

Documentation

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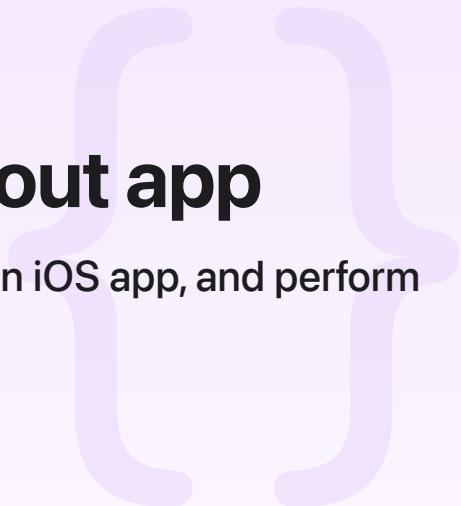
Sample Code

Building a multidevice workout app

Mirror a workout from a watchOS app to its companion iOS app, and perform bidirectional communication between them.

[Download](#)

iOS 17.0+ | iPadOS 17.0+ | watchOS 10.0+ | Xcode 15.0+



Overview

Note

This sample code project is associated with WWDC23 session 10023: [Build a multidevice workout app](#).

Configure the sample code project

This sample code project needs to run on physical devices. Before you run it with Xcode:

- Set the developer team for all targets to let Xcode automatically manage the provisioning profile. For more information, see [Assign a project to a team](#).
- In the Info pane of the `MirroringWorkoutsSample Watch App` target, change the value of the `WKCompanionAppBundleIdentifier` key to the bundle ID of the iOS app.

See Also

Sessions

📄 Running workout sessions

Track a workout on Apple Watch.

{ } Build a workout app for Apple Watch

Create your own workout app, quickly and easily, with HealthKit and SwiftUI.

{ } Building a workout app for iPhone and iPad

Start a workout in iOS, control it from the Lock Screen with App Intents, and present the workout status with Live Activities.

`class HKWorkoutSession`

A session that tracks a person's workout.

`class HKWorkoutConfiguration`

An object that contains configuration information about a workout session.

`enum HKWorkoutSessionState`

A workout session's state.

`class HKLiveWorkoutBuilder`

A builder object that constructs a workout incrementally based on live data from an active workout session.

`class HKLiveWorkoutDataSource`

A data source that automatically provides live data from an active workout session.