

iOS 14 new Widgets and App Clips

Apple and the continuous fight against *UX friction*

Who are you?

- Software Engineer
- ~4 years as C (firmware) devs
- ~6 years as iOS (Objective-C)
- ~4 years as iOS only Swift 🏎️
- Principal Mobile Developer (Mobiquity Europe Amsterdam)

Topics

- iOS 14 beta status
- New Widget
- App Clips

Repositories:

- <https://github.com/darthpelo/Rijk-SwiftUI>
- <https://github.com/darthpelo/TheBank>

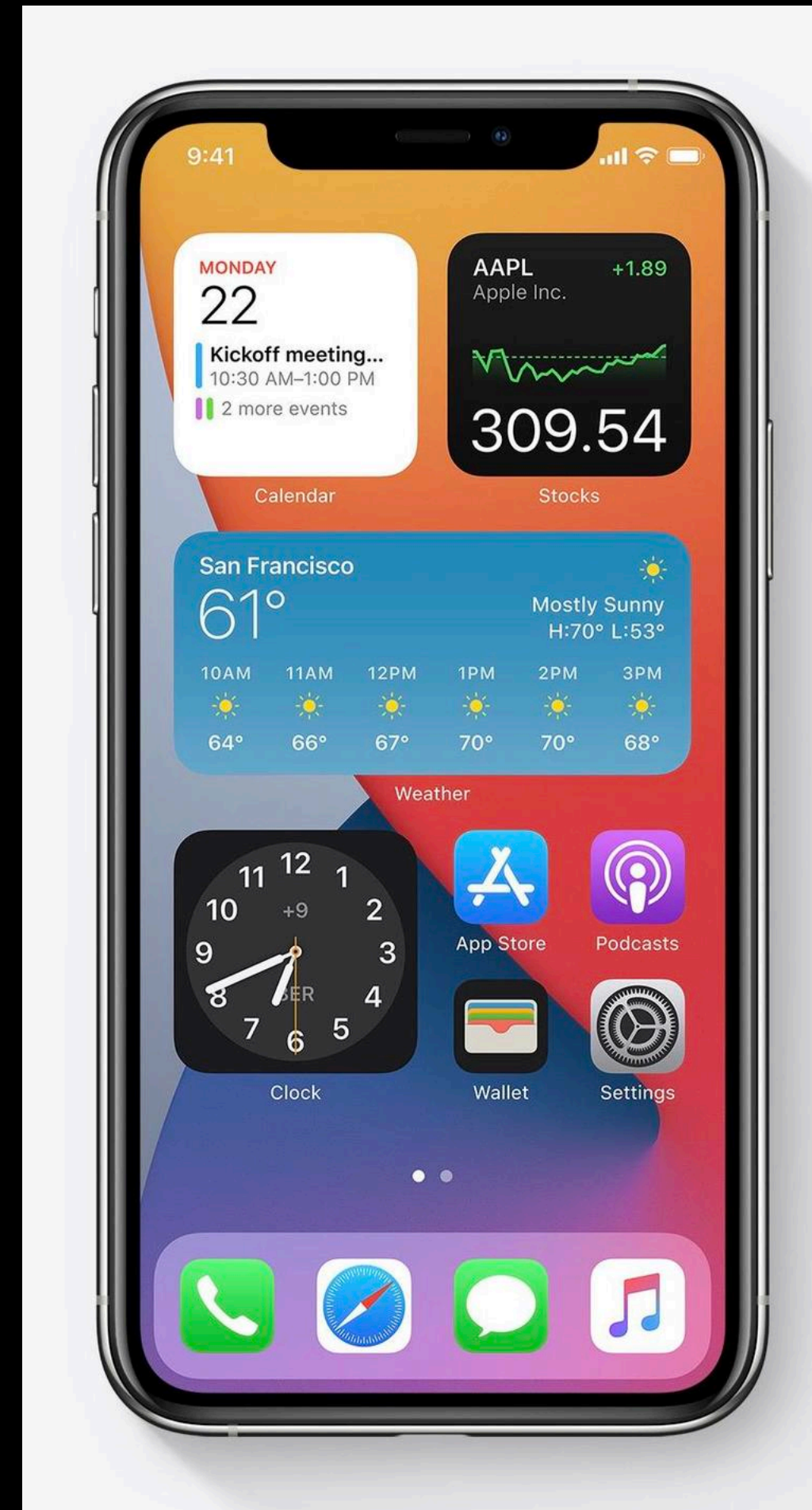
iOS 14 betas

Better than iOS 13 😊

- Stable OS
- Few deprecations and new functions
- Still what we saw during the WWDC will be not what we will have with the first public stable release
- iOS 14 beta 5

New Widgets

The UX gap with Android is over



New Widget

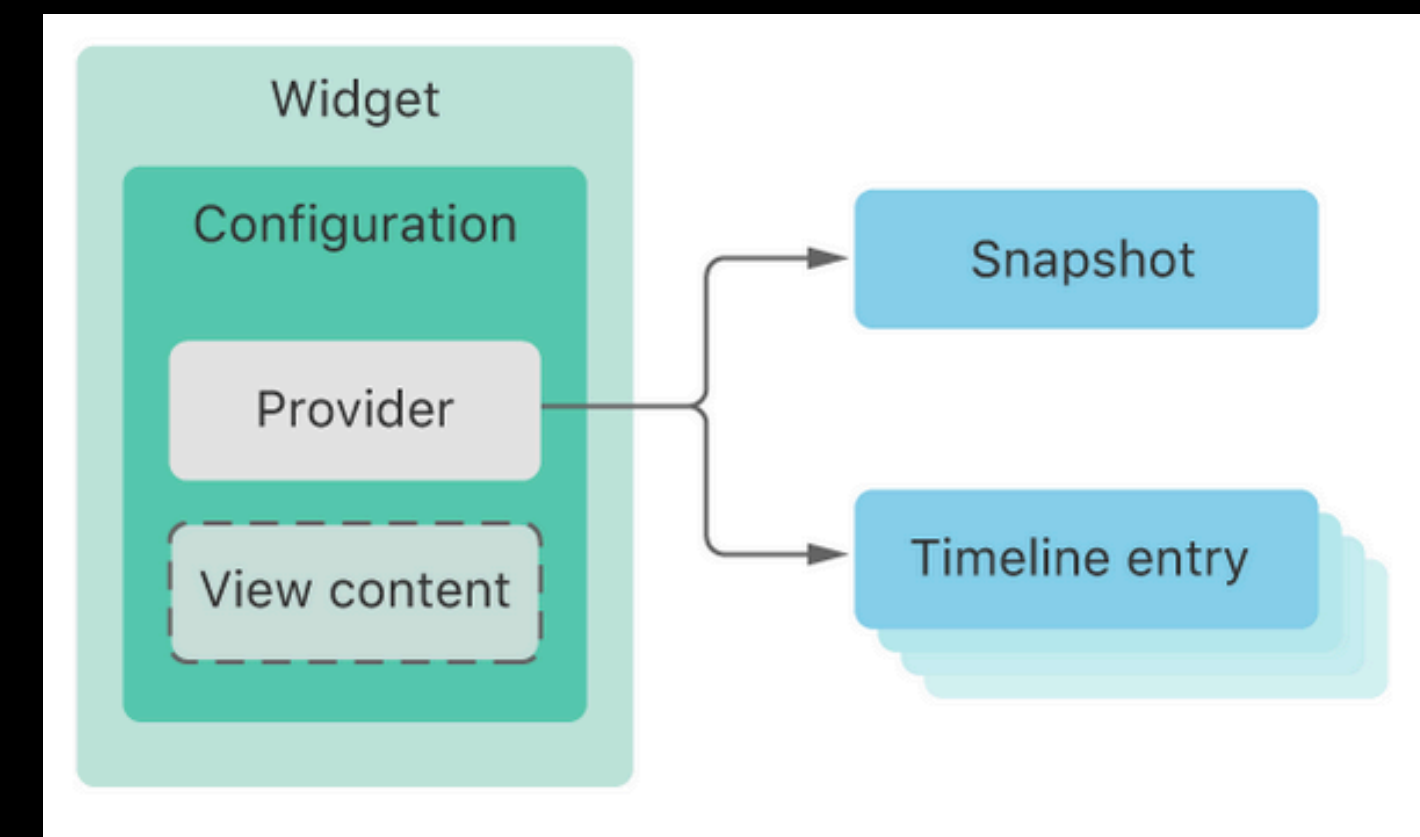
The user can see the most relevant information of the application on the home

The user can open directly the application or a specific section of the application from a widget and takes action

Multiple widgets per application

New Widgets

- SwiftUI only
- Extension of the Xcode project
- Based on the **Timeline** concept <https://developer.apple.com/documentation/widgetkit/keeping-a-widget-up-to-date>



New Widgets

- **Native** extension of the main application
- Small (2x2), medium (4x2) and large (4x4) sizes (application icon)
- Widgets don't support continuous, real-time updates, and the system may adjust the limits for updates depending on various factors.
- Only one user interaction for small widget, tap the widget and open the application.
- With medium and large widget you can have actions that open specific section of the app using deep link concept

Demo



App Clips



App



App Clip Experience
URL



App Clip
On-demand binary

App Clips

- Native software (no web app)
- iOS download and run an App Clip only if the main application is not installed
- Must be approved by Apple using the standard approval process
- Hosted on Apple environment, like the application shared using TestFlight

Demo

