

# PLATFORM INTEGRATIONS

*Zeke Abuhoff*

*Lead iOS Instructor, General Assembly*

---

## PLATFORM INTEGRATIONS

---

# LEARNING OBJECTIVES

- + Describe the benefits of platform integrations
- + Navigate the setup of a platform integration

---

## PLATFORM INTEGRATIONS

---

# OUTSIDE THE ICON

Users don't only get value from apps by tapping on their icon and running the app's executable.

There are other places within iOS where apps provide value.

What are some you can name?

---

## PLATFORM INTEGRATIONS

---

# OUTSIDE THE ICON

Your apps can go beyond the bounds of their storyboards.

The iOS platform features various other contexts in which your code can run.

We'll call these other contexts **platform integrations**.

## PLATFORM INTEGRATIONS

---

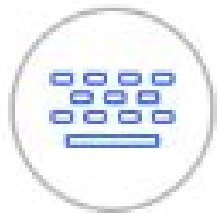
# KEYBOARD

We'll practice for building platform integrations by building a custom keyboard.

To do that, we'll create a new custom keyboard target.

As with any new target, we visit the project settings, we'll visit the project settings, where all targets are listed.

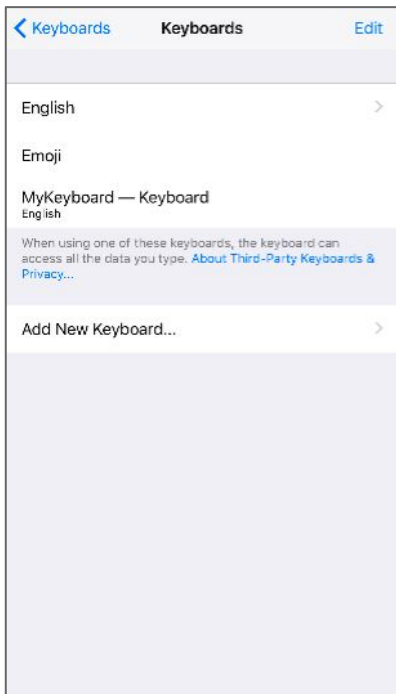
Once there, we click on the plus button to make a new target. Select the appropriate type of new target.



Custom  
Keyboard

# PLATFORM INTEGRATIONS

## KEYBOARD



Run the scheme of your new keyboard target to install the app on the simulator or test device.

Visit Settings > General > Keyboards.

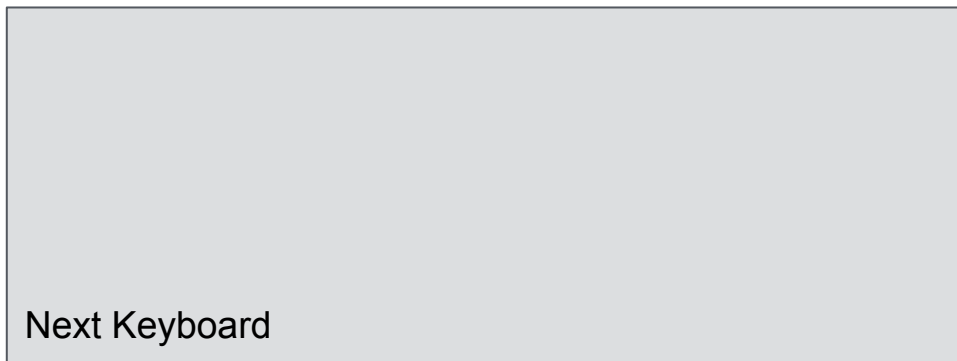
Here, you can select 'Add New Keyboard' to enable your app's custom keyboard.

Once your custom keyboard's enabled, you should be able to try it out in any app that uses a keyboard for text input.

## PLATFORM INTEGRATIONS

---

# KEYBOARD



But your keyboard has nothing in it!

Add code to your keyboard target's KeyboardViewController file to customize its appearance and function.

## PLATFORM INTEGRATIONS

---

# KEYBOARD

Practice:

- 1) Add a button to your keyboard that reads "I choose you!"
- 2) Make it so that the button, when tapped, types the phrase "I choose you!" in whatever text field is being edited.
- 3) Add a second button, this one featuring a picture of your favorite pokémon. When tapped, this button should type the name of that pokémon in the text field being edited.