



Creating Apps for Apple Watch

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watchOS Basics

- Built for quick (2 second) interactions
- Apple Watch app can't exist without iOS app
 - Apps installed through the Watch app on the paired iPhone
- Many of the same frameworks...
- ...but they can be limited
 - UIKit, but without UIView
- Test on a real device!

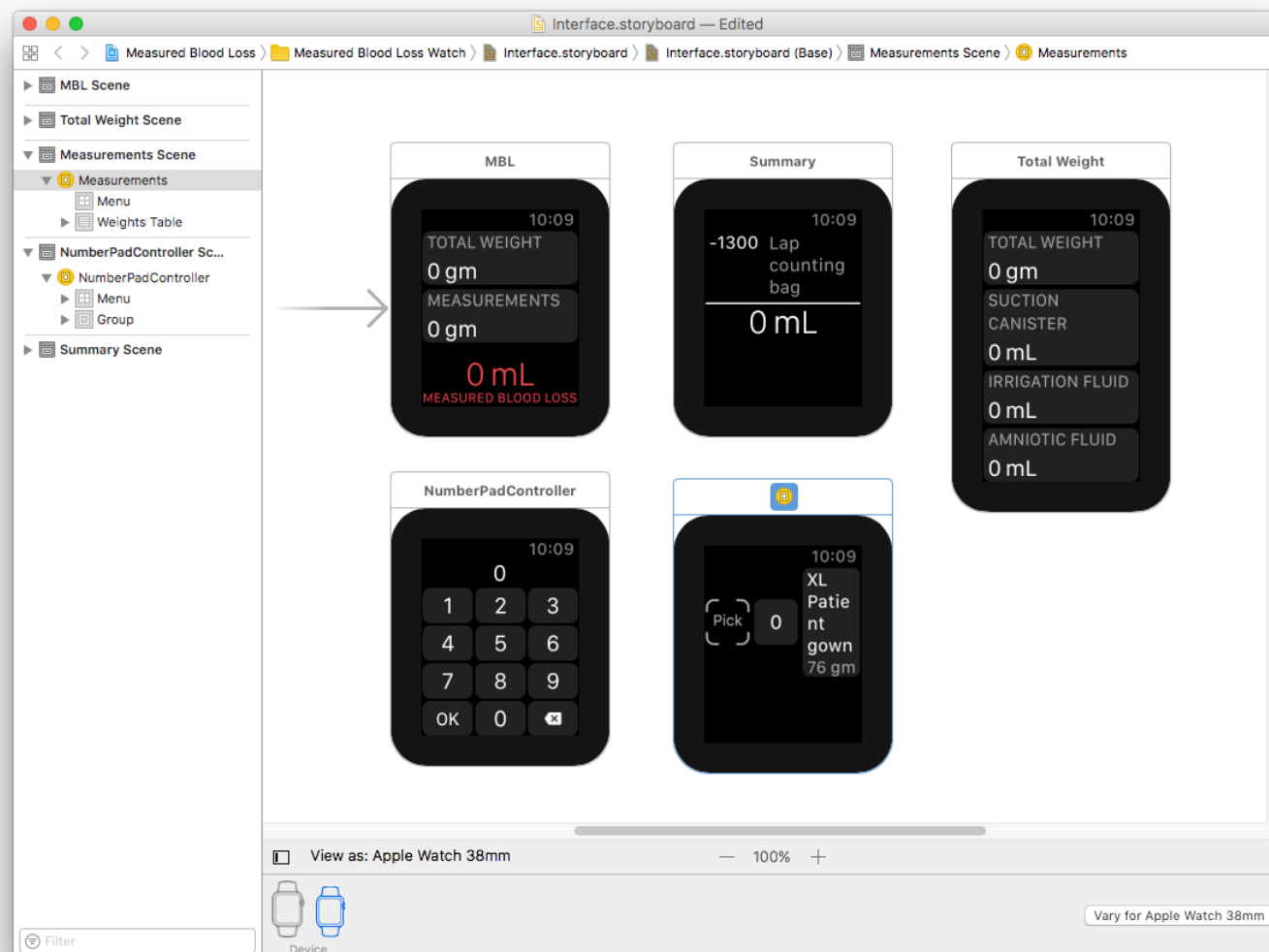
Apple Watch Interactions

- Touch
 - Buttons
 - Gesture Recognizers
 - Scroll
- Force Touch
 - Menus
 - No force touch API
- Digital Crown
 - Scroll
 - Pickers
 - API
- Haptic Feedback
- Accelerometer/Gyroscope

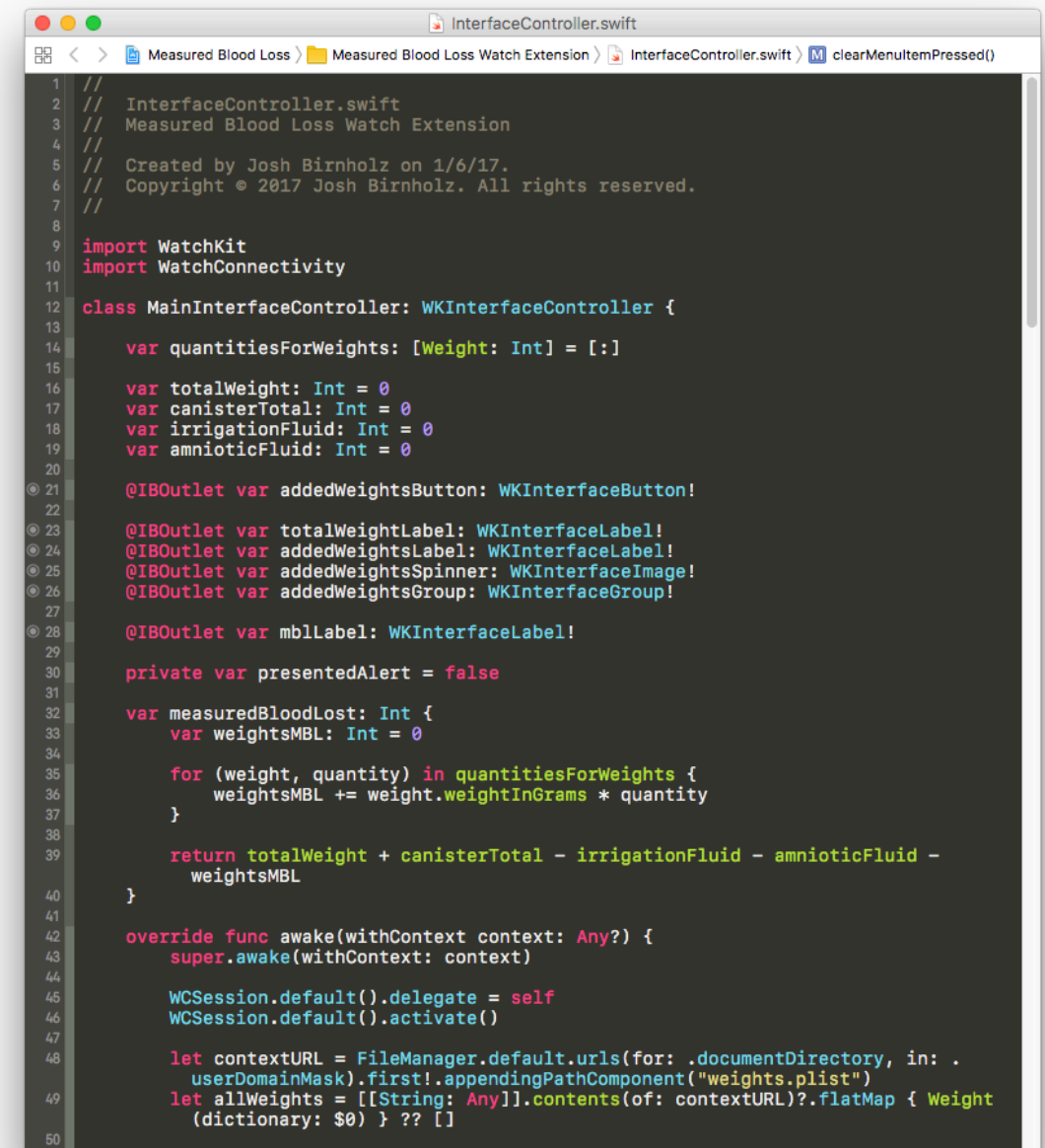


Parts of an Apple Watch App

WatchKit UI



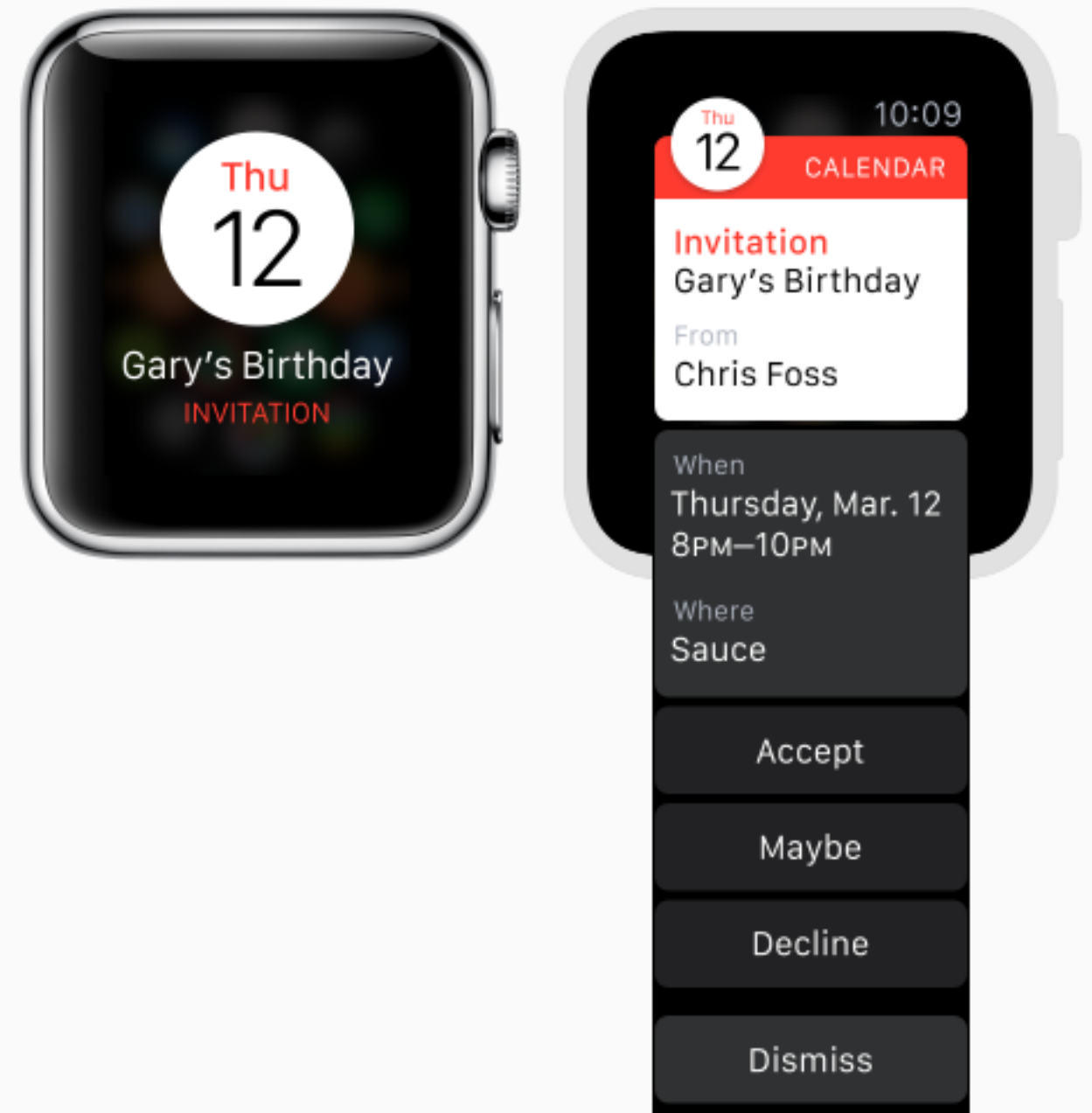
WatchKit Extension



Complication



Notification



WatchConnectivity: WCSession & WCSessionDelegate

Conforming to WCSessionDelegate:

```
func session(_ session: WCSession, activationDidCompleteWith  
activationState: WCSessionActivationState, error: Error?)
```

```
func sessionDidBecomeInactive(_ session: WCSession) (iOS only)
```

```
func sessionDidDeactivate(_ session: WCSession) (iOS only)
```

Activating a session:

```
if WCSession.isSupported() && WCSession.isReachable() {  
    let session = WCSession.default()  
    session.delegate = self  
    session.activate()  
}
```

Using a session:

```
if session.activationState == .activated && session.isPaired &&  
    session.isWatchAppInstalled {  
    ...  
}
```


Ways of Communicating

- Application Context
 - Sends a dictionary of information (plist types)
 - Only the newest information is kept
 - Old data is overwritten

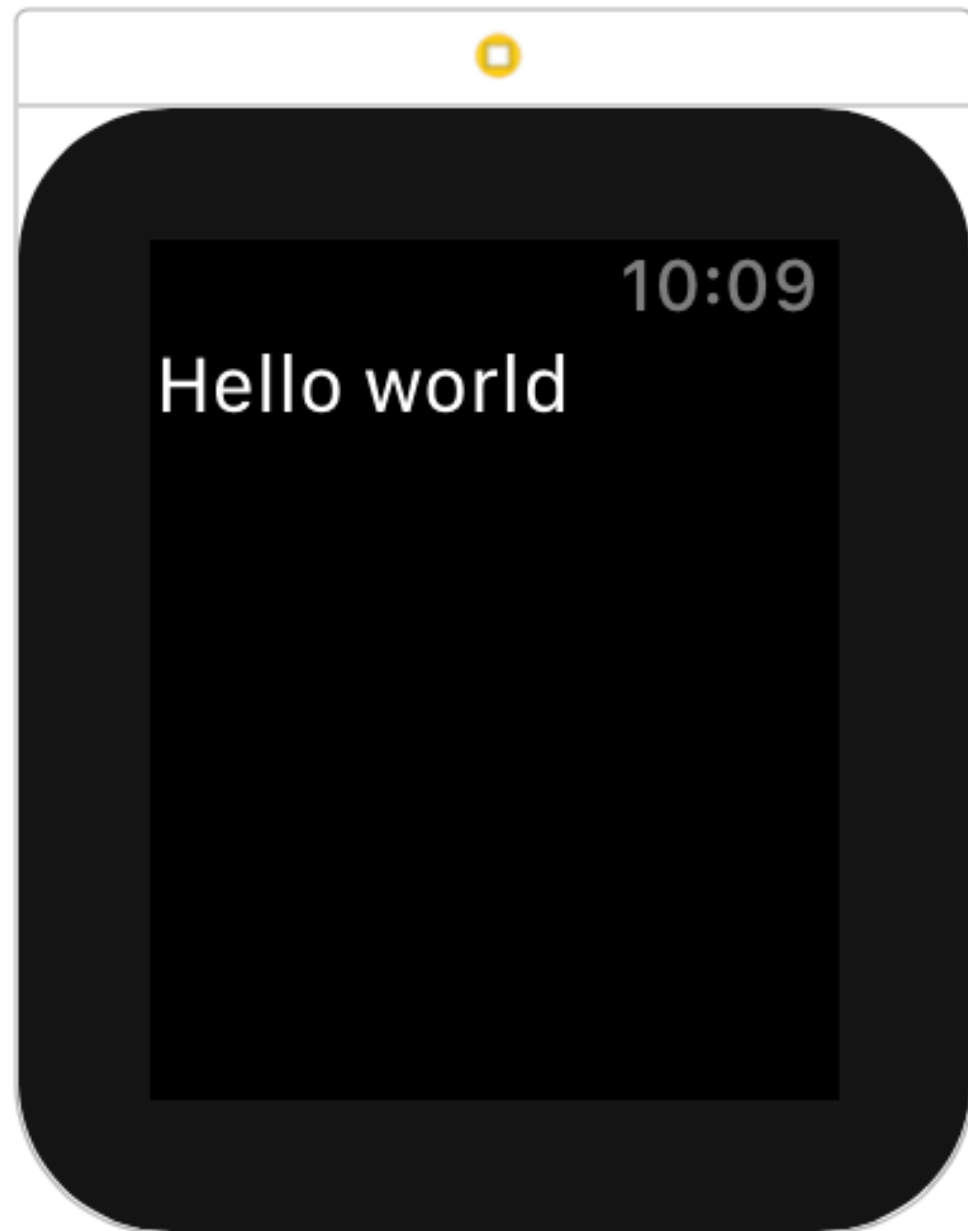
Ways of Communicating

- Transfer User Info
 - Sends a dictionary of information (plist types)
 - All information is kept
- Transfer File
 - Supply the URL of the file to transfer
 - The counterpart get a callback with the local URL of the file after it has been transferred

Ways of Communicating

- Send Message
 - Send a message to the counterpart, supplying the message, a reply handler, and an error handler
 - Kinds of messages:
 - Dictionary (plist types)
 - Data

Meet WKInterfaceController

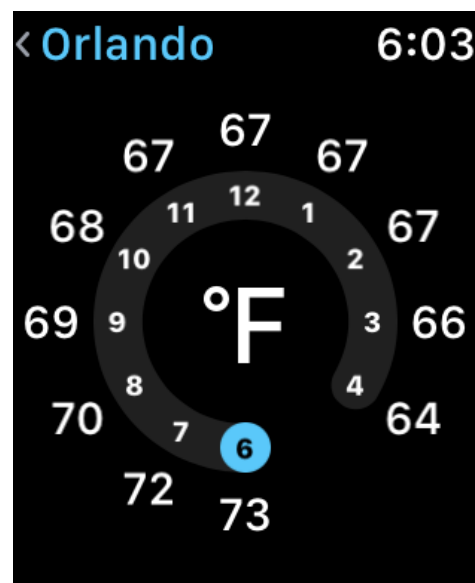


- Part of WatchKit
- Instances never created directly
 - Instead, they are pushed or presented via storyboard
- Root WKInterfaceGroup contains other elements
- context property
- Title

Two Navigation Styles



Hierarchical



Page-based

Can't mix and match!

Presenting Interface Controllers

- Standard system controllers:
 - Alerts
 - Text input (speech/scribble)
 - Video/audio playback
 - Audio recording
 - PassKit
- Custom controllers:
 - Storyboard segue
 - `pushViewController(withName:context:)`
 - `presentController(withName:context:)`
 - `presentController(withNames:contexts:)`

WKInterfacePicker



List

Stack

Sequence