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New overview

Explore the new design principles

Learn how to design and develop beautiful interfaces that leverage Liquid Glass.



New article

Adopting Liquid Glass

Find out how to bring the new material to your app.



New sample

Landmarks: Building an app with Liquid Glass

Enhance your app experience with system-

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provided and custom
Liquid Glass.

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New article

Writing code with intelligence in Xcode

Generate code, fix bugs fast, and learn as you go with intelligence built directly into Xcode.

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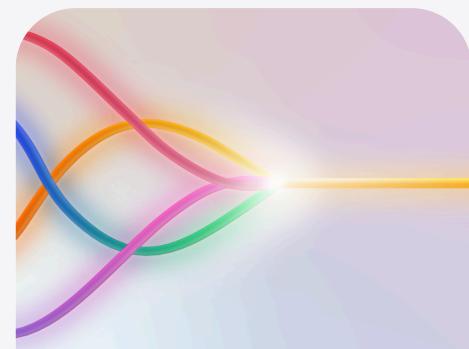


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Create generative experiences that appropriately handle sensitive inputs and respect people.

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New article

Generating content and performing tasks with Foundation Models

Enhance the experience in your app by prompting an on-device large language model.

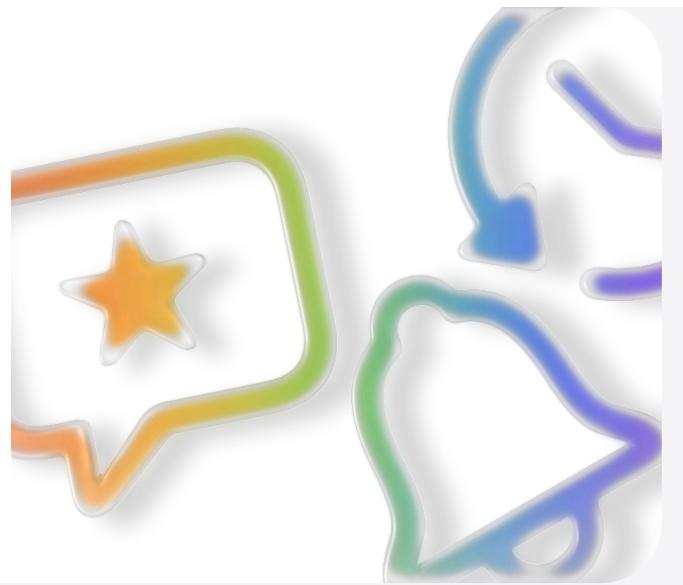
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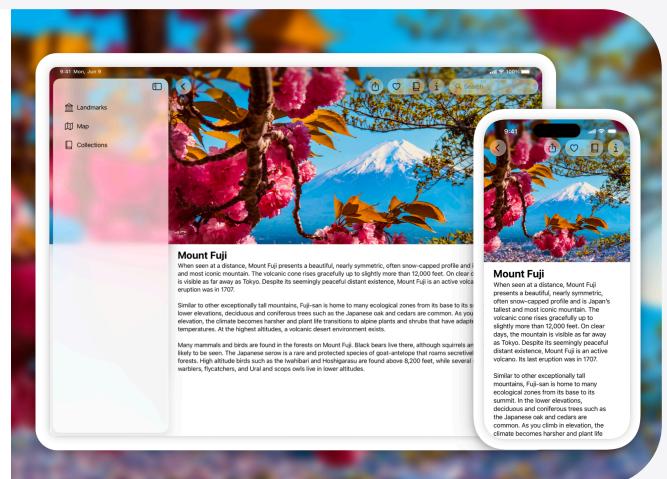


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Creating your app icon
using Icon Composer



Launching your app from a
Live Activity



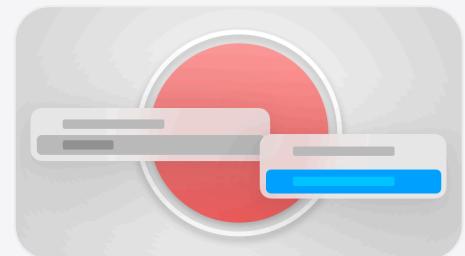
Observing playback state in
SwiftUI



Adopting inheritance in
SwiftData



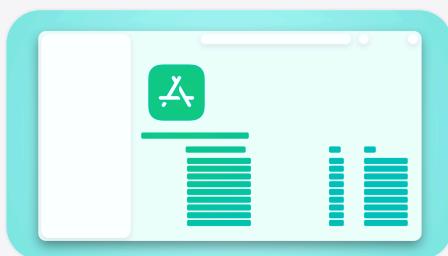
Performing long-running
tasks on iOS and iPadOS



Recording UI automation for
testing



Running code snippets
using the playground macro



Managing your app's
information property list
values

Discover Apple Intelligence and ML



Technology overview

Apple Intelligence and machine learning

Add intelligent features with Apple Intelligence, machine learning, and related technologies.

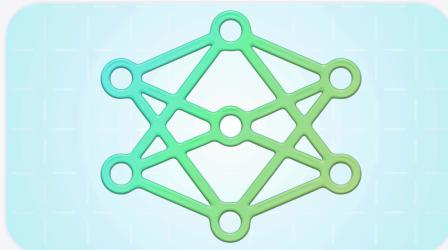
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Design guidance

Machine learning

Design models that enable apps and games to learn from data and usage patterns, improving existing experiences and creating engaging new ones.

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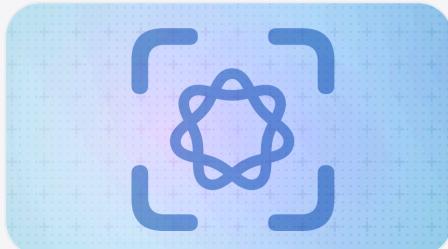
Foundation Models



Loading and using a custom adapter with Foundation Models



Displaying static and interactive snippets

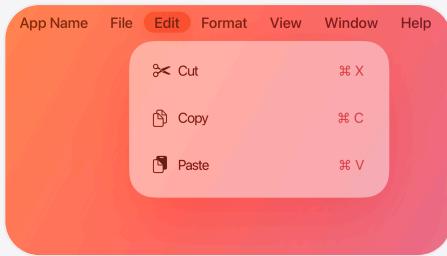


Integrating your app with visual intelligence

Level up your app's interface



Immersive Media Support



The menu bar



Creating engaging challenges from leaderboards



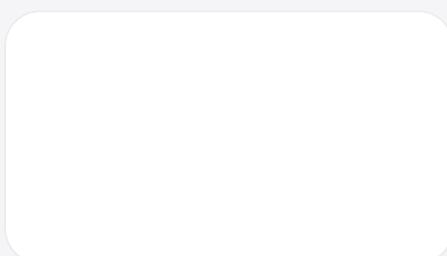
Understanding the Metal 4 core API



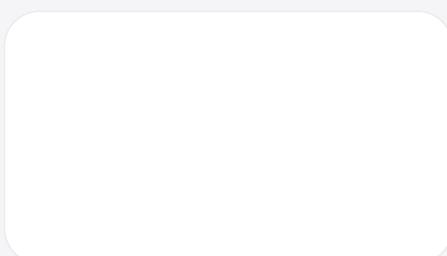
Discovering and tracking spatial game controllers and styli



Building your macOS game remotely from your PC



Signing people in to their media accounts automatically



Building and customizing the menu bar with SwiftUI

Development essentials

Development guides

Technology overviews

Learn about the wide range of technologies you use to develop software for Apple platforms.

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Design guidance

Human Interface Guidelines

Design a great experience for any Apple platform.

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SwiftUI

Declare the user interface and behavior for your app on every platform.

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View fundamentals

Define the visual elements of your app using a hierarchy of views.

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Supporting multiple languages in your app

Internationalize your app's strings, images, and other resource types to prepare for the translation process.

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Accessibility

Make your apps accessible to everyone who uses Apple devices.

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Creating your first visionOS app

Build a new visionOS app using SwiftUI and add platform-specific features.

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