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Sample Code

Navigating an app's user interface using a keyboard

Navigate between user interface elements using a keyboard and focusable UI elements in iPad apps and apps built with Mac Catalyst.

[Download](#)

iOS 15.0+ | iPadOS 15.0+ | Mac Catalyst 15.0+ | Xcode 13.0+

Overview

Note

This sample code project is associated with WWDC21 session: [10260: Focus on iPad Keyboard Navigation](#)

See Also

Focus interactions

 [About focus interactions for Apple TV](#)

Design and implement intuitive control schemes for menus and interactive user interface layouts.

 [Adding user-focusable elements to a tvOS app](#)

Create intuitive and easily manipulated user-interactive controls for your tvOS app.

`protocol UIFocusEnvironment`

A set of methods that define the focus behavior for a branch of the view hierarchy.

`class UIFocusSystem`

Queries and reevaluates the currently focused item.

`class UIFocusUpdateContext`

An object that provides information relevant to a specific focus update from one view to another.

`protocol UIFocusItem`

An object that can become focused.

`class UIFocusMovementHint`

Provides movement hint information for the focused item.

`protocol UIFocusItemContainer`

The container responsible for providing geometric context to focus items within a given focus environment.

`protocol UIFocusItemScrollableContainer`

A type of focus item container that supports automatic scrolling of focusable content.

`struct UIFocusGroupPriority`

The importance of an item within a focus group, used by the focus system to determine the group's primary item.