

watchOS2

What's on the Watch?

4 Parts

1. Interface:
 - a. the “App”
2. Glance
 - a. swipe up from watch face, “glanceable” amounts of info
3. Complication
 - a. part of the watch face, perfect for small details
4. Notification
 - a. shown when notification comes up

Xcode will build all of these structures for you, but it's up to you to customize

What is the “App”

2 Parts

1. Extension

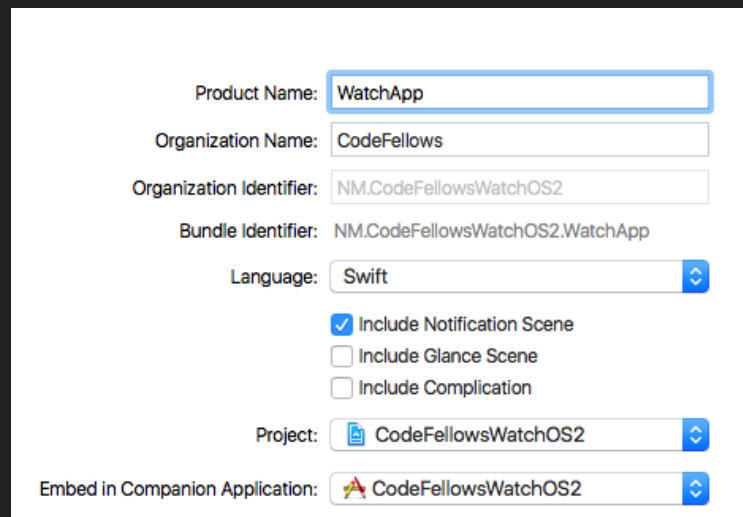
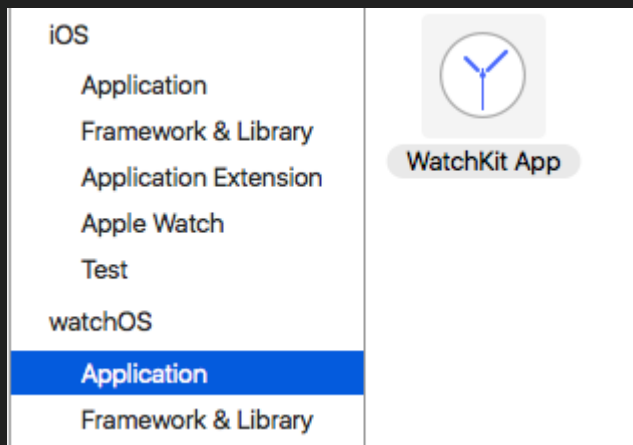
- a. The code itself. All your app logic.
- b. watchOS1 had this on the phone, made for a slow app!
- c. watchOS2 has it on the Watch, should be better

2. App

- a. The interface for your app. Only the storyboard.
- b. Lived and lives on the Watch

Adding a Watch App

- Super Easy, just add a new Target!
- Xcode will take care of the rest, you tell it what to include



WKInterfaceObject: NSObject

- All interface elements subclass `WKInterfaceObject`
 - `WKInterfaceController`
 - `WKInterfaceTable`
 - `WKInterfaceLabel`
 - `WKInterfacePicker`
 - `WKInterfaceMap`
 - `WKInterfaceButton`
- `WKInterfaceDevice.currentDevice()` is your device singleton
 - `WKInterfaceDevice.currentDevice().playHaptic(WKHapticType)`

WCInterfaceController

- `awakeWithContext(context: AnyObject?)`
- `animateWithDuration()`
- Familiar, but different
- Tables!

Demo

- Adding Watch Targets
- Customizing Interfaces
- Setting up Tables

WatchConnectivity Framework

- New in watchOS2
- Data transfer between Watch and paired iPhone
- Happens in background when Apple decides, unless specified
- 4 types of exchanges:
 - `updateContext`
 - Background, overwrites previous dictionaries
 - `sendMessage`
 - Immediate, queues serially, requires `myWCSession.reachable == true`, has handlers for errors and replies
 - `transferUserInfo`
 - Background, queues serially, dictionaries
 - `transferFile`
 - background, queues serially, files & metaData dictionary

WCSession & WCSessionDelegate

- **WCSession** is the main data transfer class
 - Give it all your data, it'll pass it along when possible
 - Both sessions open? Immediate. Otherwise? Background when available
- Check for support
 - What if this user doesn't have a watch?
 - **.paired**
 - **.watchAppInstalled**
 - **.isSupported**
- Assign your WCSession from the **.defaultSession()** object
- session.**activateSession()**
- Delegate
 - corresponding receiver functions for all data transfers

Demo

- WCSSession
- Data transfer and handling
- WCInterfaceMap