

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
 - UlKit, but without UlView
- Test on a real device!

Apple Watch Interactions

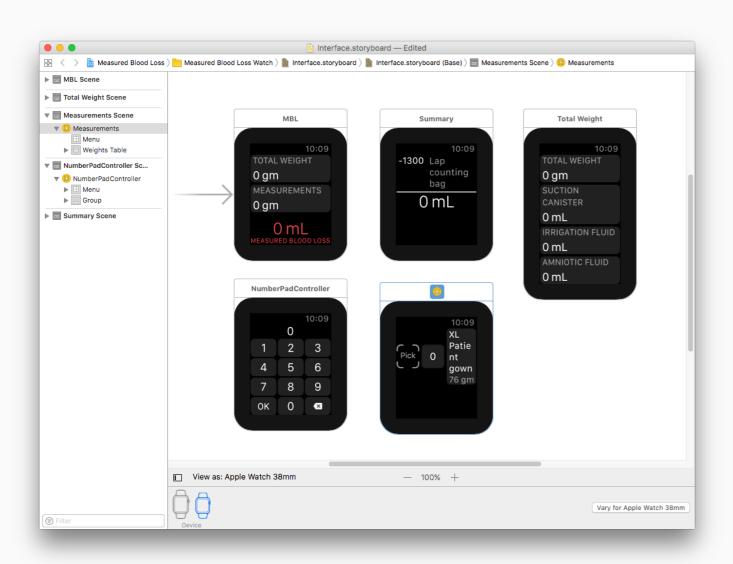
- Touch
 - Buttons
 - Gesture Recognizers
 - Scroll
- Force Touch
 - Menus
 - No force touch API
- Digital Crown
 - Scroll
 - Pickers
 - API
- Haptic Feedback
- Accelerometer/Gyroscope





Parts of an Apple Watch App

WatchKit UI



WatchKit Extension

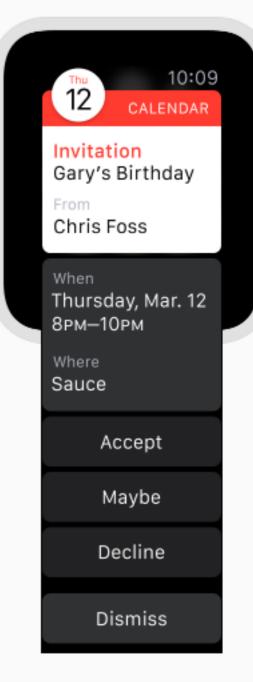
```
InterfaceController.swift
    Measured Blood Loss > Measured Blood Loss Watch Extension > InterfaceController.swift > M clearMenuItemPressed()
    Created by Josh Birnholz on 1/6/17.
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import WatchKit
import WatchConnectivity
class MainInterfaceController: WKInterfaceController {
     var quantitiesForWeights: [Weight: Int] = [:]
     var totalWeight: Int = 0
     var canisterTotal: Int = 0
     var irrigationFluid: Int = 0
     var amnioticFluid: Int = 0
    @IBOutlet var addedWeightsButton: WKInterfaceButton!
     @IBOutlet var totalWeightLabel: WKInterfaceLabel!
     @IBOutlet var addedWeightsLabel: WKInterfaceLabel!
@IBOutlet var addedWeightsSpinner: WKInterfaceImage!
     @IBOutlet var addedWeightsGroup: WKInterfaceGroup!
    @IBOutlet var mblLabel: WKInterfaceLabel!
    private var presentedAlert = false
     var measuredBloodLost: Int {
         var weightsMBL: Int = 0
         for (weight, quantity) in quantitiesForWeights {
    weightsMBL += weight.weightInGrams * quantity
         return totalWeight + canisterTotal - irrigationFluid - amnioticFluid -
    override func awake(withContext context: Any?) {
         super.awake(withContext: context)
         WCSession.default().delegate = self
         WCSession.default().activate()
          let contextURL = FileManager.default.urls(for: .documentDirectory, in: .
          userDomainMask).first!.appendingPathComponent("weights.plist")
let allWeights = [[String: Any]].contents(of: contextURL)?.flatMap { Weight (dictionary: $0) } ?? []
```

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

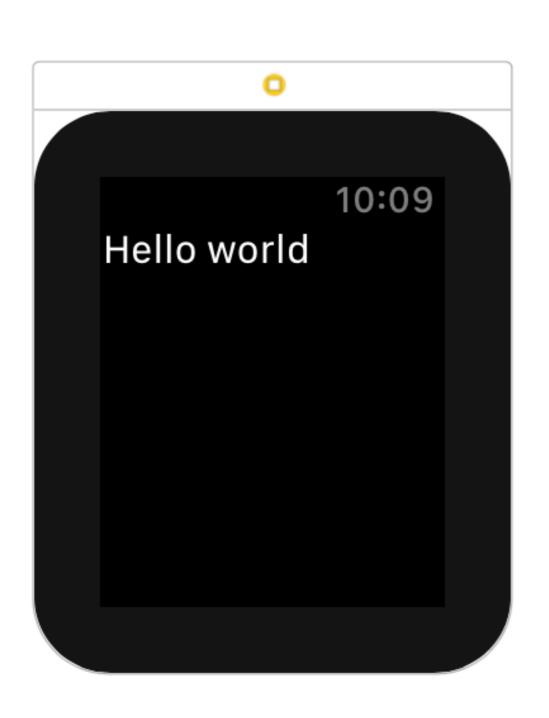
Ways of Communicating

- 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

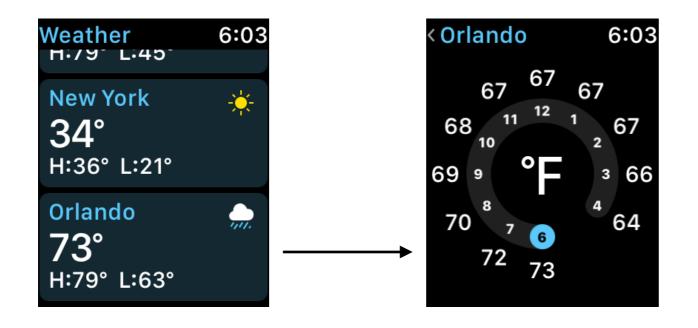
- Send Message
 - Send a message to the counterpart, supplying the message, a reply handler, and an error handler
 - Kinds of messages:
 - Dictionary (plist types)
 - Data

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
 - pushController(withName:context:)
 - presentController(withName:context:)
 - presentController(withNames:contexts:)

WKInterfacePicker



List Stack Sequence