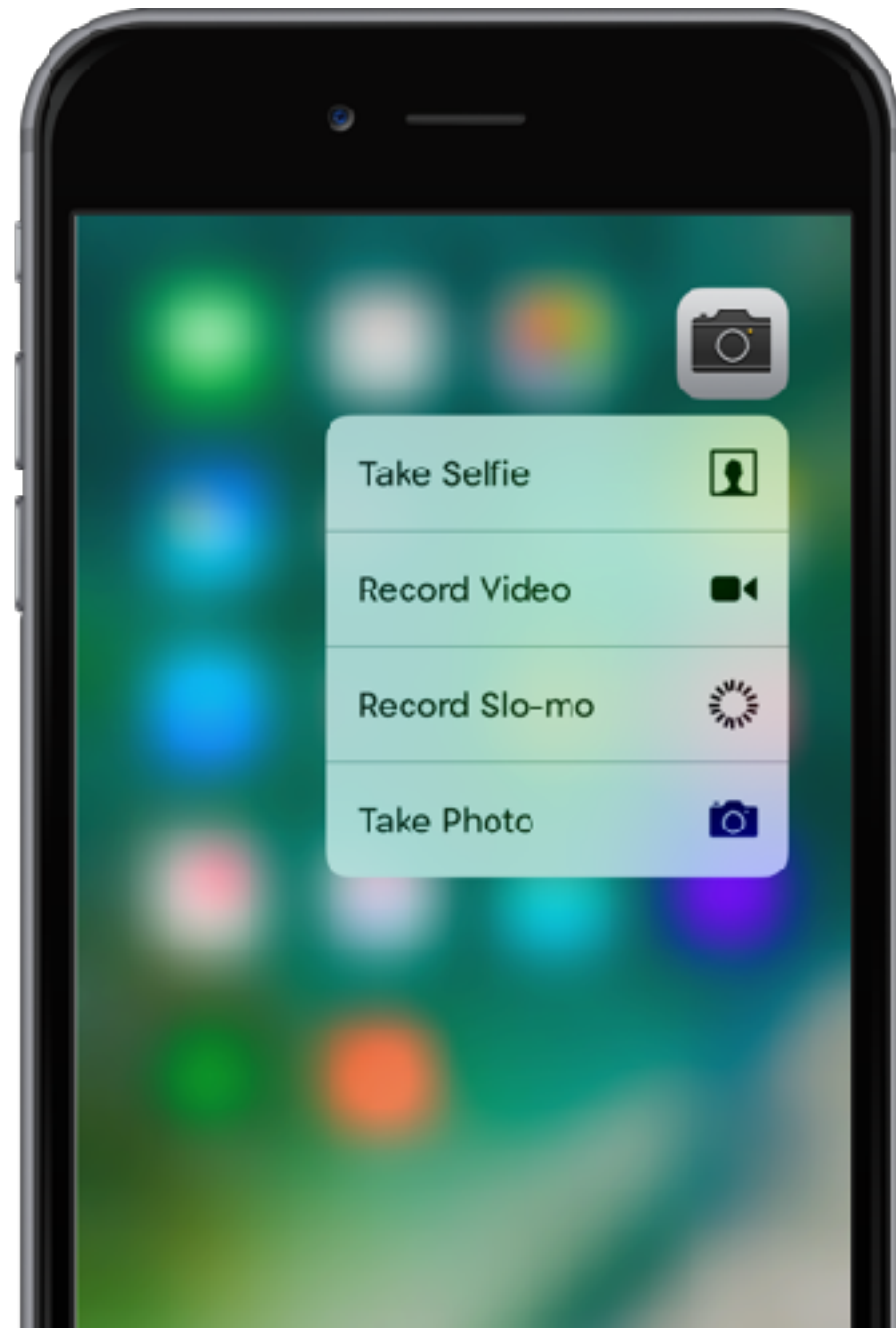


# Home Screen Quick Actions

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# Quick Actions Expedite Users to Key Experiences



```
let shortCut = UIApplicationShortcutItem(type: "aType",  
localizedTitle: "A Title")
```

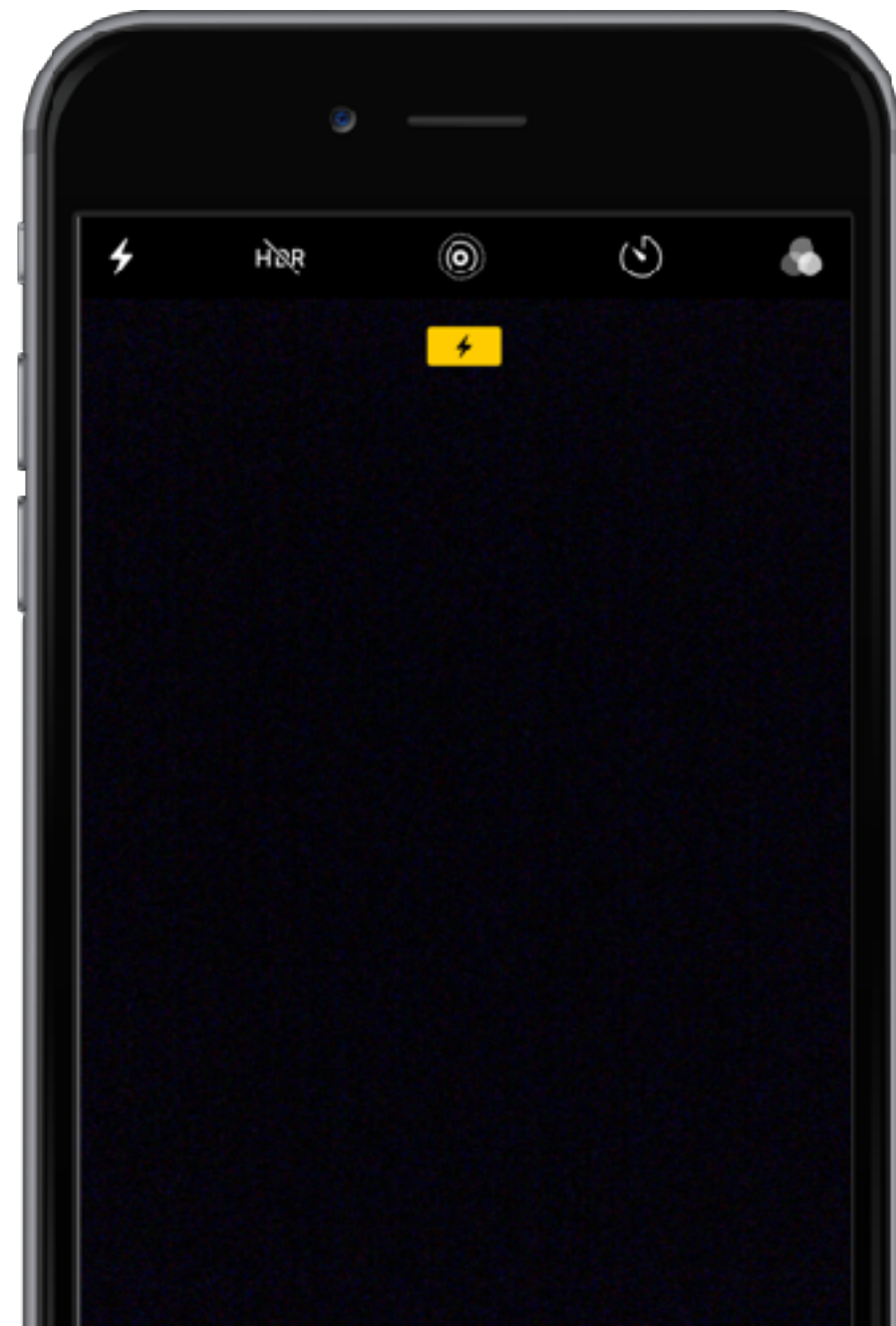
## Creating UIApplicationShortcutItem

**Used for both static and dynamic actions**

# Static Quick Actions

- Available immediately
- Under the “UIApplicationShortcutItem” key in an info.plist
- Each entry sets a title, message, icon and more

Intended for Immediate Use



# Dynamic Quick Actions

- Can be created at runtime
- Housed in UIApplication shortcuts
- Created based off user behavior
- Displayed *after* static quick actions

```
func application(application: UIApplication,  
performActionForShortcutItem shortcutItem: UIApplicationShortcutItem,  
completionHandler: (Bool) -> Void)  
{  
    //Inspect the short cut item  
    //Navigate somewhere based off its type  
    //Pass true or false to the completion handler  
}
```

## Handling Quick Actions

**When an app is in the inactive or suspended state**

```
func application(application: UIApplication,  
didFinishLaunchingWithOptions launchOptions: [NSObject: AnyObject]?)  
-> Bool  
{  
    //Look for the "UIApplicationLaunchOptionsShortcutItemKey"  
    //If it's there, handle the action and return false  
}
```

## Handling Quick Actions

**When the app is launched from a quick action**



# Demo

- **Add a static action**
- **Localize its strings**

# Demo

- **Handle a static quick action**
- **Use a class to handle future actions**

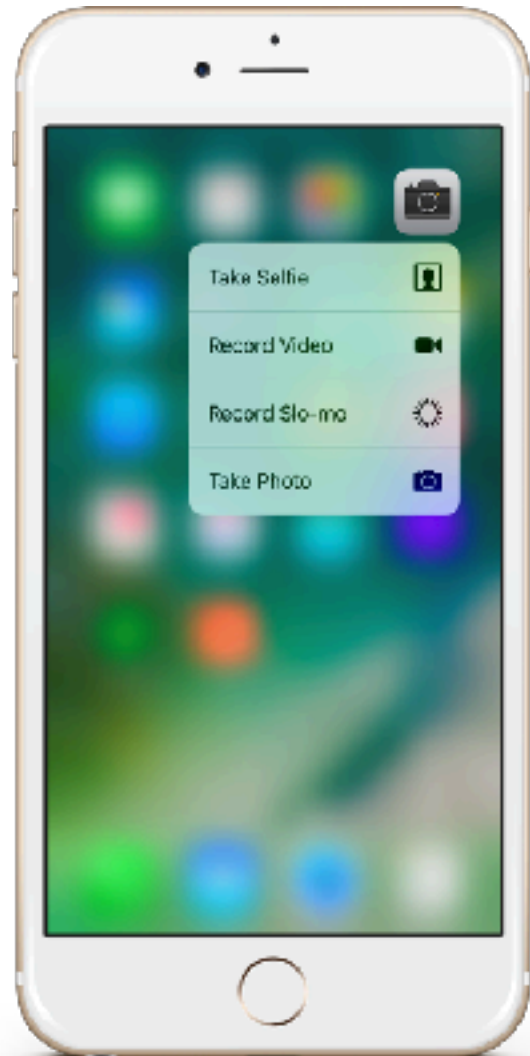
# Demo

- **Create dynamic quick actions**
- **Update and manage quick actions**

# Best Practices: Home Screen Quick Actions

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# Best Practices



- Include quick actions
- Don't support features exclusively
- Use for “high value” tasks
- Aim for predictability
- Include app's version inside userInfo