(for: CGRect(x: 0, y: 0, width: 600, height: 200))
```

String extraction and Accessibility



#### String extraction and Accessibility



#### 0



PDF Page Extraction

#### MacBook Pro at a glance

1

#### Say hello to MacBook Pro



This guide provides the essential information you need in order to get the most from your MacBook Pro. The sections described below cover the hardware features, the software setup process and highlights, what you can do with apps on your Mac, and how to find more information about any topic.

Take a look around. Want a quick intro to the features of your MacBook Pro? Go to the next section. Take a tour.

Get started. Start your MacBook Pro by lifting the lid or connecting it to power, or by pressing the power button or Touch ID. Follow the Setup Assistant prompts, and you're up and running. For details, see Set up. To migrate your information from an older computer, see Migrate your data.

Make the most of shortcuts. If your MacBook Pro has a Touch Bar, shortcuts for common tasks are right at your fingertips. Change settings, use typing suggestions for text and messages, add an emoji, edit photos, and much more, with just a touch. See Meet the Touch Bar and Touch ID.

Stay in sync. Access your documents, photos, music, apps, contacts, and calendars across all your devices with iCloud. And use your MacBook Pro with your iOS devices to make and receive phone calls and texts, copy and paste across devices, or create an Instant Hotspot. Learn more in Access your content anywhere with iCloud and Continuity.

Unleash your creativity. Plan events and share info and photos with Notes; organize and listen to music, books, movies, and more with iTunes; create presentations with Keynote; and check out all the apps available on the App Store, to express yourself in as many ways as you have ideas.

Dig deeper. Explore your MacBook Pro and get your questions answered. Go to Mac Help.

#### MacBook Pro at a glance

1

#### Say hello to MacBook Pro

This guide provides the essential information you need in order to get the most from your MacBook Pro. The sections described below cover the hardware features, the software setup process and highlights, what you can do with apps on your Mac, and how to find more information about any topic.

Take a look around. Want a quick intro to the features of your MacBook Pro? Go to the next section, Take a tour.

Get started. Start your MacBook Pro by lifting the lid or connecting it to power, or by pressing the power button or Touch ID. Follow the Setup Assistant prompts, and you're up and running. For details, see Set up. To migrate your information from an older computer, see Migrate your data.

Make the most of shortcuts. If your MacBook Pro has a Touch Bar, shortcuts for common tasks are right at your fingertips. Change settings, use typing suggestions for text and messages, add an emoji, edit photos, and much more, with just a touch. See Meet the Touch Bar and Touch ID.

Stay in sync. Access your documents, photos, music, apps, contacts, and calendars across all your devices with iCloud. And use your MacBook Pro with your iOS devices to make and receive phone calls and texts, copy and paste across devices, or create an Instant Hotspot. Learn more in Access your content anywhere with iCloud and Continuity.

Unleash your creativity. Plan events and share info and photos with Notes; organize and listen to music, books, movies, and more with iTunes; create presentations with Keynote; and check out all the apps available on the App Store, to express yourself in as many ways as you have ideas.

Dig deeper. Explore your MacBook Pro and get your questions answered. Go to MacHelp.

4

4

#### Take a tou

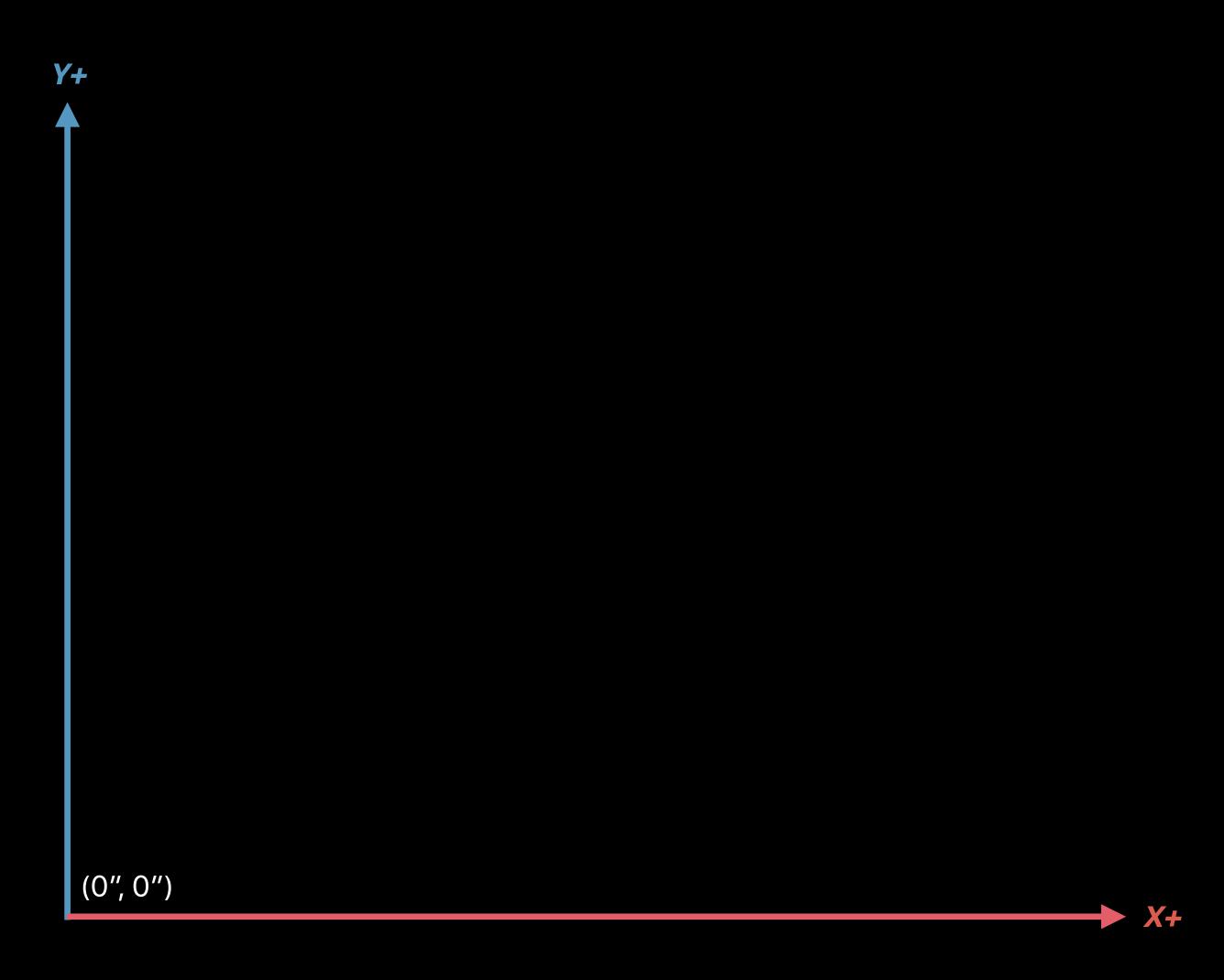
This guide is for MacBook Pro models with Thunderbolt 3 (USB-C). (Not all features are available on all models)

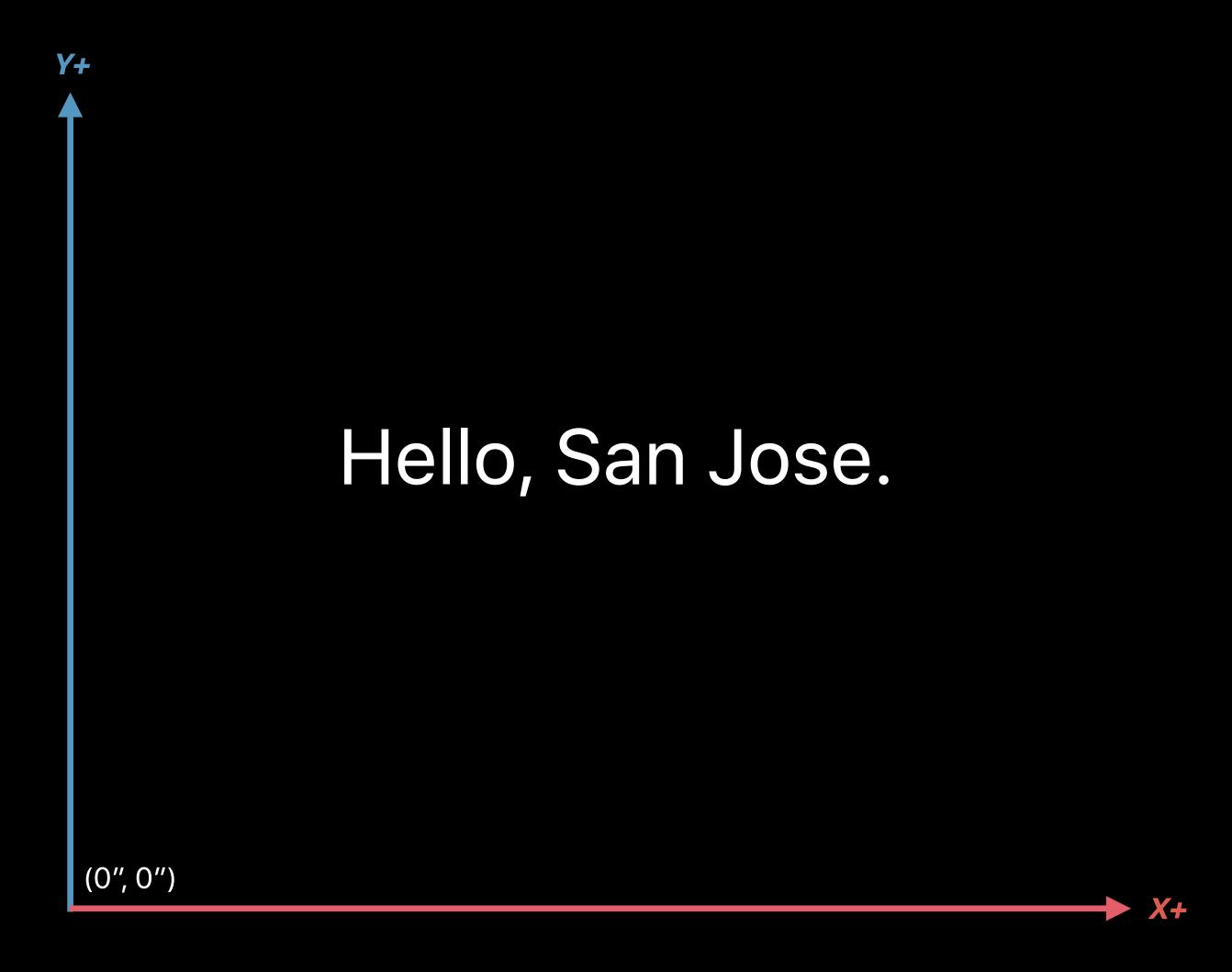
#### Thumbnails



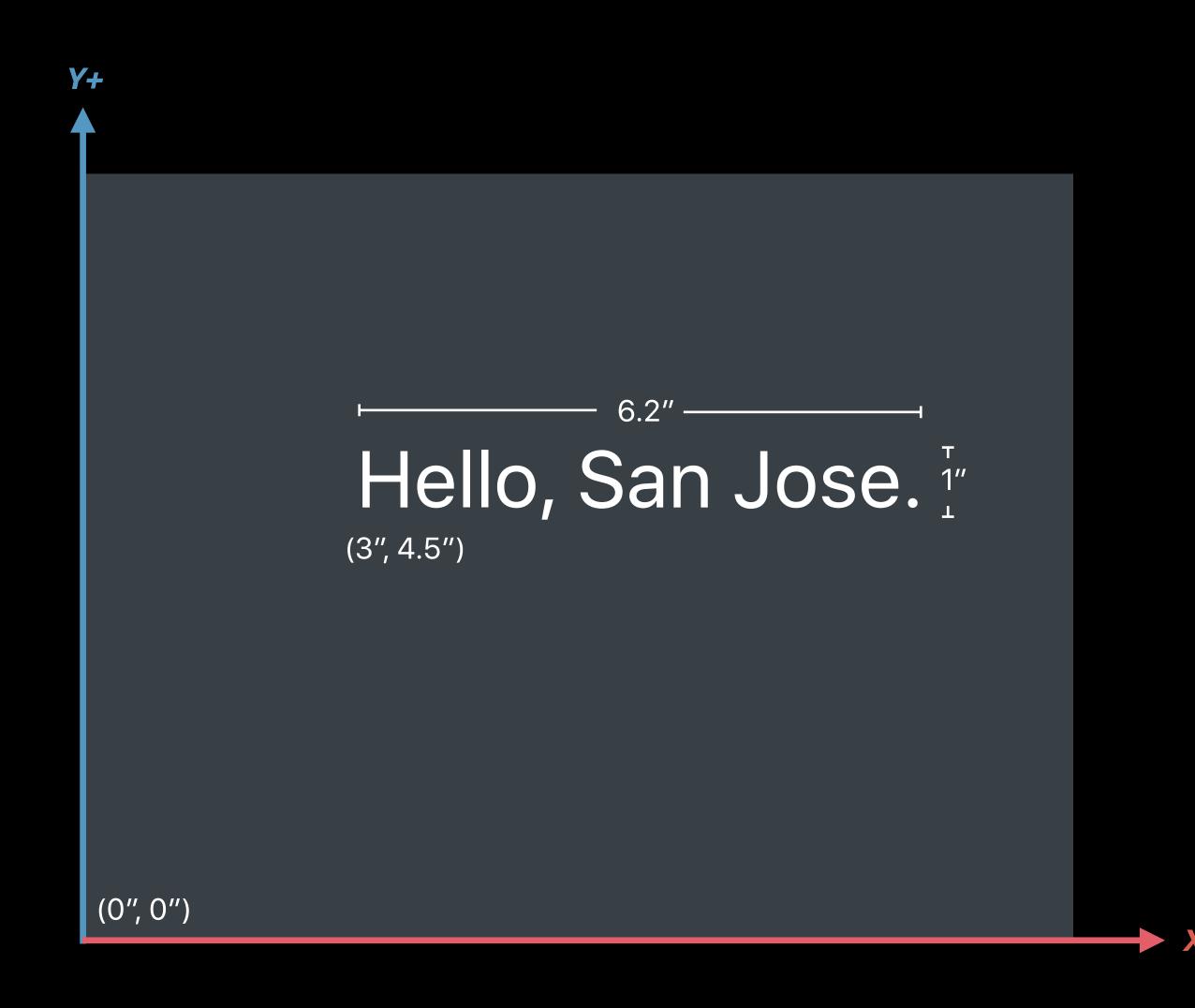
#### Thumbnails











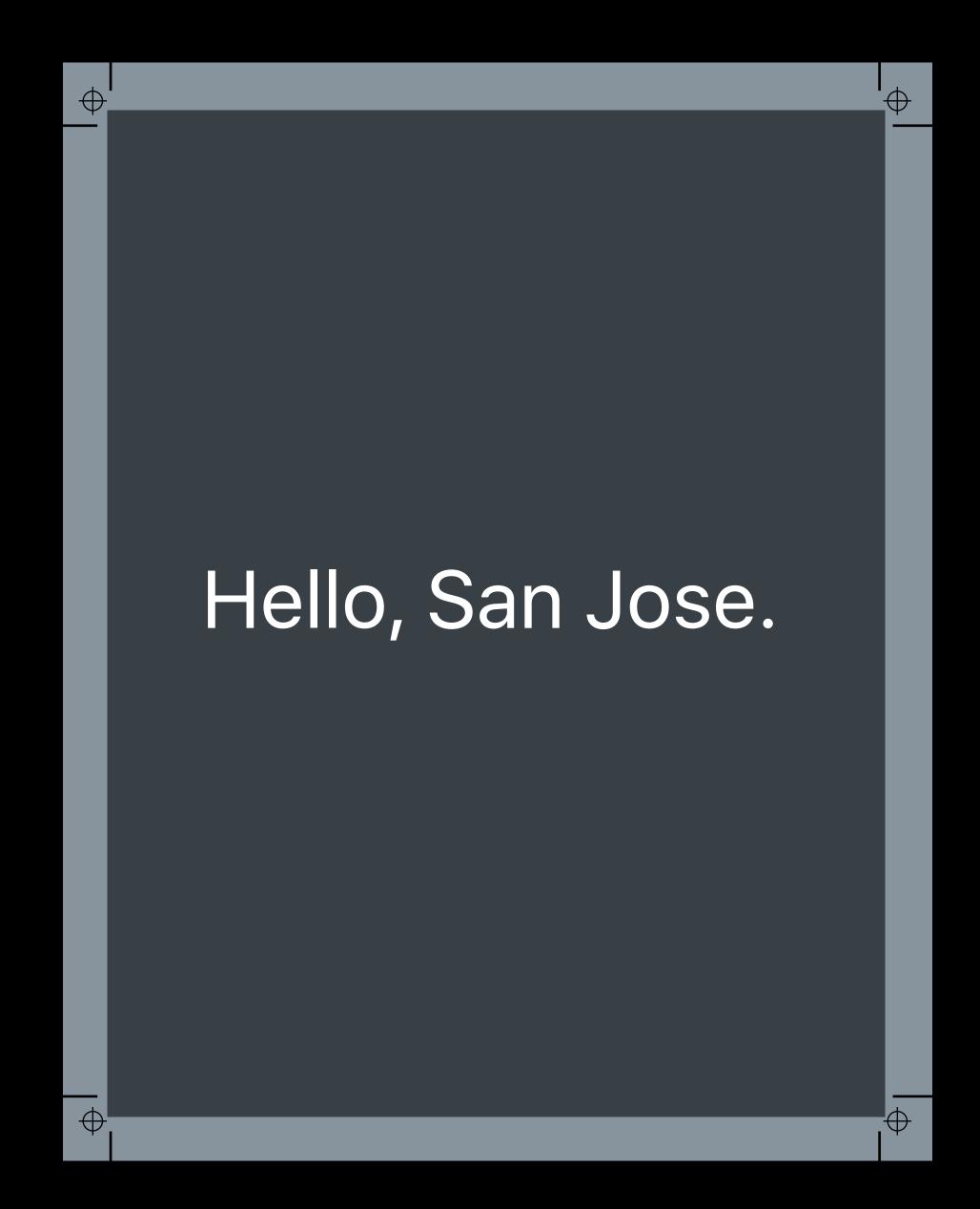








Hello, San Jose.





PDFDisplayBox.cropBox

Hello, San Jose.

# **Custom PDFPage Drawing**

```
// 1. Register PDFDocument delegate
document.delegate = self
```

## Custom PDFPage Drawing

```
// 1. Register PDFDocument delegate
document.delegate = self

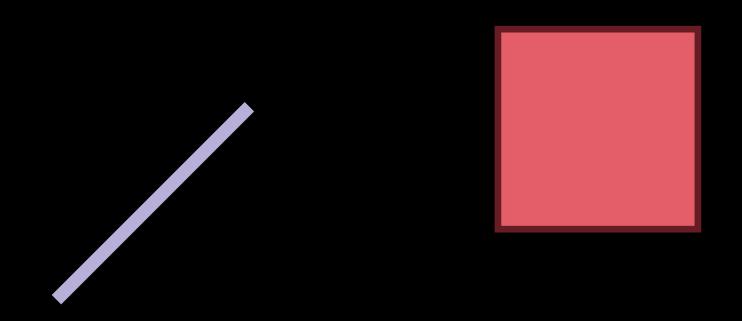
// 2. Implement delegate method classForPage()
func classForPage() -> AnyClass {
    return WatermarkPage.self
}
```

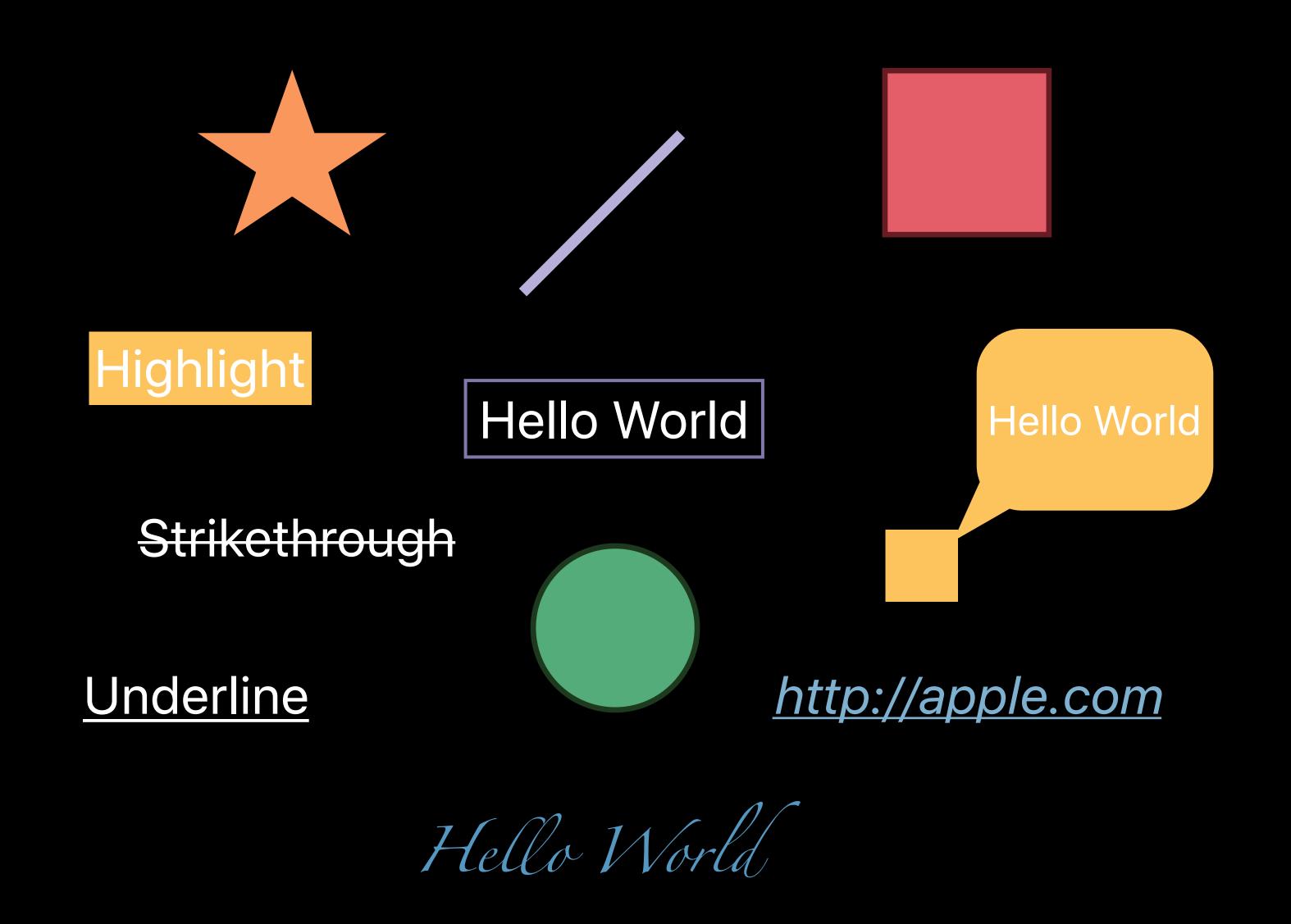
## **Custom PDFPage Drawing**

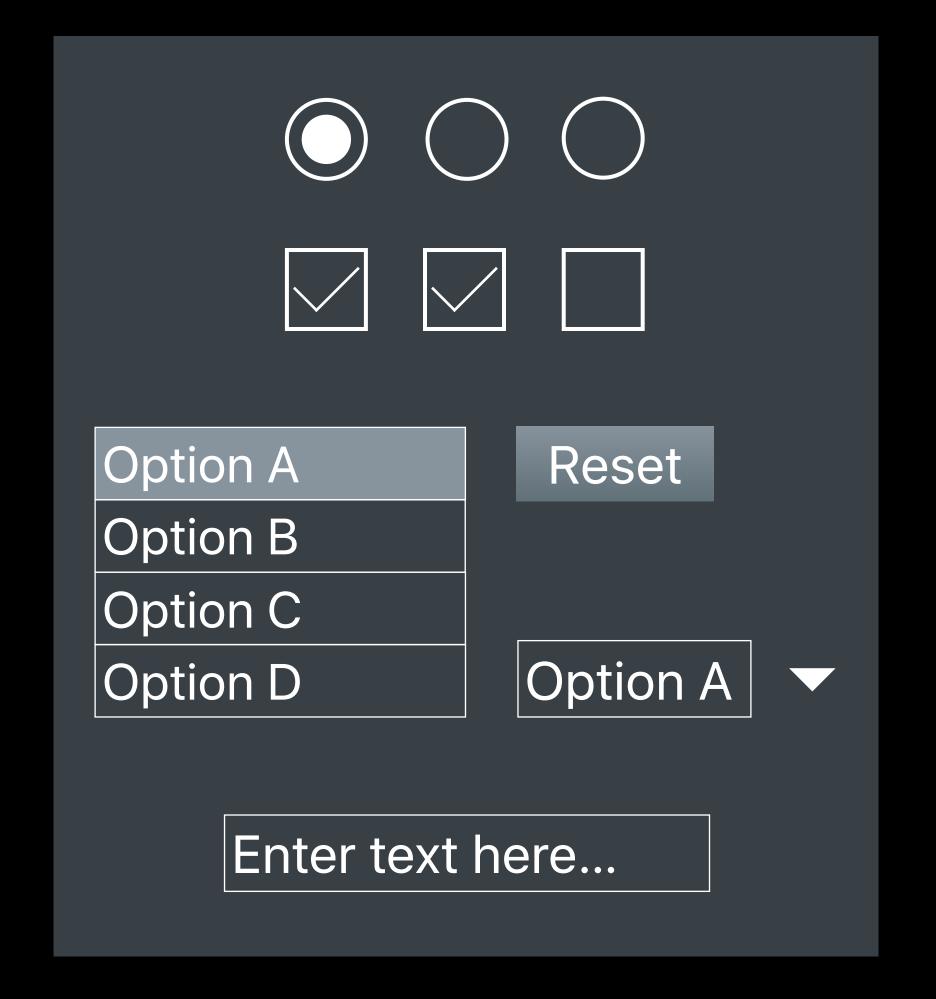
```
// 1. Register PDFDocument delegate
document.delegate = self
// 2. Implement delegate method classForPage()
func classForPage() -> AnyClass {
   return WatermarkPage.self
// 3. Subclass PDFPage class, override custom draw function
class WatermarkPage: PDFPage {
    override func draw(with box: PDFDisplayBox, to context: CGContext) {
        • • •
```

# Demo

Watermarked pages







PDFPages own annotations. You can add, modify, and remove

PDFView will update for value changes

Universal support via key-value pairs

- What you set in the dictionary gets set in the file
- Allows use of undefined annotations



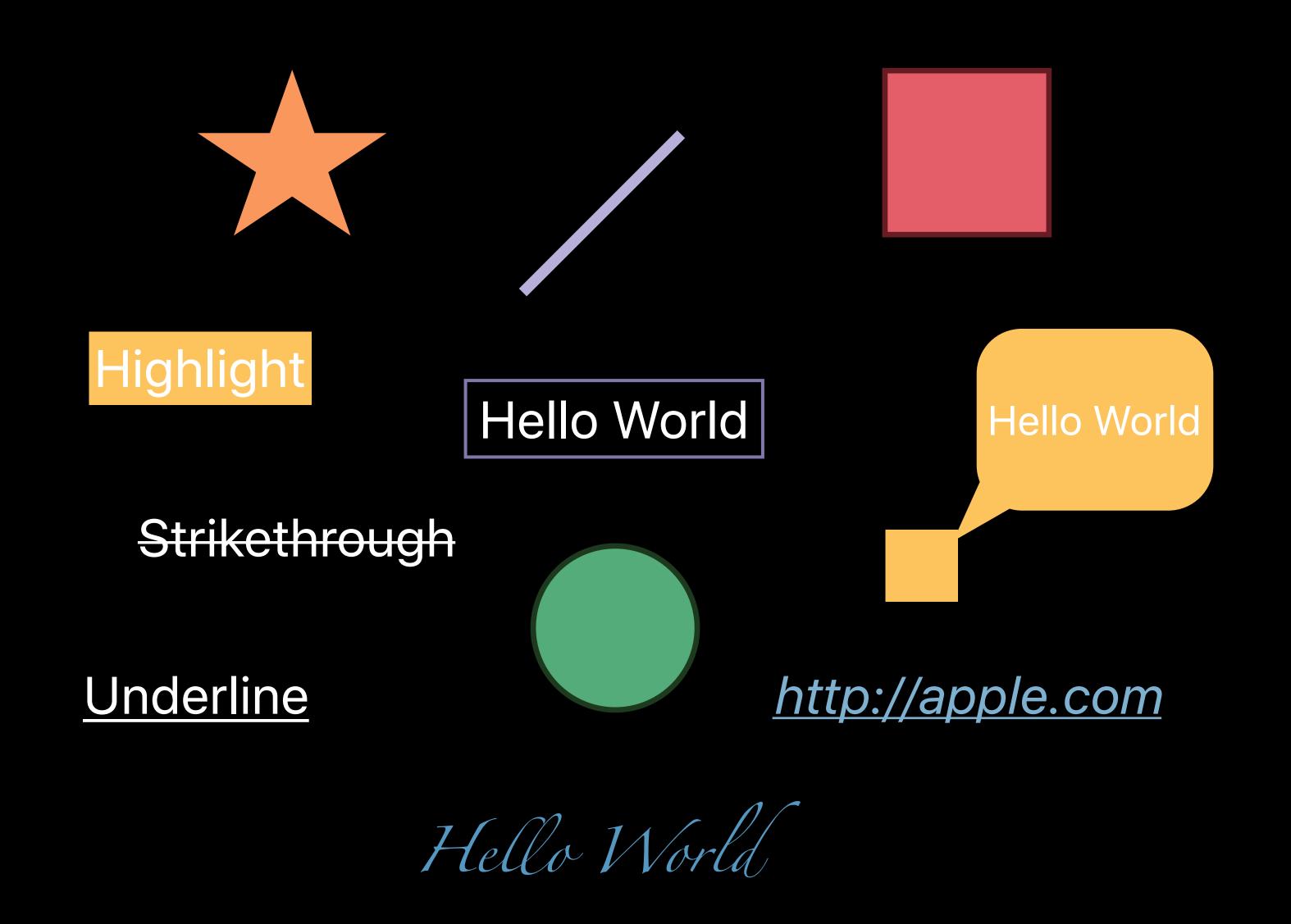
PDFPages own annotations. You can add, modify, and remove

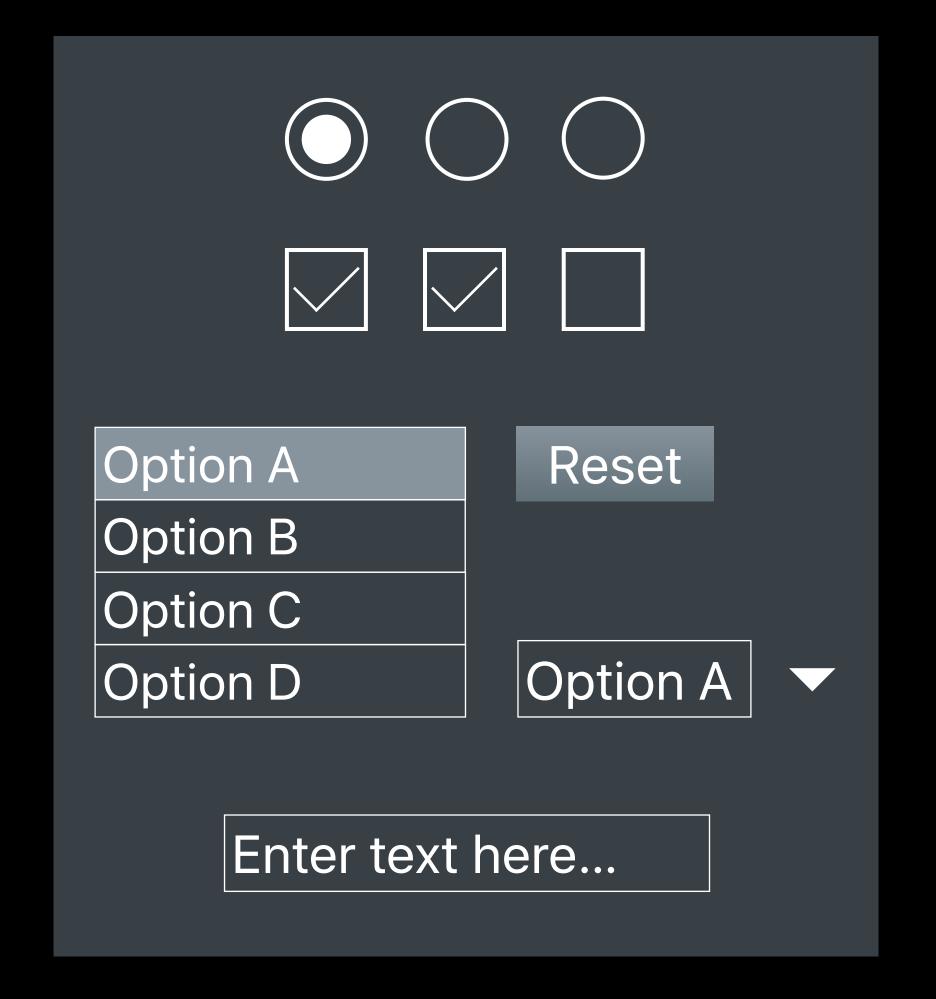
PDFView will update for value changes

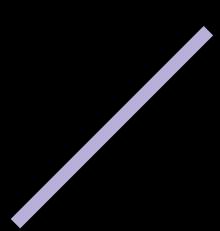
Universal support via key-value pairs

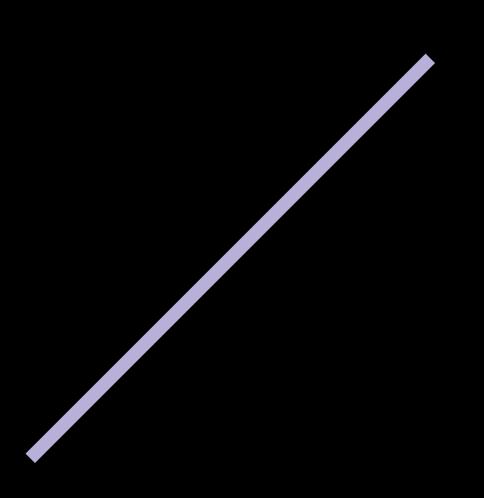
- What you set in the dictionary gets set in the file
- Allows use of undefined annotations

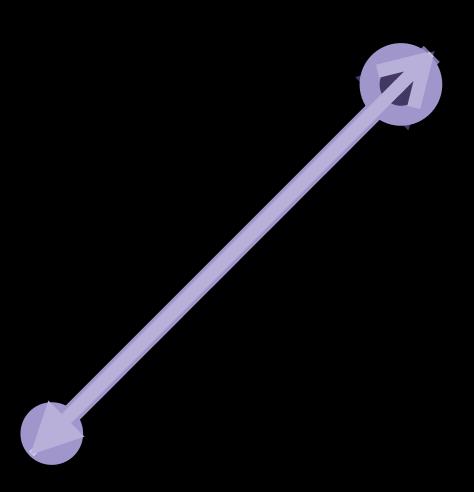
PDFAnnotationUtilities category methods

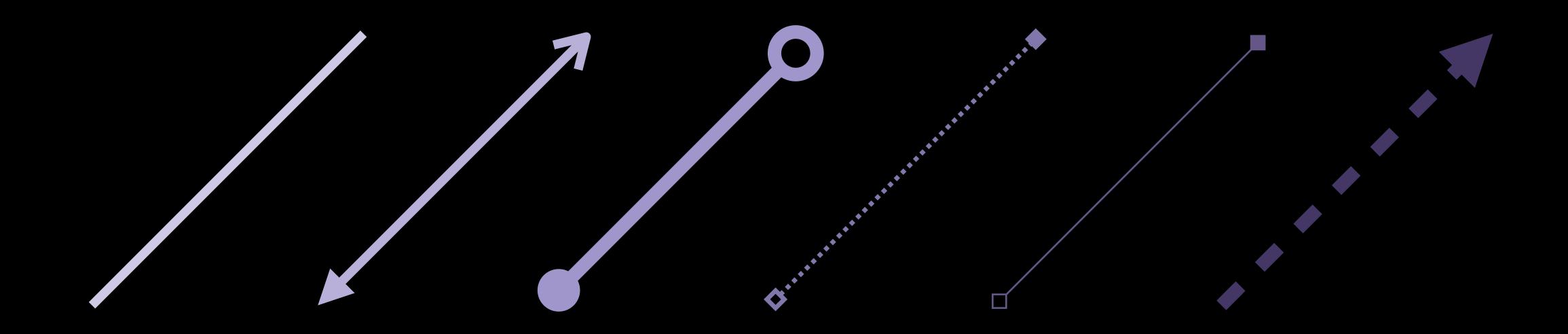






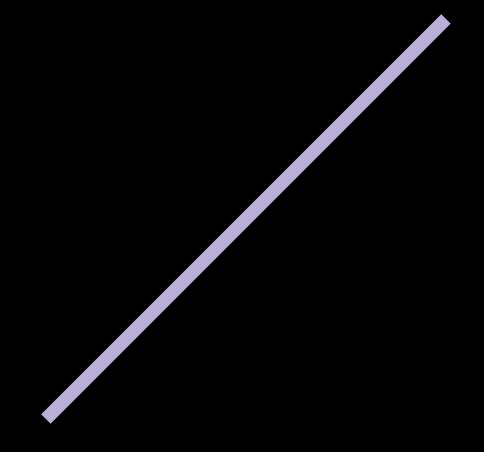






Properties of a line annotation:

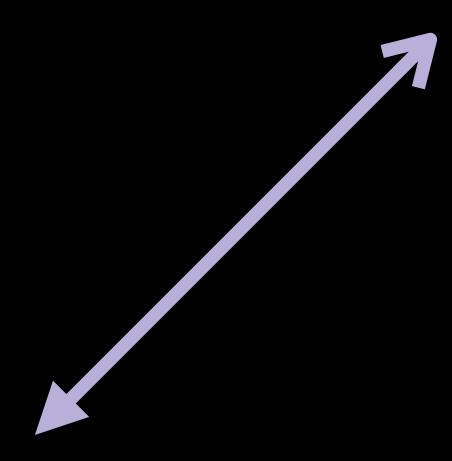
Start and end points



line.setValue([0, 0, 100, 100], forAnnotationKey: .linePoints)

#### Properties of a line annotation:

- Start and end points
- Line ending styles



```
line.setValue([0, 0, 100, 100], forAnnotationKey: .linePoints)
line.setValue([<mark>"Closed", "Open"</mark>], forAnnotationKey: .lineEndingStyles)
```

#### Properties of a line annotation:

- Start and end points
- Line ending styles
- Color

```
line.setValue([0, 0, 100, 100], forAnnotationKey: .linePoints)
line.setValue(["Closed", "Open"], forAnnotationKey: .lineEndingStyles)
line.setValue(UIColor.red, forAnnotationKey: .color)
```



#### Properties of a line annotation:

- Start and end points
- Line ending styles
- Color

```
line.startPoint = CGPoint(x: 0, y: 0)
line.endPoint = CGPoint(x: 100, y: 100)
line.startLineStyle = .closedArrow
line.endLineStyle = .openArrow
line.color = UIColor.red
```



```
// Universal key-value pairs:
line.setValue([0, 0, 100, 100], forAnnotationKey: .linePoints)
line.setValue(["Closed", "Open"], forAnnotationKey: .lineEndingStyles)
line.setValue(UIColor.red, forAnnotationKey: .color)

// PDFAnnotationUtilities:
line.startPoint = CGPoint(x: 0, y: 0)
line.endPoint = CGPoint(x: 100, y: 100)
line.startLineStyle = .closedArrow
line.endLineStyle = .openArrow
line.color = UIColor.red
```

```
// Create an annotation to add to a page (empty)
let newAnnotation = PDFAnnotation(bounds: CGRect(x: 10, y: 10, width: 100, height: 100),
                                 forType: .square,
                          withProperties: nil)
// Add additional properties to the annotation
newAnnotation.color = UIColor.red
let border = PDFBorder()
border.lineWidth = 2.0
newAnnotation.border = border
```

```
// Create an annotation to add to a page (empty)
let newAnnotation = PDFAnnotation(bounds: CGRect(x: 10, y: 10, width: 100, height: 100),
                                 forType: .square,
                          withProperties: nil)
// Add additional properties to the annotation
newAnnotation.color = UIColor.red
let border = PDFBorder()
border.lineWidth = 2.0
newAnnotation.border = border
page.addAnnotation(newAnnotation)
```

```
Create dictionary of annotation properties
let lineAttributes: [PDFAnnotationKey: Any] = [
    .linePoints: [0, 0, 200, 200],
    .lineEndingStyles: [PDFAnnotationLineEndingStyle.none,
                        PDFAnnotationLineEndingStyle.closedArrow],
    .color: UIColor.red,
    .border: PDFBorder()
let lineAnnotation = PDFAnnotation(bounds: CGRect(x: 0, y: 0, width: 200, height: 200),
                                  forType: .line,
                           withProperties: lineAttributes)
```

page.addAnnotation(lineAnnotation)

```
Create dictionary of annotation properties
let lineAttributes: [PDFAnnotationKey: Any] = [
    .linePoints: [0, 0, 200, 200],
    .lineEndingStyles: [PDFAnnotationLineEndingStyle.none,
                        PDFAnnotationLineEndingStyle.closedArrow],
    .color: UIColor.red,
    .border: PDFBorder()
let lineAnnotation = PDFAnnotation(bounds: CGRect(x: 0, y: 0, width: 200, height: 200),
                                  forType: .line,
                           withProperties: lineAttributes)
```

#### PDFAction and PDFDestination

```
// Create an action that allows the user to open a URL
let appleURL = URL(string: "http://apple.com")
let actionURL = PDFActionURL(url: appleURL)
linkAnnotation.action = actionURL
  Create an action that allows the user to jump to a PDFDestination
let destination = PDFDestination(page: myPage, at: CGPoint(x: 35, y: 275))
let actionGoTo = PDFActionGoTo(destination: destination)
linkAnnotation.action = actionGoTo
```

#### PDFAction and PDFDestination

```
// Create an action that allows the user to open a URL
let appleURL = URL(string: "http://apple.com")
let actionURL = PDFActionURL(url: appleURL)
linkAnnotation.action = actionURL

// Create an action that allows the user to jump to a PDFDestination
let destination = PDFDestination(page: myPage, at: CGPoint(x: 35, y: 275))
let actionGoTo = PDFActionGoTo(destination: destination)
linkAnnotation.action = actionGoTo
```

```
Widget field types are important: PDFAnnotationWidgetSubtype
// Create a text widget
                                                              Enter text here...
textWidget.widgetFieldType = .text
// Create a button widget
                                                                     buttonWidget.widgetFieldType = .button
// Create a choice widget
                                                              Option A
choiceWidget.widgetFieldType = .choice
                                                              Option B
                                                              Option C
                                                             Option D
```

```
// Flavors of button widgets: PDFWidgetControlType
// Create a button widget
buttonWidget.widgetFieldType = .button
// Set button widget control type
                                                                Radio Button
buttonWidget.widgetControlType = .radioButtonControl
                                                                Checkbox
buttonWidget.widgetControlType = .checkBoxControl
buttonWidget.widgetControlType = .pushButtonControl
                                                                    Push Button
                                                              Reset
```

#### Widgets

```
// Flavors of choice widgets
// Create a choice widget
choiceWidget.widgetFieldType = .text
  Create list box (default)
choiceWidget.isListChoice = true
  Create combo box
choiceWidget.isListChoice = false
```

Option A
Option B
Option C
Option D

Option A



```
// Create a widget annotation
let textField = PDFAnnotation(bounds: CGRect(x: 100, y: 200, width: 50, height: 20),
                            forType: .widget,
                     withProperties: nil)
```

```
Create a widget annotation
let textField = PDFAnnotation(bounds: CGRect(x: 100, y: 200, width: 50, height: 20),
                             forType: .widget,
                      withProperties: nil)
// Use PDFAnnotation category methods to set text widget properties
textField.widgetFieldType = .text
textField.backgroundColor = UIColor.blue
textField.font = UIFont.systemFont(ofSize: 14.0)
textField.widgetStringValue = "WWDC 2017"
```

```
Create a widget annotation
let textField = PDFAnnotation(bounds: CGRect(x: 100, y: 200, width: 50, height: 20),
                             forType: .widget,
                      withProperties: nil)
  Use PDFAnnotation category methods to set text widget properties
textField.widgetFieldType = .text
textField.backgroundColor = UIColor.blue
textField.font = UIFont.systemFont(ofSize: 14.0)
                                                                                 WWDC 2017
textField.widgetStringValue = "WWDC 2017"
page.addAnnotation(textField)
```

# Demo

Advanced widget annotations

### **Best Practices**



#### Recommended

- Use annotations for custom or real-time drawing
- Use PDFAnnotationUtilities for easy access to properties
- Custom draw functions (PDFPage and PDFView) must be thread-safe
- Custom PDFPage drawing should call super for original page content



#### Not Recommended

- Do not call PDFView's setNeedsDisplay to update content
- Do not mutate PDFPage from different threads
- Do not use deprecated drawing methods

## Summary

Easy and extensible PDF application using AppKit/UlKit views

Easy to read, modify, and write PDF files

Secure with the latest encryption standard

Create your own forms, extract filled forms

Accessibility enabled

## More Information

https://developer.apple.com/wwdc17/241

# SWWDC17