

presents Swift Hackclub - Intermediate

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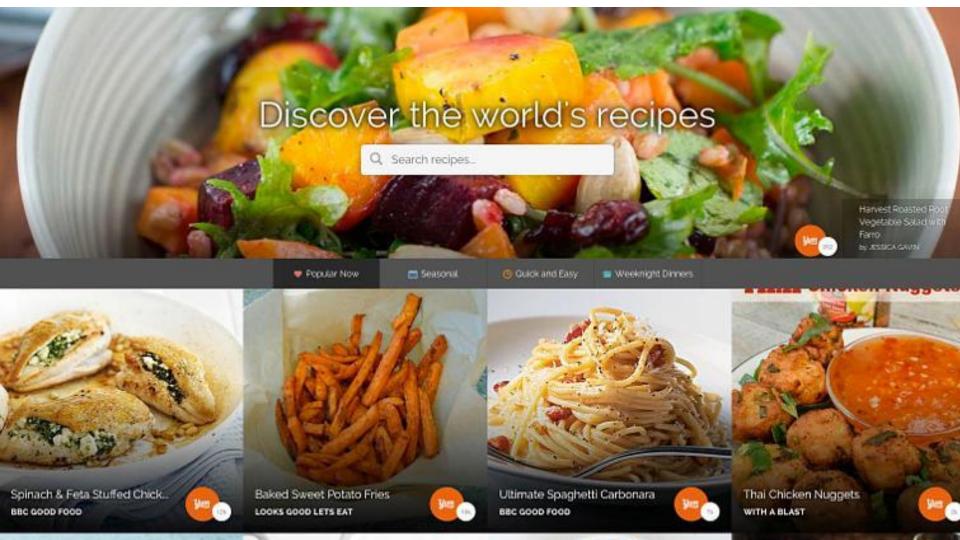
Introduction to tvOS app development **Snehal Patil Madhuri Koushik**



Apps that reveal tvOS Potential!

drama LAST NIGHT'S EPISODE abc

GREY'S AN





Obao Noodles & Bar

Asian, BBQ

RESTAURANT INFO

\$\$\$\$\$

222 E 53rd St

(0.91 Miles away)

DELIVERY INFO Delivers in 45 min. \$0 Delivery fee \$10 Minimum

Thai

Imperial Garden

****, SSSSS, 45 minutes

Puff Cha

****, \$\$\$\$\$, 30 minutes

Chef's Secret

★★★★★, \$\$\$\$\$, 55 minutes

Obao Noodles & Bar ****, \$\$\$\$, 45 minutes

Thai Nam

****, \$\$\$55, 15 minutes

Where are you going?























Edgewater, Seattle

Hazelwood, Seattle

Richmond, Seattle

















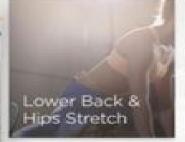




Living Room Zen

Find a little space infront of the TV. Slow it down, lower your heart rate and unwind with this collection of soothing stretches.









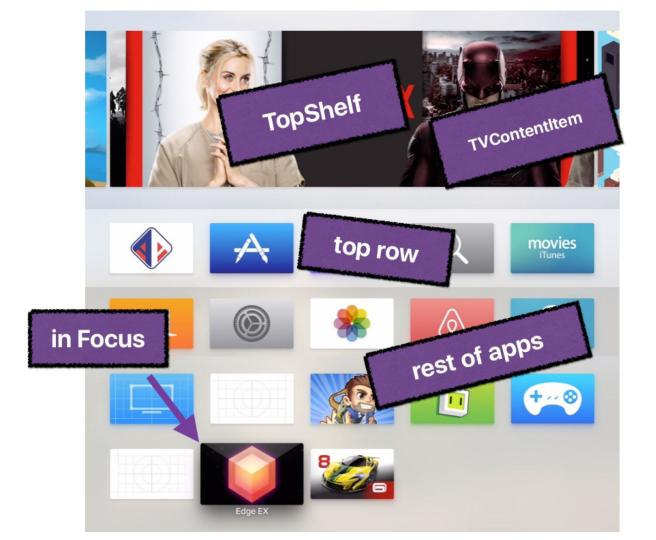
16 mins 56 kcal

Apartment Friendly

GILT



Anatomy of Apple TV Home Screen



Choose your programming style

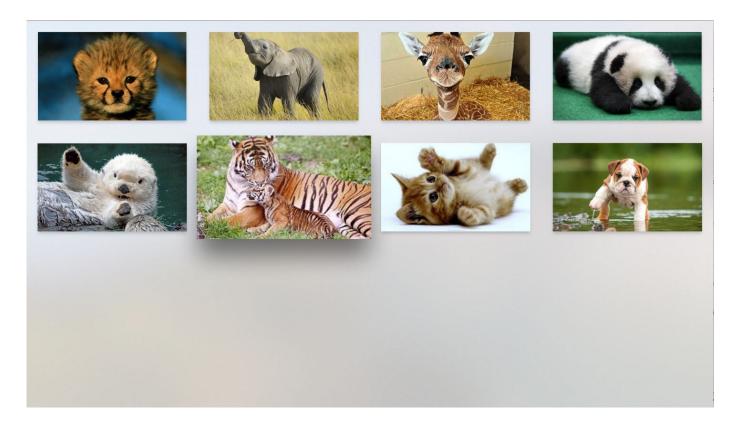
• TVML Apps:

- The first uses an entirely new process utilizing TVML, TVJS and TVMLKit. *TVML* is a form of XML and stands for "Television Markup Language".
- TVJS is set of JavaScript APIs which provide you with the means to display apps created with TVML.
- TVMLKit is the glue between TVML, JavaScript, and your native tvOS application.

• Custom Apps:

- The second uses familiar iOS frameworks and concepts you know and love like Storyboards,
 UIKit, and Auto Layout.
- Leverage many of the same frameworks, technologies, and concepts that you are already familiar developing with for iOS.

TVOS UICollectionView and Detail view demo



tvOS Simulator and Remote

- Touch Surface
- Buttons
- Microphone
- Gyroscope

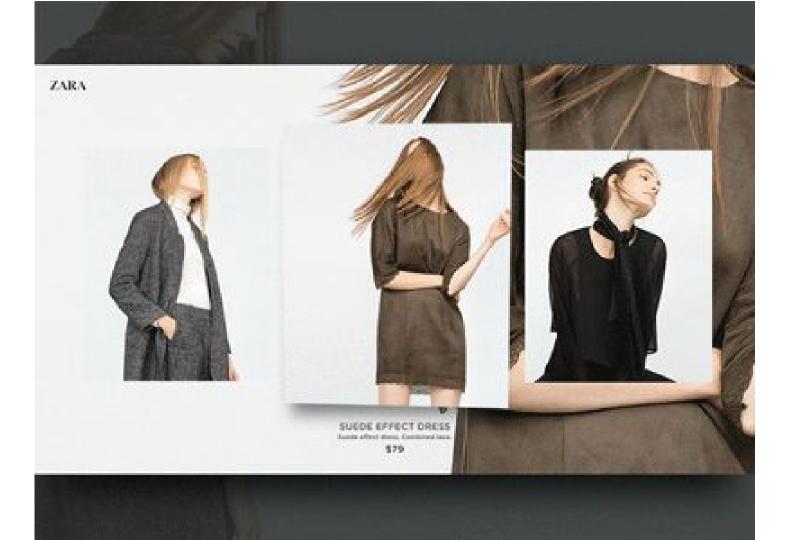


Focus

- Preferred Focus Environments
 - canBecomeFocused()
 - Focus Engine APIs
 - isEnabled automatically changes the Focus property
 - restoresFocusAfterTransition

 Focus API gives us full control over how the views can interact with each other and with the UX

https://developer.apple.com/videos/play/wwdc2016/215/?time=2103



Parallax

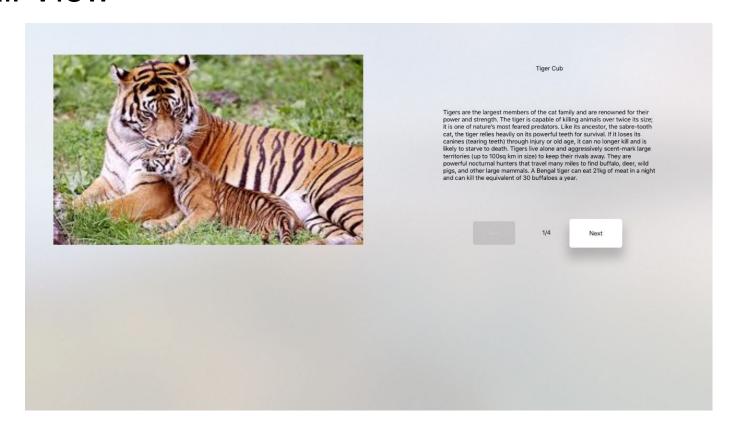
- Creating Parallax image

 (https://developer.apple.com/library/tvos/documentation/General/Conceptual/AppleTV_PG/CreatingParallaxArtwork.html#//apple_r

 ef/doc/uid/TP40015241-CH19-SW1)
- Parallax Previewer



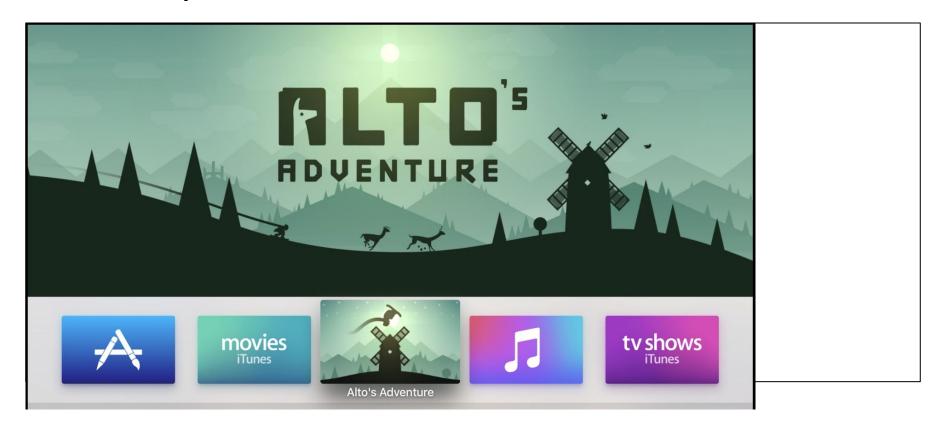
Detail View



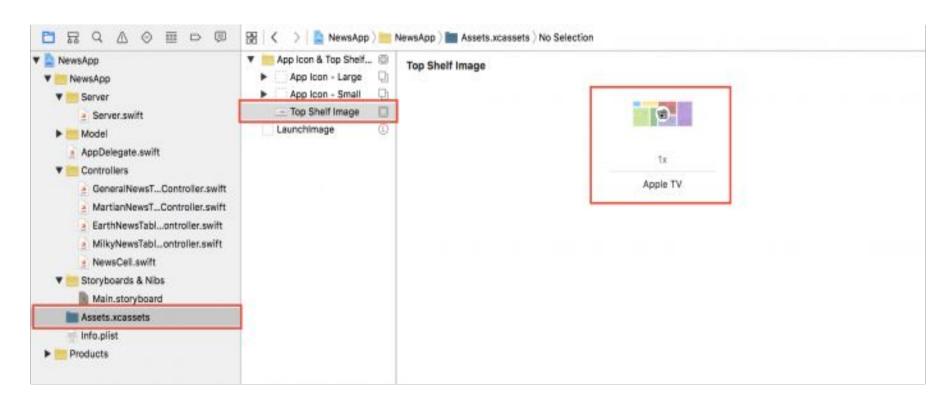
Top Shelf - more than "second app icon"

- Content showcase area above the top row of apps on the Apple TV Home screen
- The user can decide which apps are in the top row. When one of these apps is brought into focus, the top shelf displays featured content specific to that app.
- Unique opportunity for your app to highlight new, featured, or useful content and let the user jump directly to it.

Static Top Shelf



Top Shelf Image



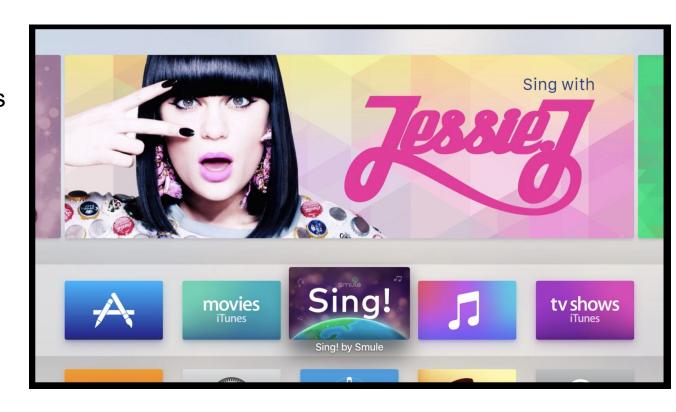


Dynamic Content

- Interactive top shelf
- Choice of Inset Banner or Content Row
- Provides shortcuts to the content
- Can be personalized

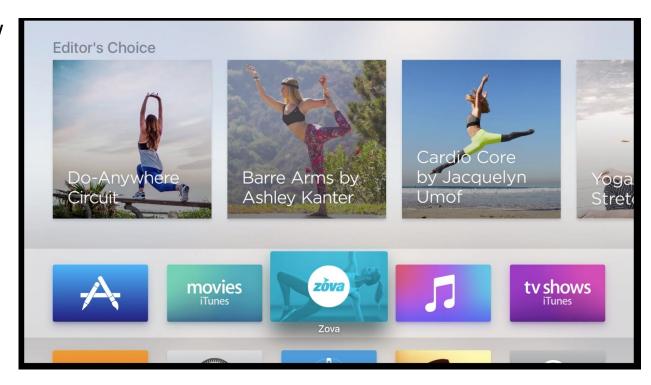
Inset top shelf

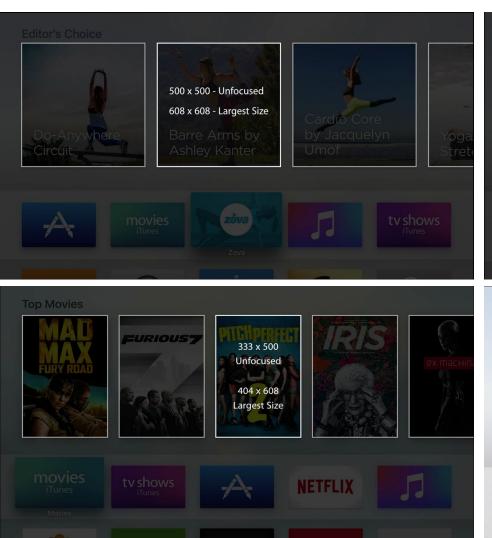
- great choice to display the overarching themes of your app
- Both layouts let the user scroll and browse through the your content
- For ex: Game app

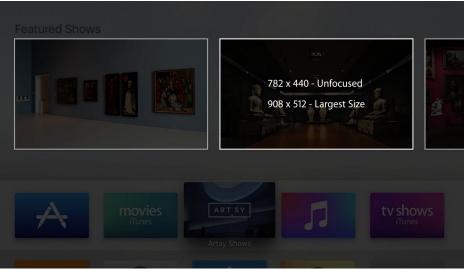


Sectioned top shelf

- Great choice to show grouped Information
- Feed information as quickly as possible
- For ex: New articles

















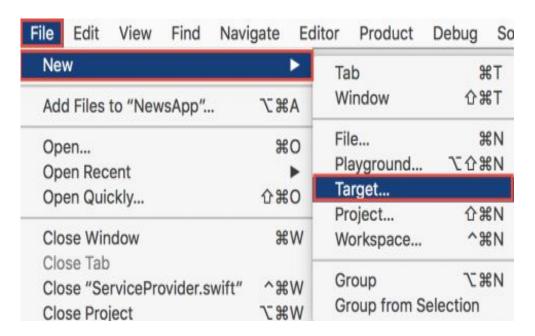




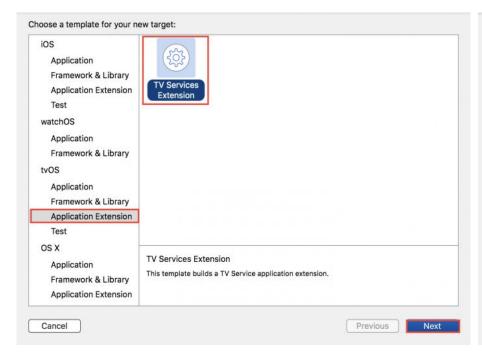


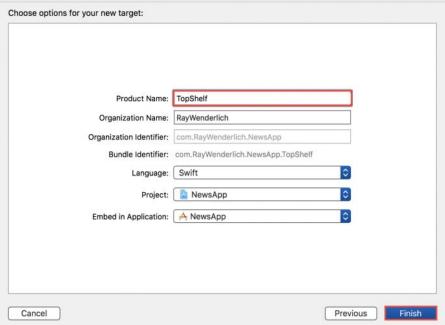
Let's Learn how to add top shelf! -

- Download code from https://github.com/patilsnehal/tvOSTopShelf
- Run the project News app
- Add a target to this project



TV Services Extension

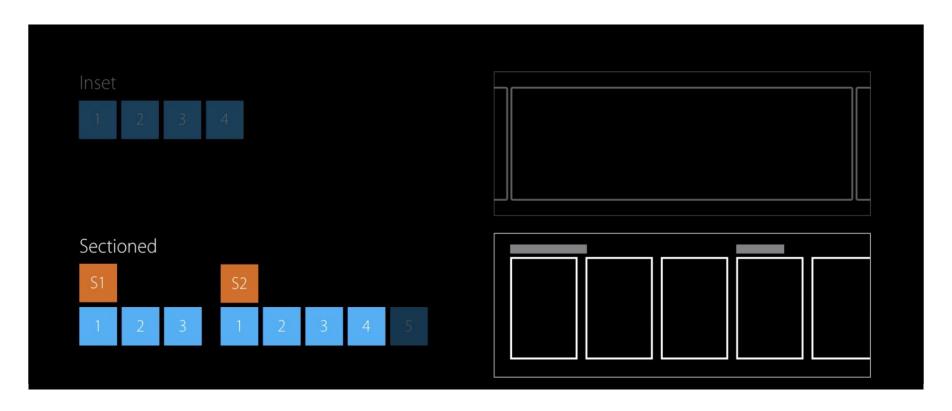




Principle Class - ServiceProvider

- ServiceProvider.swift should be created automatically for you
- TVTopShelfProvider protocol
- TVTopShelfContentStyle Sectioned / Inset
- TVContentItem array actual metadata
 - Content identifier
 - Title
 - Imageurl
 - imageShape
 - Display url
 - Play url
 - topshelfItem

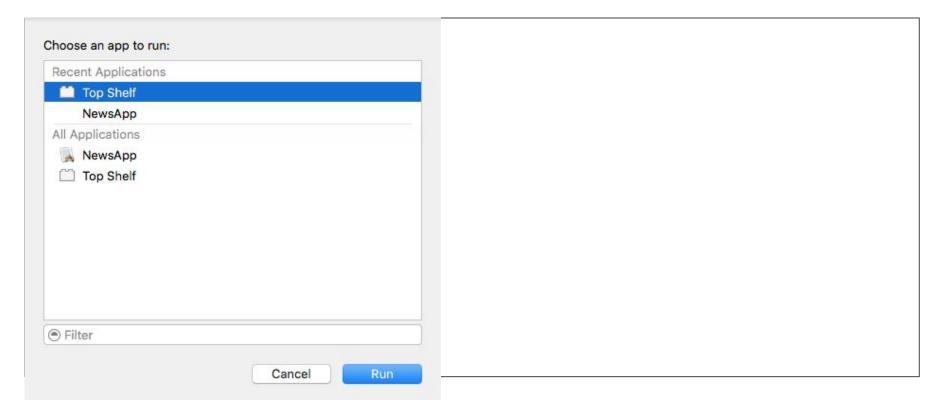
TVContentItem



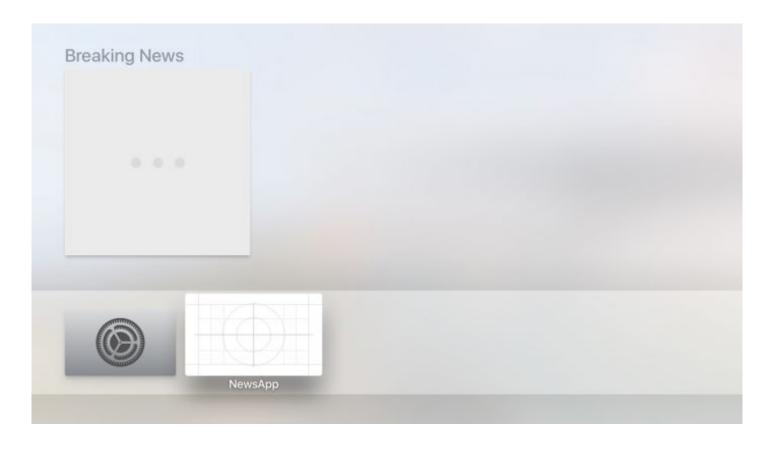
topShelfItem

```
var topShelfItems: [TVContentItem] {
 // 1
 let breakingNewsIdentifier = TVContentIdentifier(identifier:
  "Breaking News", container: nil)!
 let breakingNewsSection = TVContentItem(contentIdentifier:
  breakingNewsIdentifier)!
 breakingNewsSection.title = "Breaking News"
 // 2
 let martianRiotIdentifier = TVContentIdentifier(identifier:
  "Martians Riot", container: nil)!
 let martianRiotItem = TVContentItem(contentIdentifier:
  martianRiotIdentifier)!
 // 3
 breakingNewsSection.topShelfItems = [martianRiotItem]
 return [breakingNewsSection]
```

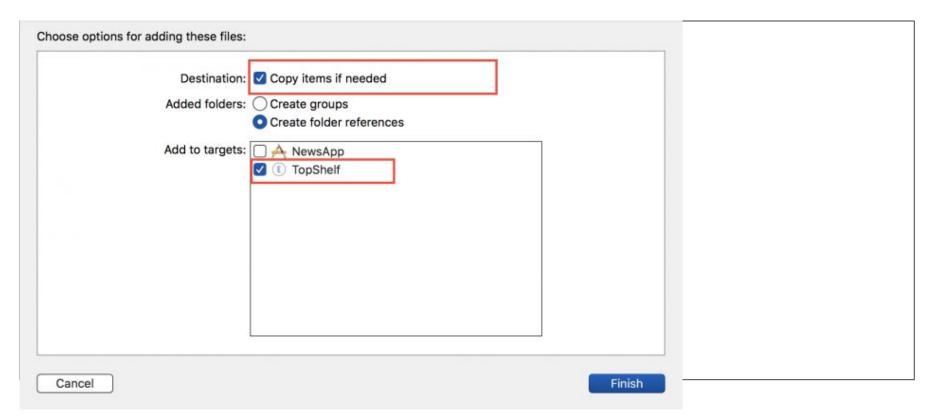
Running the top shelf



NewsApp and TopShelf

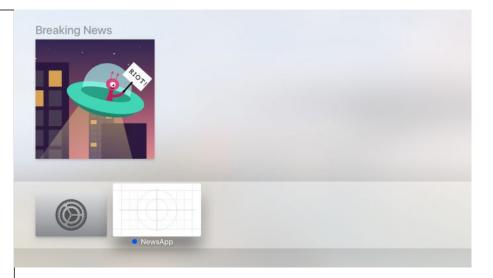


Add image for topshelf



ImageURL

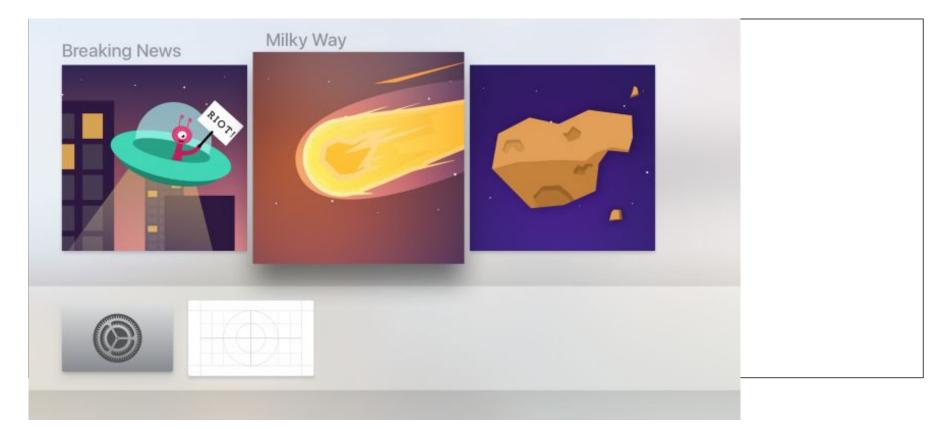
martianRiotItem.imageURL =
NSBundle.mainBundle().URLForResource(
 "sectionedMartians", withExtension:
"png")



Adding more news items

```
// 1
let milkyWayNewsIdentifier = TVContentIdentifier(identifier:
 "Milky Way News", container: nil)!
let milkyWaySection = TVContentItem(contentIdentifier:
 milkyWayNewsIdentifier)!
milkyWaySection.title = "Milky Way"
// 2
let cometIdentifier = TVContentIdentifier(identifier:
 "An odd comet", container: nil)!
let cometItem = TVContentItem(contentIdentifier:
 cometIdentifier)!
cometItem.imageURL = NSBundle.mainBundle().URLForResource(
 "comet", withExtension: "png")
// 3
let asteroidIdentifier = TVContentIdentifier(identifier:
 "Asteroid Light Speed", container: nil)!
let asteroidItem = TVContentItem(contentIdentifier:
 asteroidIdentifier)!
asteroidItem.imageURL = NSBundle.mainBundle().URLForResource(
 "asteroid", withExtension: "png")
// 4
milkyWaySection.topShelfItems = [cometItem, asteroidItem]
return [breakingNewsSection, milkyWaySection]
```

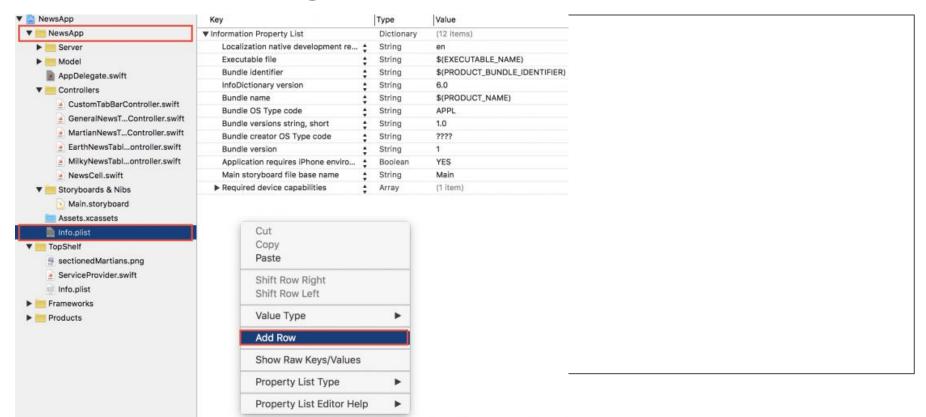
Mulitple Section in top shelf



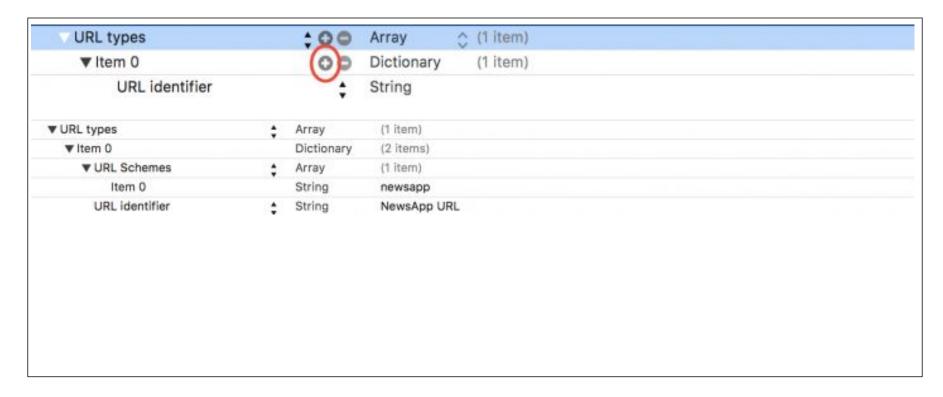
Adding User Interaction

- Unfortunately you can not call IBAction event handling
- AppDelegate.swift will call application:openURL:options when a user selects anything in the top shelf
- Provide displayURL for detail view
- Provide playURL to direct playback or launch into action
- The top shelf can listen to two events on the remote: a press on the touch screen, and a press on the play button.
- Add custom url scheme to your app's Info.plist file

Event Handling



plist file modification



Hooking up the AppDelegate

```
Adding the URLs
martianRiotItem.displayURL = urlForIdentifier("martianRiot")
cometItem.displayURL = urlForIdentifier("comet")
asteroidItem.displayURL = urlForIdentifier("asteroid")
Helper Method
private func urlForIdentifier(identifier: String) -> NSURL {
 let components = NSURLComponents()
 components.scheme = "newsapp"
 components.queryItems = [NSURLQueryItem(name: "identifier",
  value: identifier)]
 return components.URL!
```

Appdelegate.swift

```
let newsTab = 0
let martianTab = 1
let earthTab = 2
let milkyWayTab = 3
func application(app: UIApplication, openURL url: NSURL,
 options: [String: AnyObject]) -> Bool {
  guard let initialViewController = window?.rootViewController
    as? UITabBarController else { return false }
  switch url.absoluteString {
  case "newsapp:?identifier=martianRiot":
    initialViewController.selectedIndex = martianTab
  case "newsapp:?identifier=comet",
  "newsapp:?identifier=asteroid":
    initialViewController.selectedIndex = milkyWayTab
  default:
    return false
  return true
```

Tips and Tricks

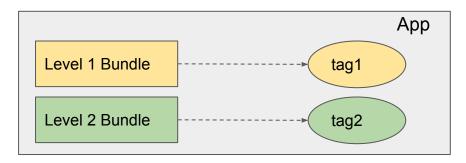
- Provide both displayURL and playURL
- Post TVTopShelfItemsDidChangeNotification
- Use NSUserDefaults and set up App Group to share data between app and extension

Managing Resources - iCloud and ODR

- Storage on Apple TV is limited < 200MB
- No guarantee that information stored on the device will be available the next time a user opens your app
- Need to store user information somewhere else than Apple TV so that it can be accessed by our application on other devices
- iCloud Key-Value Storage (KVS) and CloudKit.
- 1M < use iCloud KVS. iCloud KVS automatically synchronizes information across all of a user's devices. Only the owner of the app is able to access the information stored by iCloud KVS.
- 1MB > use CloudKit. CloudKit allows information stored by one user to be accessed by another user.

On Demand Resources

- tvOS apps have a maximum initial download size of 200 MB, and any additional resources must be available through ODR.
- Only retrieves the resources it's needed up to that point. (For ex. Download resources for level 1 game)
- Why to use ODR?
 - Faster initial download
 - Smaller app size



References

- https://www.raywenderlich.com
- https://www.youtube.com/watch?v=k4pSxlEnFqM&index=1&list=PLiRG83hKoub9vYDmeyXh50U9Z
 YbNJ6PZF
- https://developer.apple.com/library/tvos/documentation/General/Conceptual/AppleTV_PG/YourFirst AppleTVApp.html
- https://developer.apple.com/videos/techtalks-apple-tv/

Q & A

Thank you!