



[ACESSIBILIDADE]

ACESSIBILIDADE NO IOS

Gabriel Oliva

Patrocínio DIAMANTE



Patrocínio OURO



Patrocínio PRATA



Patrocínio BRONZE



framework



ContaAzul



- » Mobile Developer @ AppProva / SOMOS Educação
- » Organizador CocoaHeads BH
- » @gabrieloliva_
- » linkedin.com/in/gfpoliva/



ACESSIBILIDADE



**MAIS DE 1 BILHÃO
DE PESSOAS POSSUEM ALGUM TIPO DE DEFICIÊNCIAS**

<http://who.int/disabilities/en/>

1

234

567

~~DISABILITY~~



FUNCIONALIDADES DE ACESSIBILIDADE

No
pos

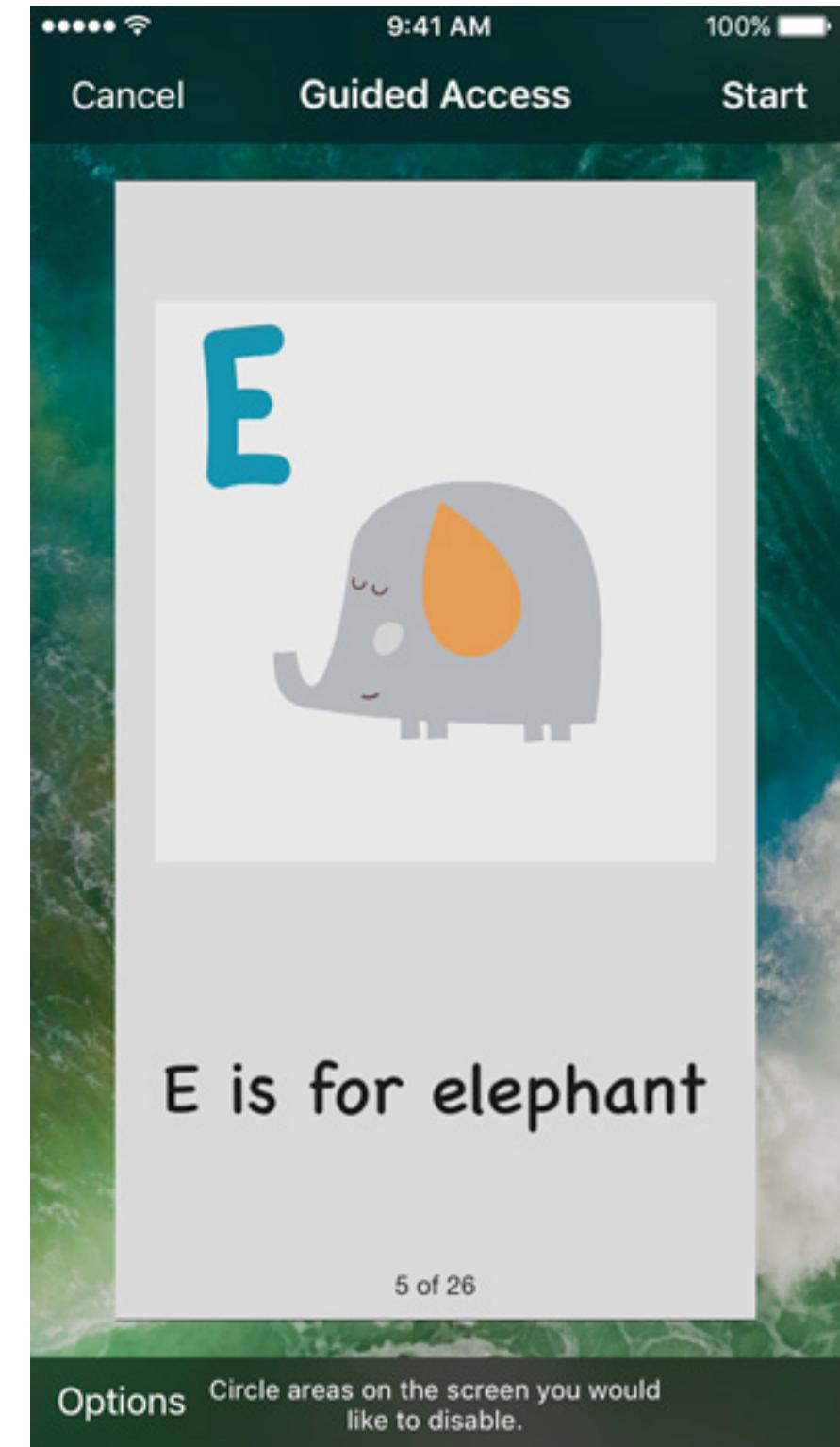


COGNITIVA



Cognitiva

GUIDED ACCESS



GUIDED ACCESS

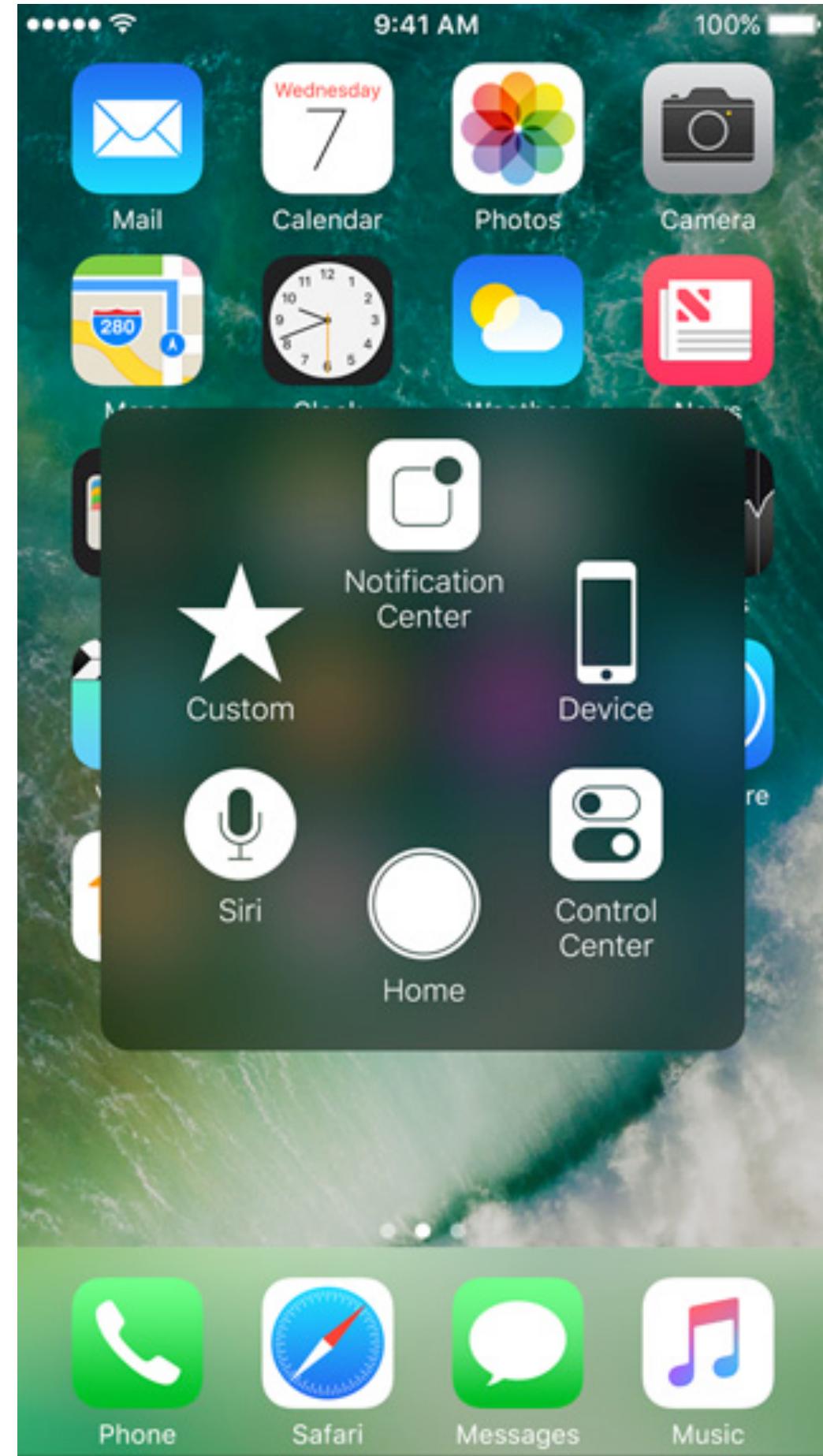
UIGuidedAccessRestrictionDelegate

MOTOROLA



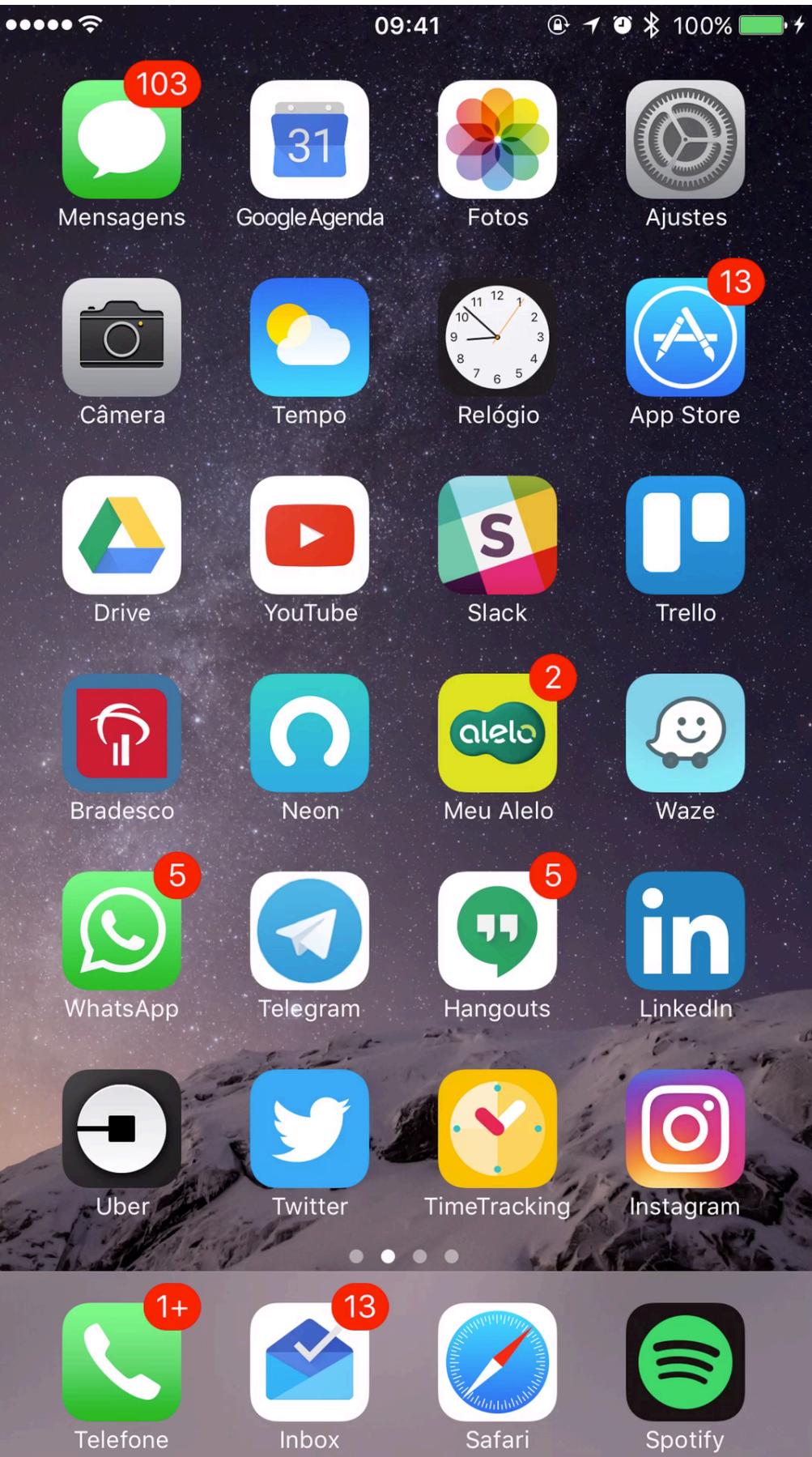
Motorola

ASSISTIVE TOUCH



Motorola

TOUCH ACCOMMODATIONS

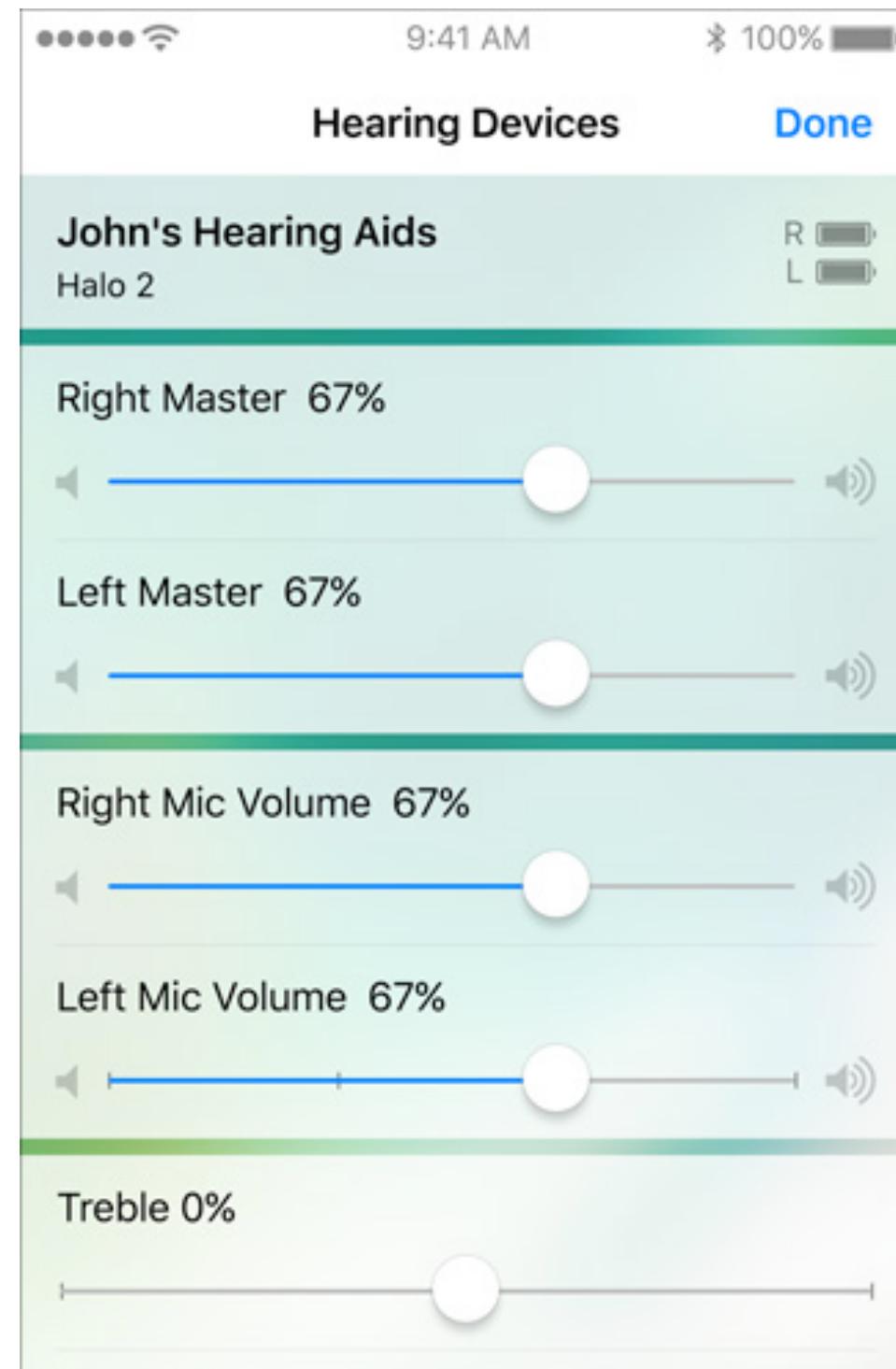


AUDIÇÃO



Audição

MADE FOR IPHONE HEARING AIDS

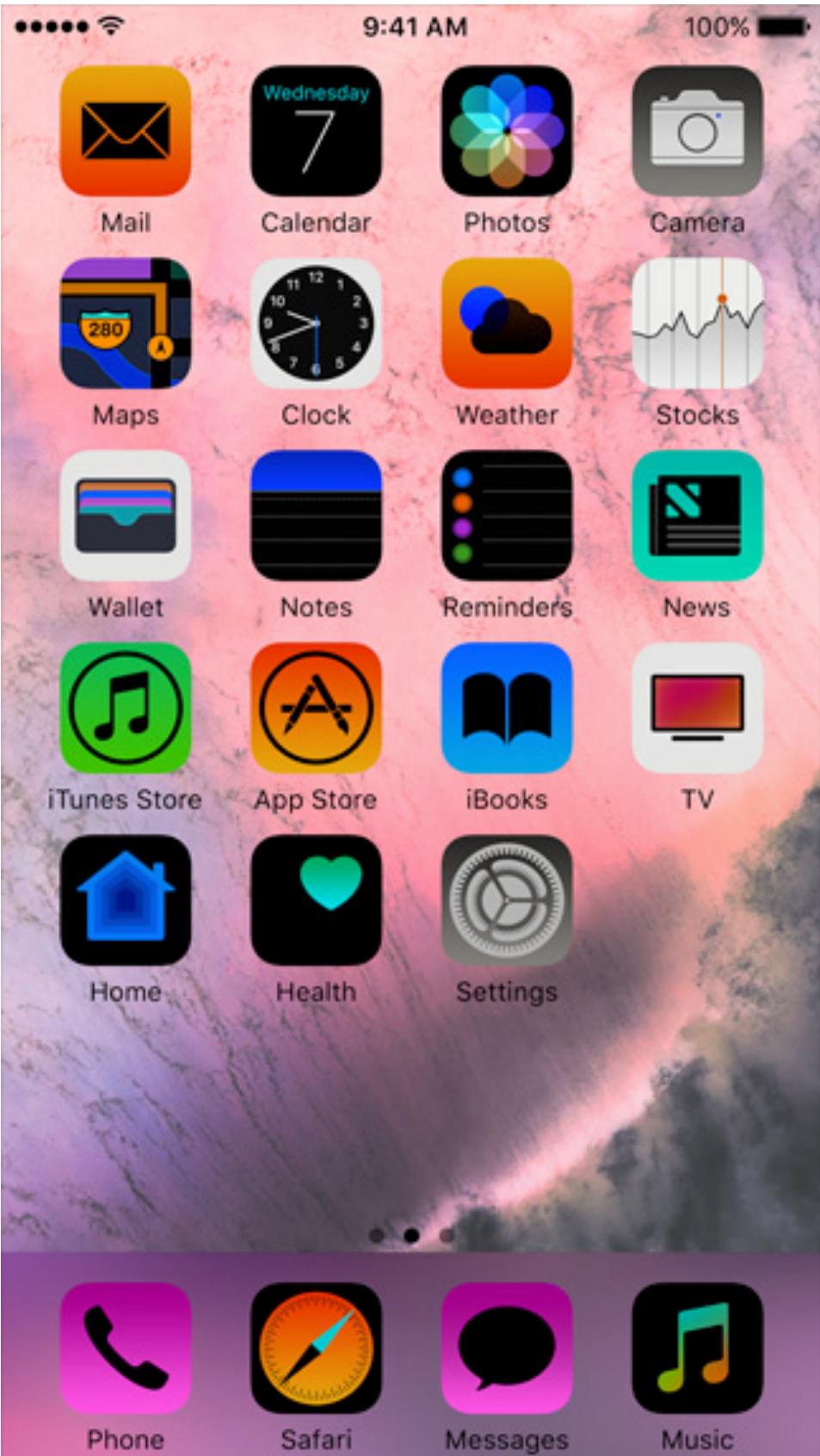


VISÃO



Vision

DISPLAY ACCOMMODATIONS



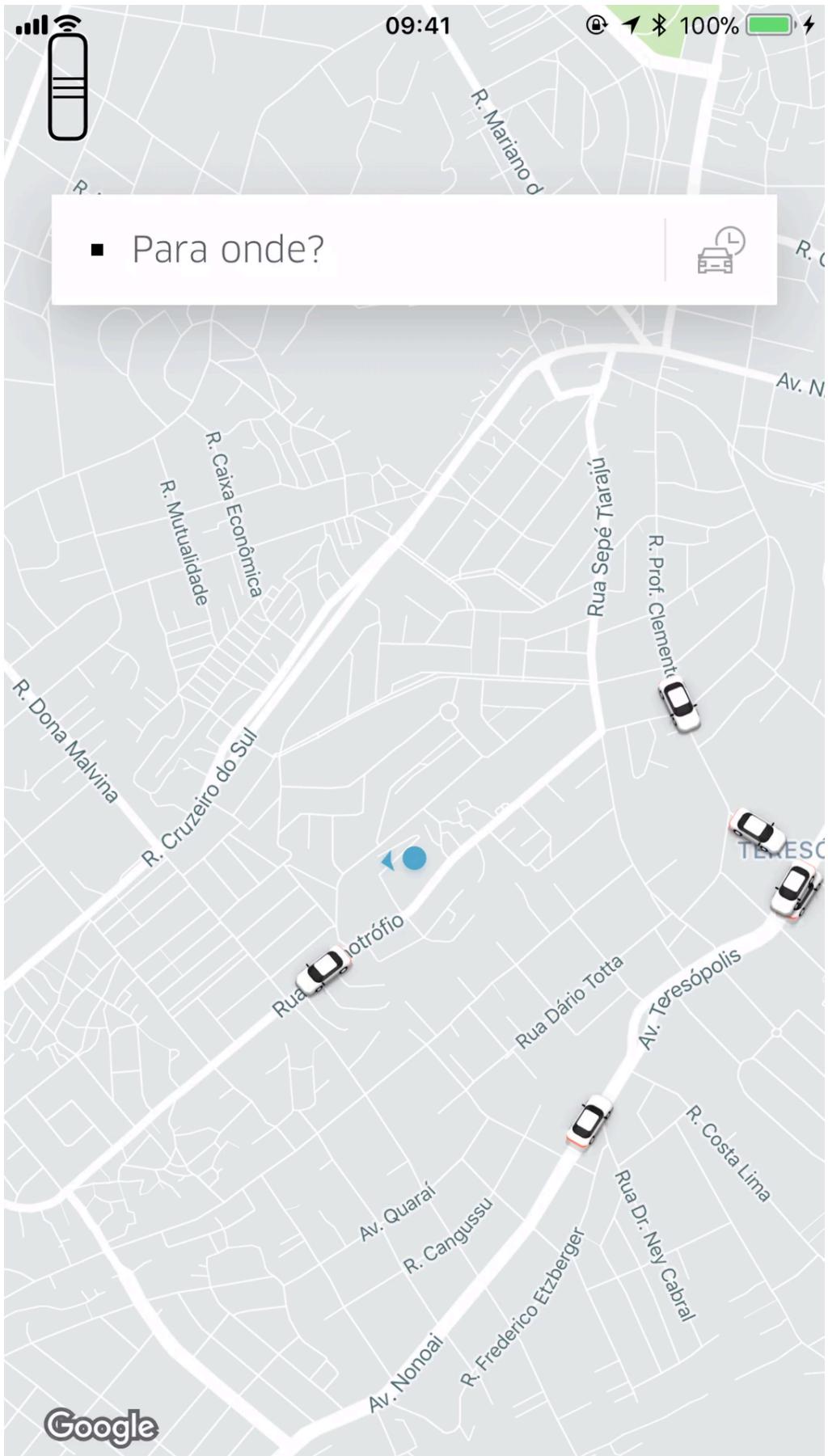
Vision

ZOOM



Vision

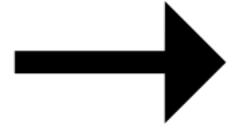
VOICEOVER



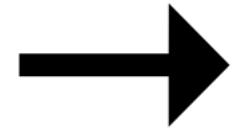


CASO

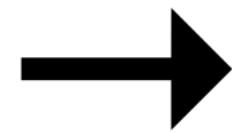
REAL

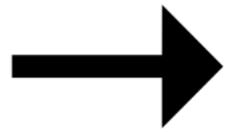


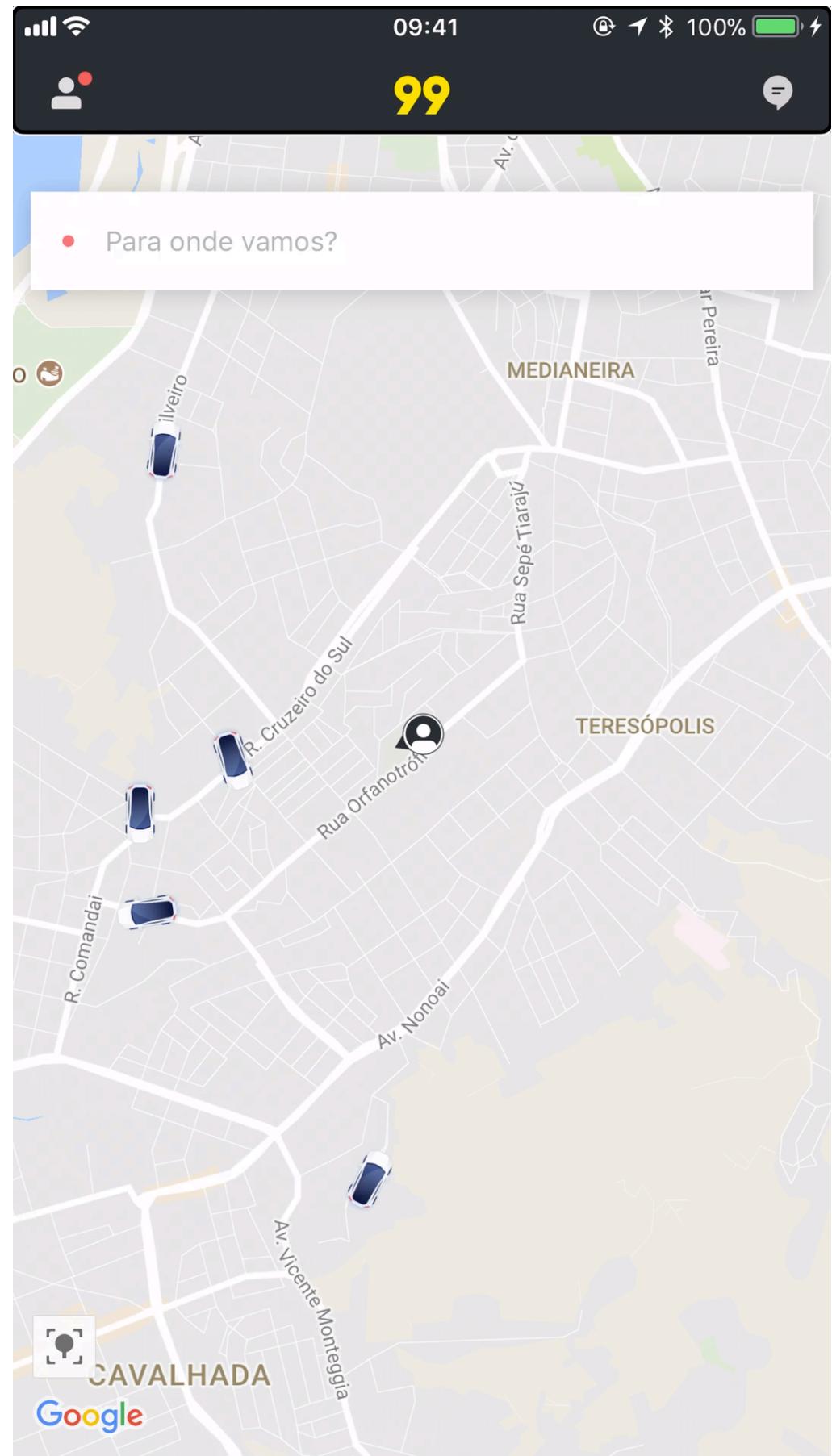












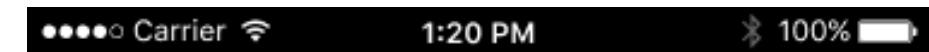
WTF??!



#FYTBL

IMPLEMENTAÇÃO

VoiceOver

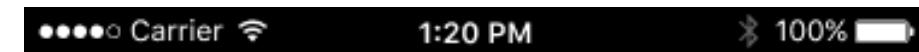


Um elemento é acessível
quando ele se autodenomina
como um elemento de
acessibilidade

HEY! EU SOU ACESSÍVEL!

**PORÉM SOMENTE SE AUTODENOMINAR
COMO UM ELEMENTO DE ACESSIBILIDADE
NÃO É UTIL!**

VoiceOver



O elemento deve fornecer informações úteis e precisas para que o VoiceOver possa interagir com o usuário

HEY! EU SOU ACESSÍVEL!

Me chamo **enviar**, sou um **botão**,
estou no **frame (20, 200, 100, 10)**
e quando alguém focar em mim,
diga a mensagem aperte duas
vezes para enviar sua mensagem

UIKIT

ACESSIBILIDADE



UI ACCESSIBILITY

EU SIRVO PARA ALGUM PROPÓSITO?

```
var isAccessibilityElement: Bool
```

QUAL MEU NOME?

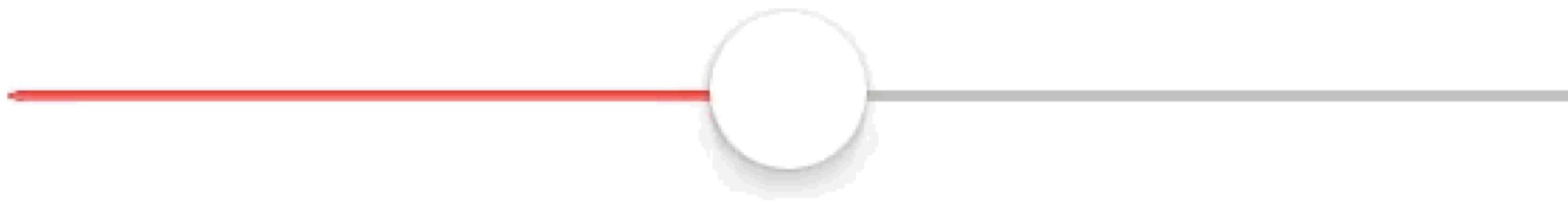
```
var accessibilityLabel: String?
```

QUAL A MINHA PERSONALIDADE?

```
var accessibilityTraits: UIAccessibilityTraits
```

QUAL O MEU VALOR?

```
var accessibilityValue: String?
```

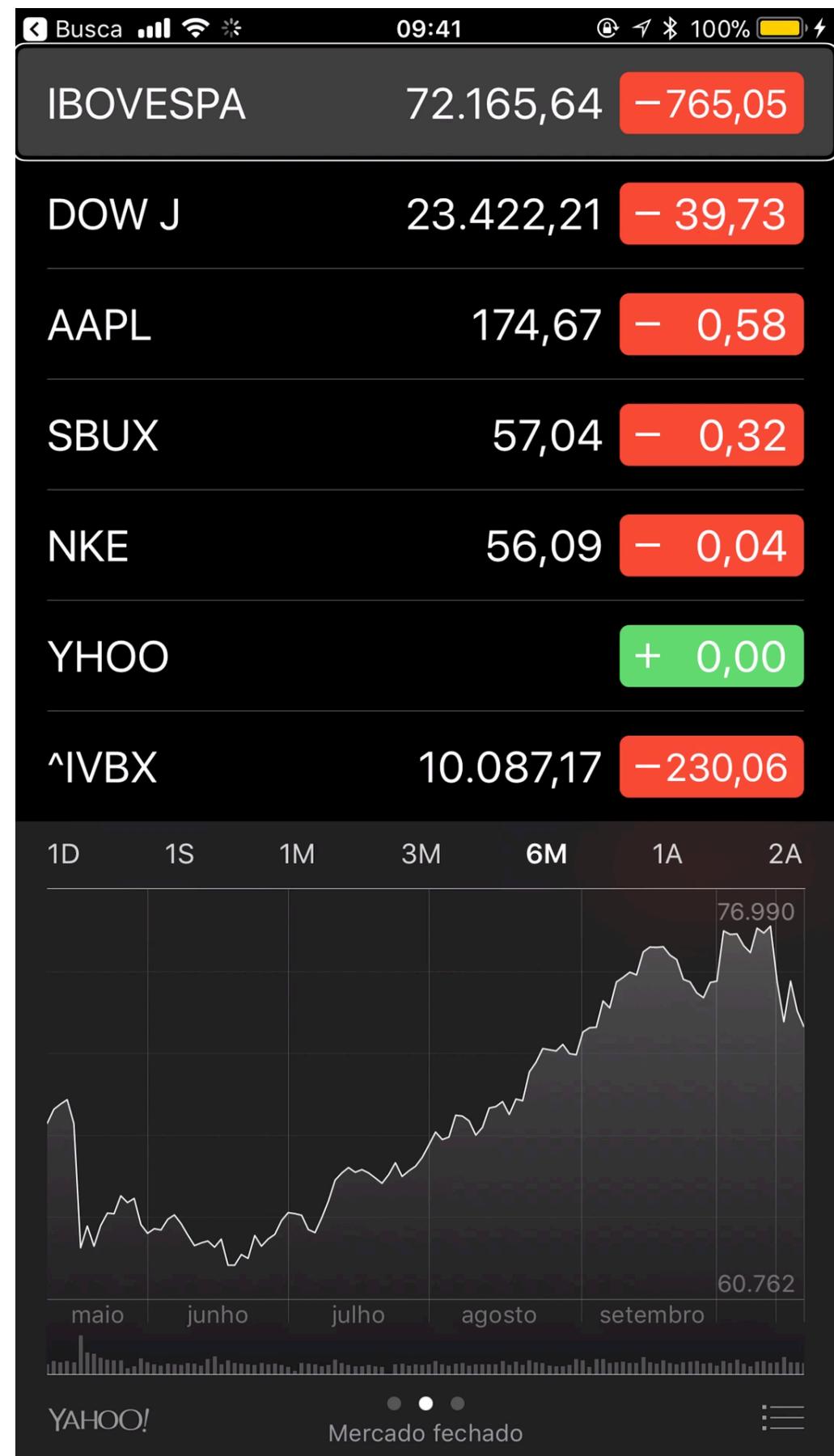


COMO AS PESSOAS DEVERIAM INTERAGIR COMIGO?

```
var accessibilityHint: String?
```

ONDE EU ESTOU?

```
var accessibilityFrame: CGRect
```



**PRA
TÍCA**



09:41

100%

Receitas do Dia



Cappuccino



Chips Zucchini



Cupcakes



Paella De Marisco



Pizza de abacate com tomate



```
func applyAccessibility(_ recipe: Recipe) {
    foodImageView.accessibilityTraits = UIAccessibilityTraitImage
    foodImageView.accessibilityLabel = recipe.photoDescription

    difficultyLabel.isAccessibilityElement = true
    difficultyLabel.accessibilityTraits = UIAccessibilityTraitNone
    difficultyLabel.accessibilityLabel = "Nível de dificuldade"

    switch recipe.difficulty {
    case .unknown:
        difficultyLabel.accessibilityValue = "Desconhecido"
    case .rating(let value):
        difficultyLabel.accessibilityValue = "\(value)"
    }
}
```



09:41

100%

Receitas do Dia



Cappuccino



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Pizza de abacate com tomate



NOTIFICAÇÕES DE ACESSIBILIDADE

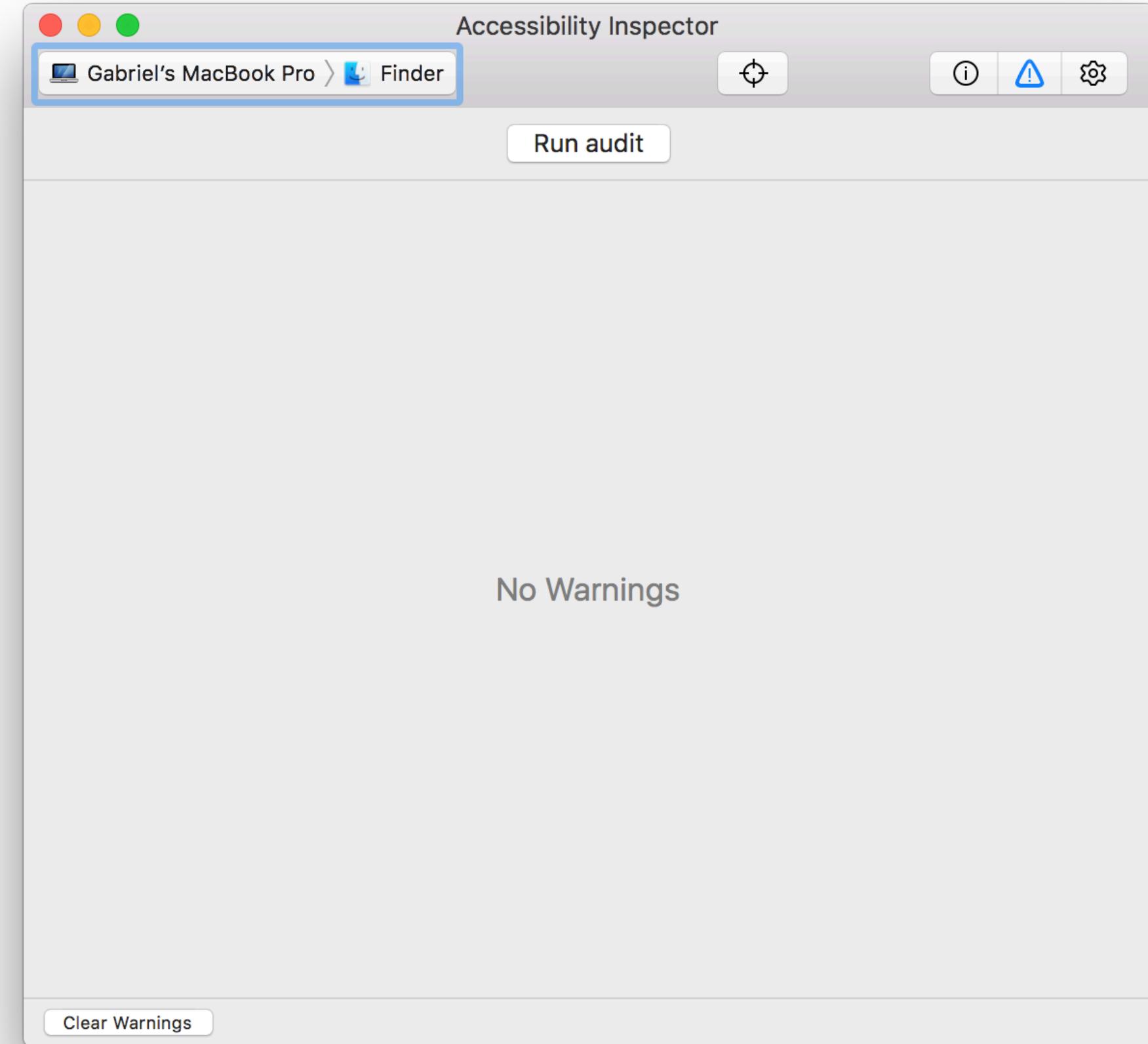
POSTANDO NOTIFICAÇÃO

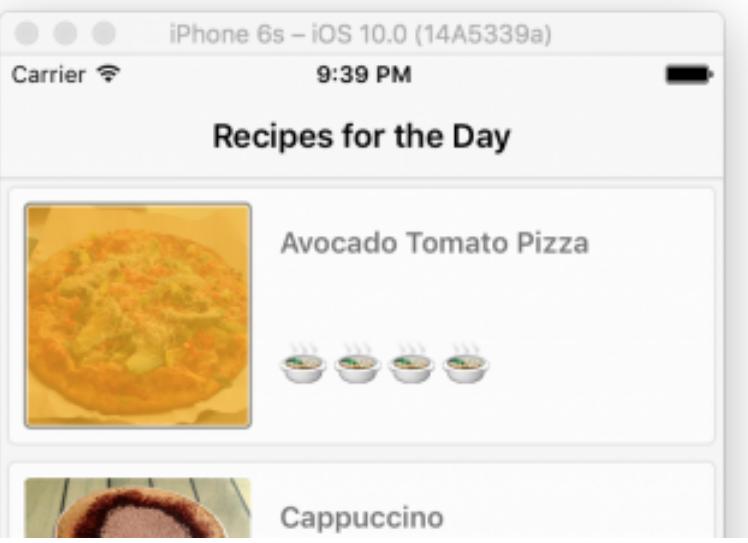
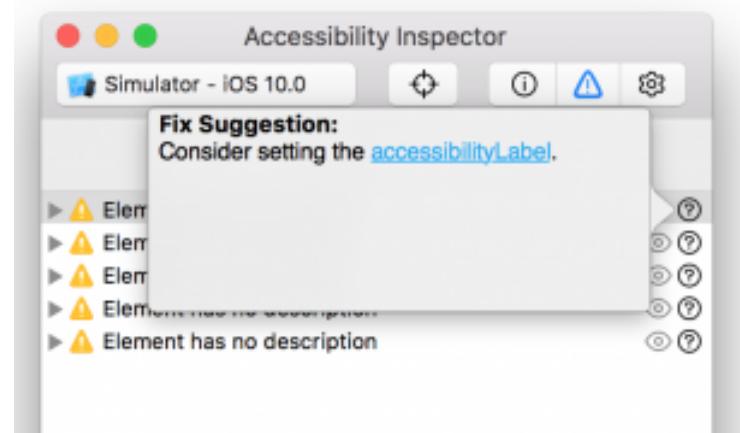
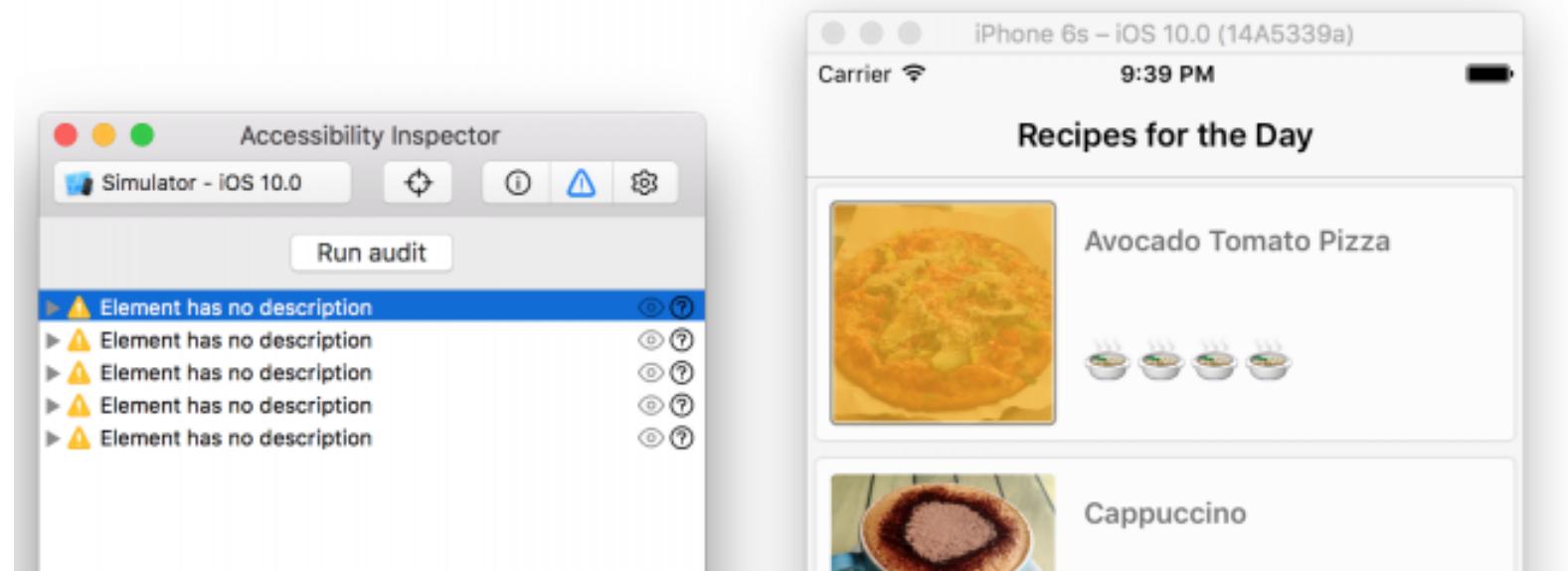
```
func UIAccessibilityPostNotification(_ notification: UIAccessibilityNotifications,  
                                     _ argument: Any?)
```

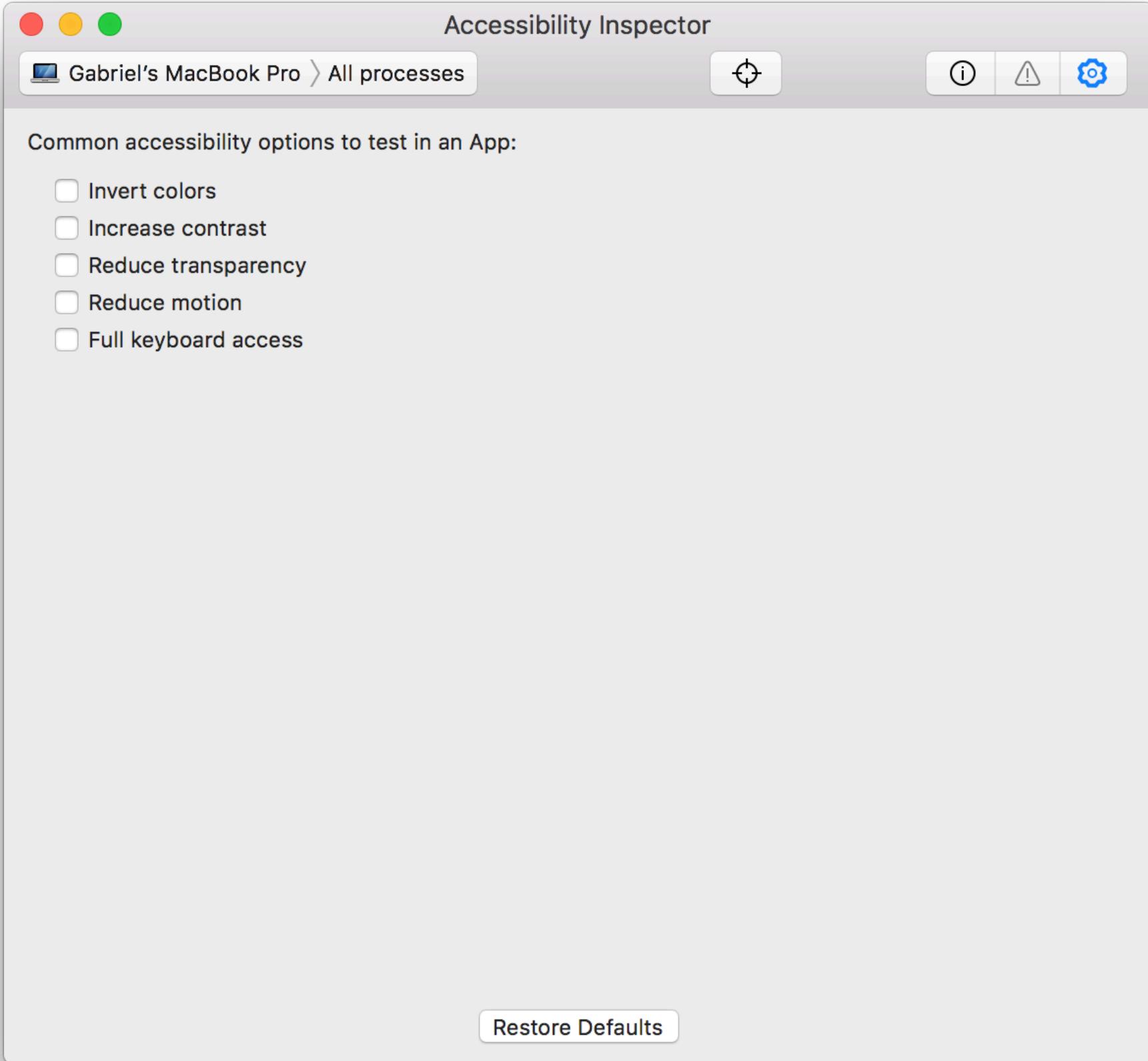
ESCUTANDO POR NOTIFICAÇÕES

```
NotificationCenter.default.addObserver(self,  
    selector: #selector(self.doSomething),  
    name: NSNotification.Name.UIAccessibilityVoiceOverStatusDidChange,  
    object: nil)
```

**AUDITANDO
SUAPLICAÇÃO**







LINKS ÚTEIS

- » Auditing Your Apps for Accessibility, WWDC 2016 - Session 407 - iOS, macOS, tvOS, watchOS
- » What's New in Accessibility, WWDC 2016 - Session 202 - iOS, macOS, tvOS
- » Building Apps with Dynamic Type, WWDC 2017 - Session 245 - iOS

OBRIGADO