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## Sample Code

# Drawing with PencilKit

Add expressive, low-latency drawing to your app using PencilKit.

Download

iOS 13.0+ | iPadOS 13.0+ | Xcode 11.5+

## Overview

### Note

This sample code project is associated with WWDC19 session [221: Introducing PencilKit](#) and WWDC20 session [10107: What's New in PencilKit](#).

This sample code project must be run on a physical device with Apple Pencil.

## See Also

### Canvas



Customizing Scribble with Interactions

Enable writing on a non-text-input view by adding interactions.



Inspecting, Modifying, and Constructing PencilKit Drawings

Score users' ability to match PencilKit drawings generated from text, by accessing the strokes and points inside PencilKit drawings.

`class PKCanvasView`

A view that captures Apple Pencil input and displays the rendered results in an iOS app.

`struct PKDrawing`

A structure representing the drawing information captured by a canvas view.

`struct PKStroke`

A structure that represents the paths, boundaries, and other properties of a stroke drawn on a canvas.

`struct PKStrokePath`

A structure that captures the components of a stroke and provides methods to find and interpolate points along the stroke's path.

`struct PKStrokePoint`

A structure that represents the properties of a specific point along a stroke's path.

`struct PKInk`

A structure that represents an ink that specifies its type, color, and width.