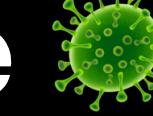


Who Let The App Intents Out?

Claire SIVADIER - Pragma Conference - 2025

Claire SIVADIER

- Nantes  
- Switched careers a few times
- Dev iOS since 
- Co-organiser of CocoaHeads and Mobilis in Mobile
- Passionate about DOGS

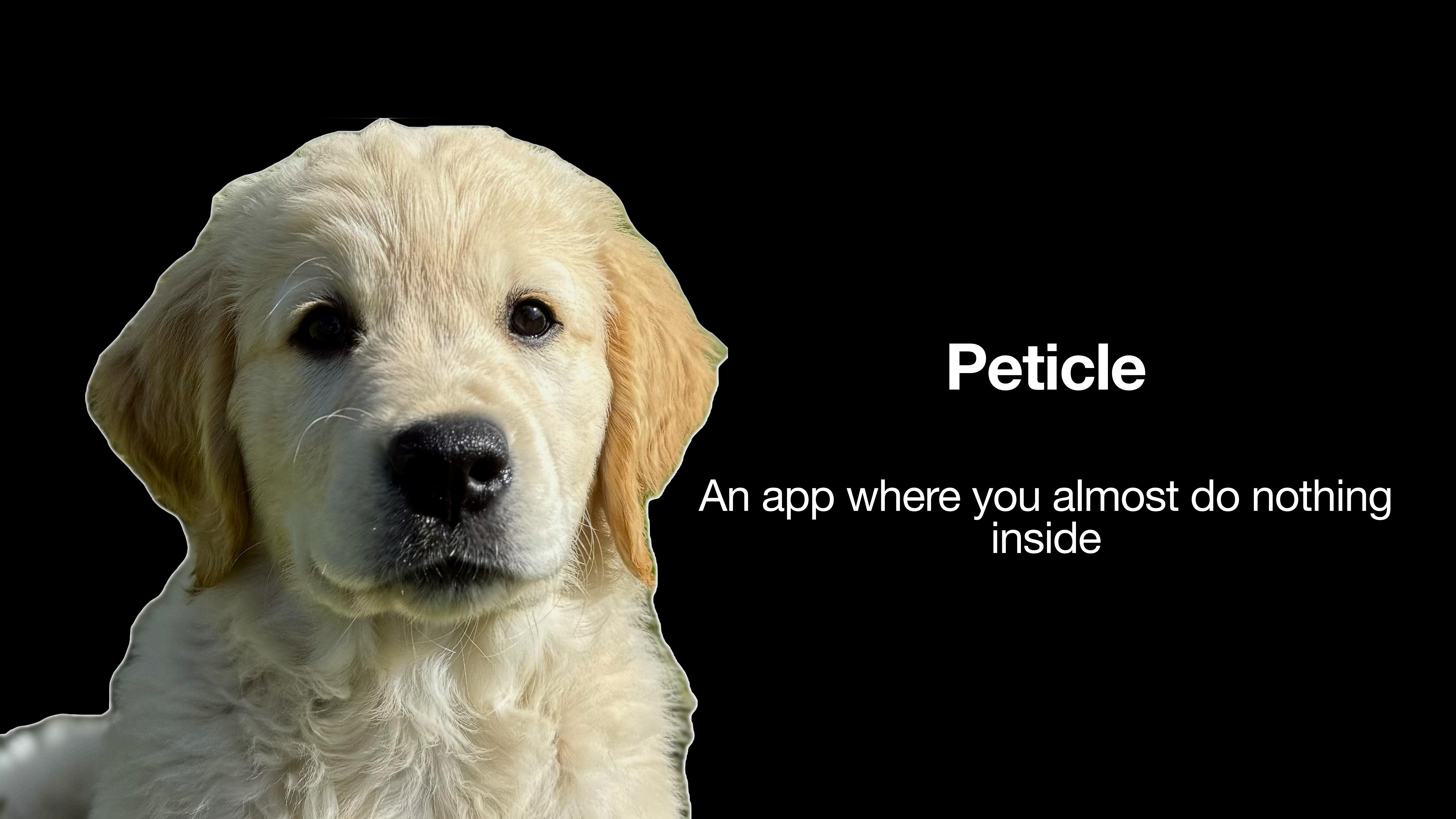




Context - 🐶 in good health

Needed to keep an eye on:

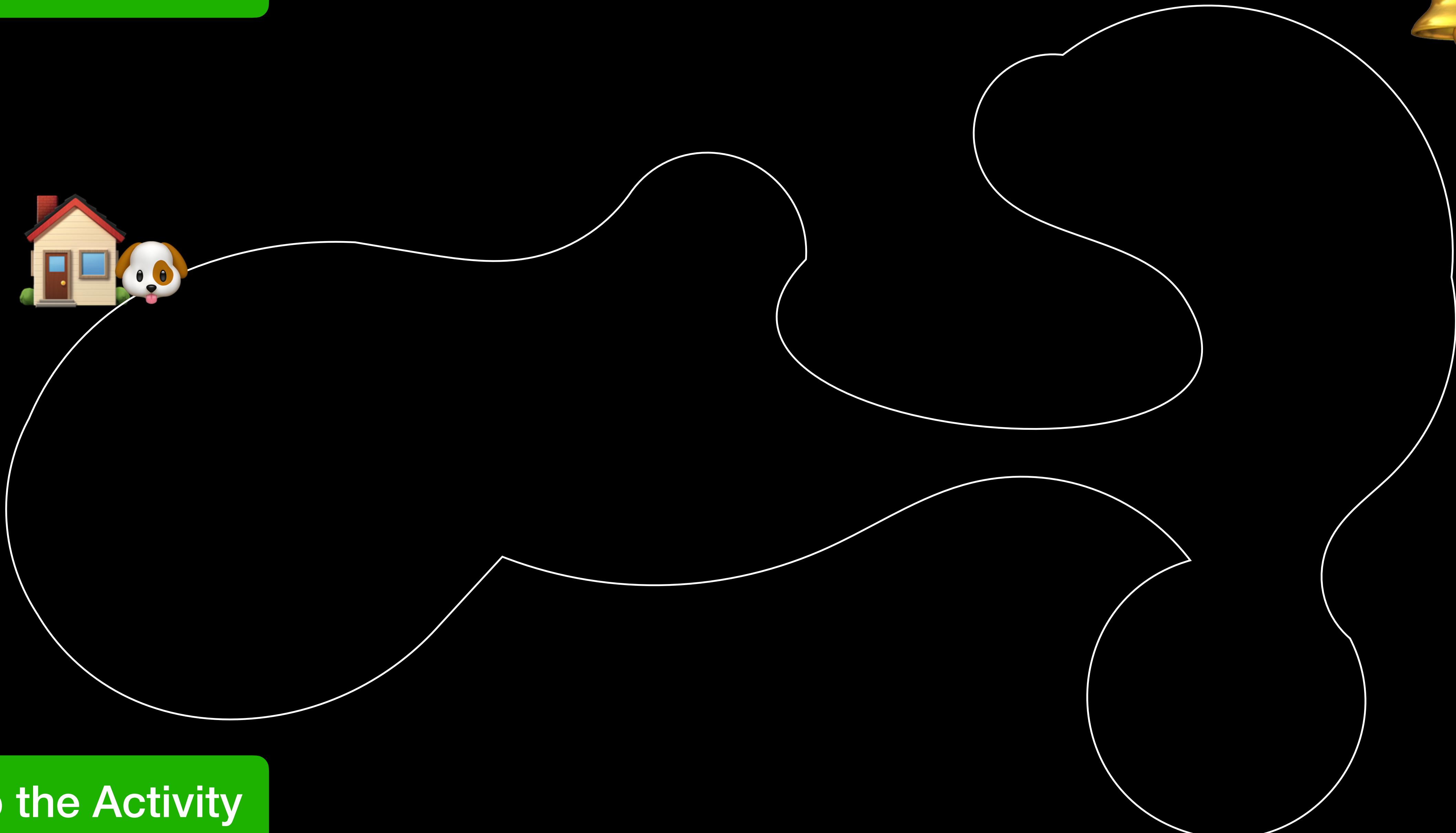
- Duration
- How the session was going
- Stay 100% focused on Alfie 🐕



Peticle

An app where you almost do nothing
inside

Start the Activity



Stop the Activity

Main Functionalities

Start the Activity

Delete

Modify

Review the entries

Rate the walk

Stop the Activity

import AppIntent

import AppIntent

struct YouIntent: AppIntent { }

import Appltent

```
struct YouIntent: AppIntent {  
    static var title = "Your title"  
}
```

import Appltent

```
struct YouIntent: AppIntent {  
    static var title = "Your title"  
    static var description = "Your description"  
}
```

import AppIntent

```
struct YouIntent: AppIntent {  
    static var title = "Your title"  
    static var description = "Your description"  
  
    func perform() async -> some IntentResult { ... }  
}
```

struct StartDogWalkIntent: AppIntent

```
static var title = "Start a dog walk activity"  
static var description = Set your goal, and a notification  
will pop up when it's time to go back"  
  
func perform() async -> some IntentResult { ... }
```

struct StartDogWalkIntent: AppIntent

```
static var title = “...”
static var description = “...”

@Parameter(title: “Goal in minutes”)
var goaltime: Int

func perform() async -> some IntentResult { ... }
```

struct StartDogWalkIntent: AppIntent

```
static var title = “...”  
static var description = “...”
```

```
@Parameter(title: “Goal in minutes”)
```

```
var goaltime: Int
```

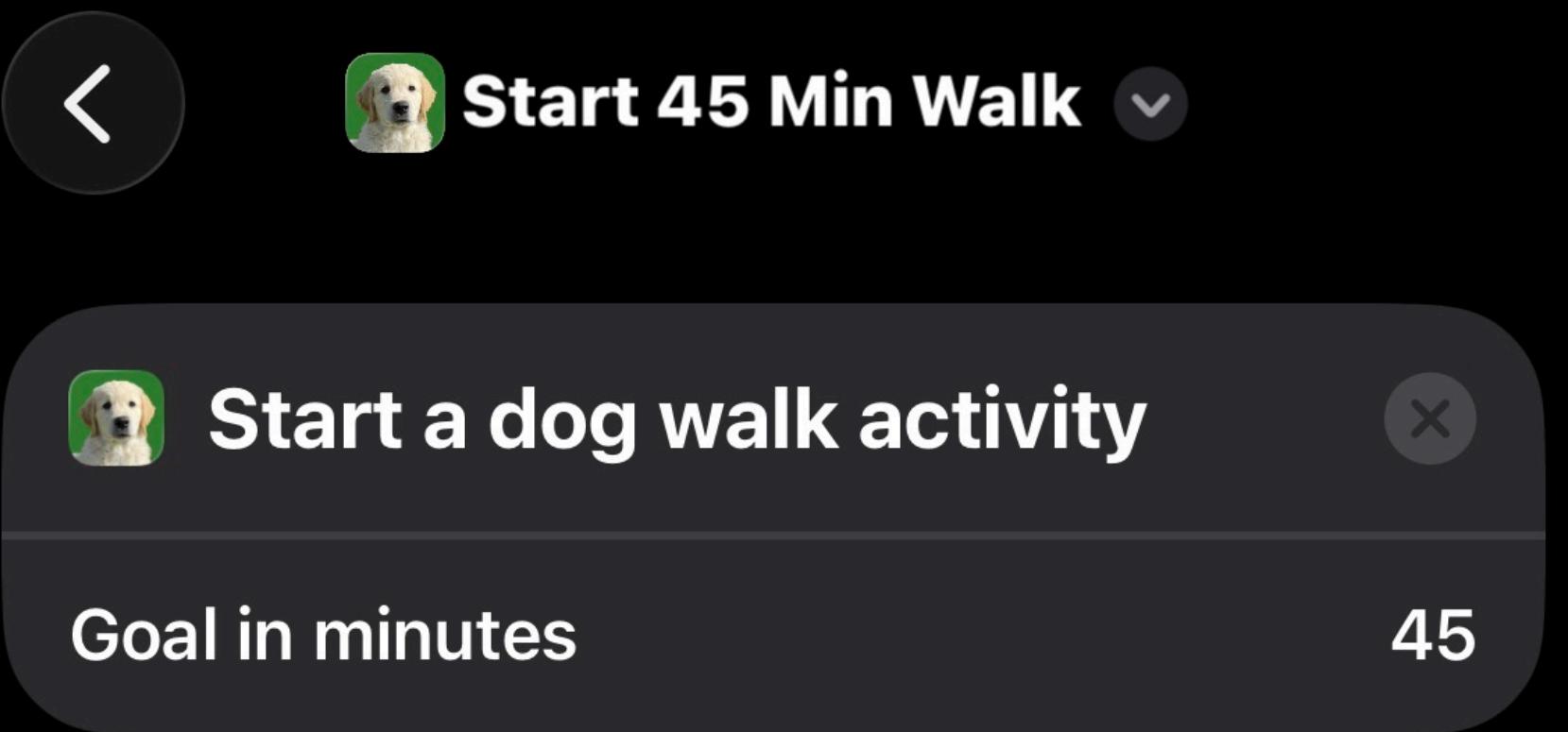
```
func perform() async -> some IntentResult {
```

```
    await StopwatchViewModel.shared.start(with: goaltime)
```

```
    return .result()
```

```
}
```

```
@Parameter(title: "Goal in minutes")  
var goaltime: Int
```



- IntentParameter:
 - Primitive types like strings, integers, booleans, collections
 - Custom objects like AppEntity or AppEnum

```
struct StopDogWalkIntent: AppIntent
```

```
func perform() async -> some ProvidesDialog { }
```

```
struct StopDogWalkIntent: AppIntent
```

```
func perform() async -> some ProvidesDialog {  
    await StopwatchViewModel.shared.saveEntryAndStopActivity()  
}
```

```
struct StopDogWalkIntent: AppIntent
```

```
func perform() async -> some ProvidesDialog {  
    await StopwatchViewModel.shared.saveEntryAndStopActivity()  
  
    return .result("Your activity was registered")  
}
```

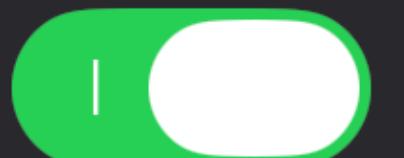


Stop the current dog walk ac...



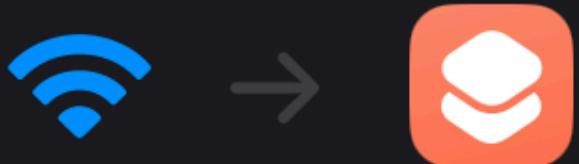
Stop the current dog walk
activity

Show When Run



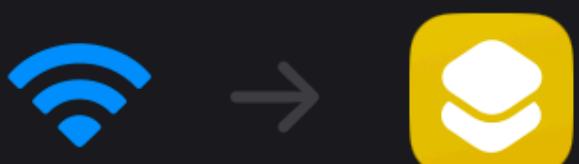
Your activity was registered

Done



When iPhone joins any of 2 Wi-Fi networks

Stop the current dog walk activity



When iPhone leaves any of 2 Wi-Fi networks



Start 45 Min Walk



Library



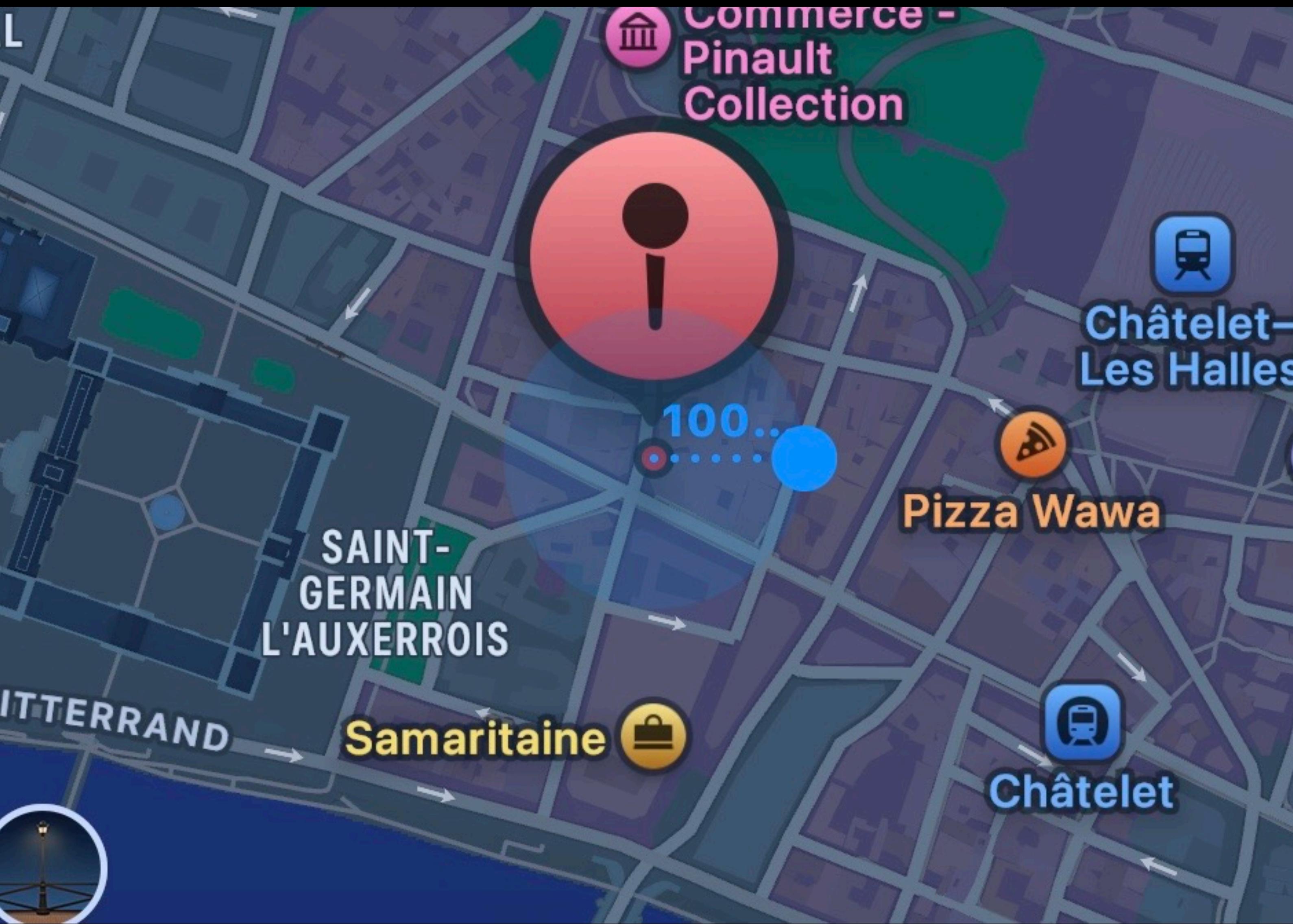
Automation



Gallery

When I end a Cycling workout







First walk registered !!! Great job !!!



19:08



Alfie's Chronicle

Today

27 October 2025

19:08

46 min



19:08



Alfie's Chronicle

Today

27 October 2025
19:08

46 min



🌙 → Ok

☀️ → Good

🌈 → Super fun

⚡️ → Not cool

We need to update it

We need a new AppIntent

2 Parameters:

-> DogWalkEntity

- AppEntity: the entity that needs to be updated

-> WalkQuality

- AppEnum: The new value to assign

struct UpdateWalkQualityIntent: AppIntent

@Parameter(title: "Walk")

var dogWalkEntry: DogWalkEntity

@Parameter(title: "Walk Quality",

description: "The quality rating for how the walk went")

var walkQuality: WalkQuality

func perform() async -> some ProvidesDialog { ... }

19:51



Update Walk Quality



Update Walk Quality



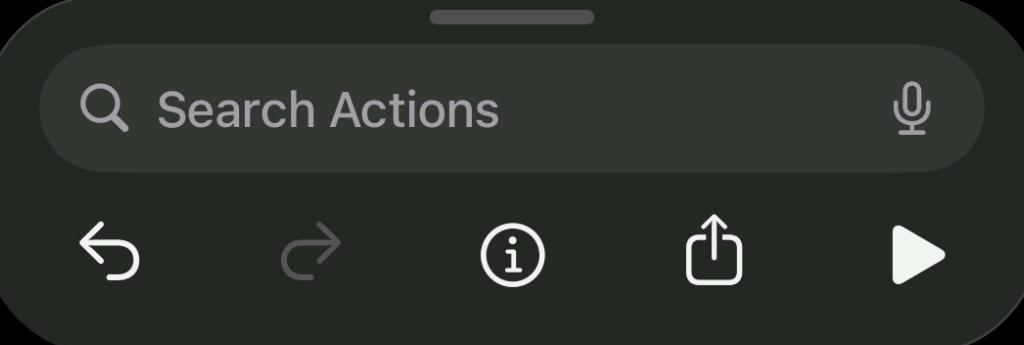
Walk

Choose

Walk Quality

Walk Quality

Show When Run



19:51



🔍 Peti x Cancel

⚡ Scripting ⚙ Controls 🛡 Device

Peticle

Delete walk i

Find Dog i

Remove dog i

Edit Walk Duration i

Edit Walk Quality i

Update Walk Quality X

Update the quality rating

Walk Quality
The quality rating for how the walk went

📌 Pin + Add

08:50



Alfie's Chronicle

Today

27 October 2025 19:58	30 min	
27 October 2025 19:58	80 min	
27 October 2025 19:57	20 min	
27 October 2025 19:57	70 min	
27 October 2025 19:57	30 min	
27 October 2025 19:57	50 min	
27 October 2025 19:57	47 min	
27 October 2025 19:08	46 min	

struct DogWalkEntity: AppEntity

```
// The default query used to fetch dog walk entries, for use with App Intents
static let defaultQuery = DogWalkQuery()
```

struct DogWalkQuery: EntityQuery

```
/// Returns a list of suggested dog walk entries, limited to recent items
func suggestedEntities() async throws -> [DogWalkEntity] {
    let entries = try await DataModelHelper.dogEntries(limit: 5)

    return entries.map(\.entity)
}
```

08:51



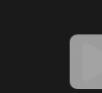
Walk

27 Oct 2025 at 19:58

27 Oct 2025 at 19:58

27 Oct 2025 at 19:57

Search Actions



What if we could fetch the last walk ?

From one intent to another, no glue code needed

ReturnsValue

struct GetLastActivityIntent: AppIntent

```
func perform() async -> some ReturnsValue <DogWalkEntity?> {
    let lastEntry = try await DataModelHelper.lastDogEntry()

    return .result(value: lastEntry?.entity)
}
```

09:27



Update Walk Quality 1



Get the last activity



Show When Run



Update Walk Quality



Walk



Get the last activity



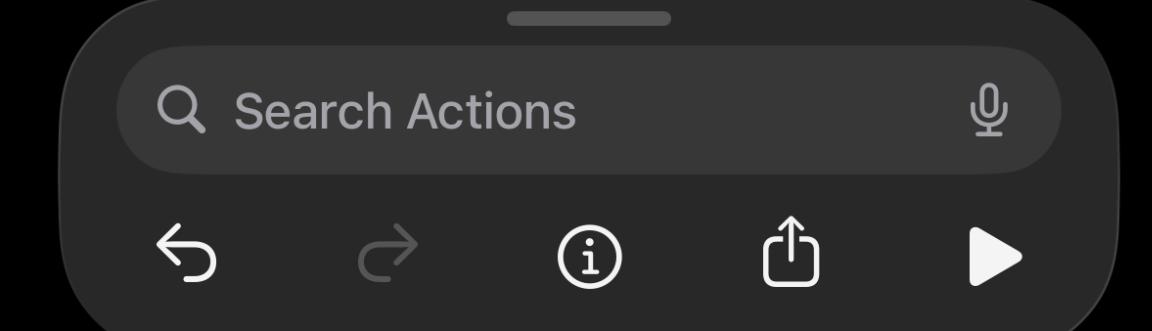
Walk Quality



Walk Quality



Show When Run



09:27



< Update Walk Quality 1 ▾

Get the last activity ×

Show When Run

Update Walk Quality ×

Walk Get the last activity ×

Walk Quality Walk Quality

Show When Run

09:31



< Update Walk Quality 1 ▾

Get the last activity ×

Show When Run

Update Walk Quality ×

Walk Get the last activity ×

Walk Quality Walk Quality

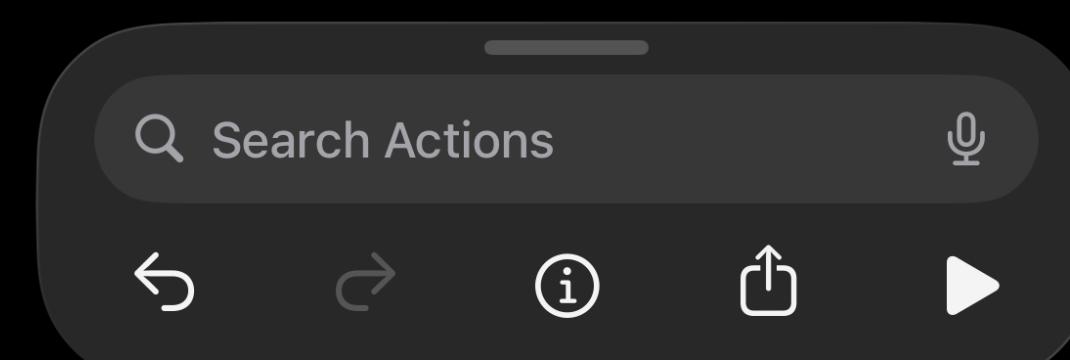
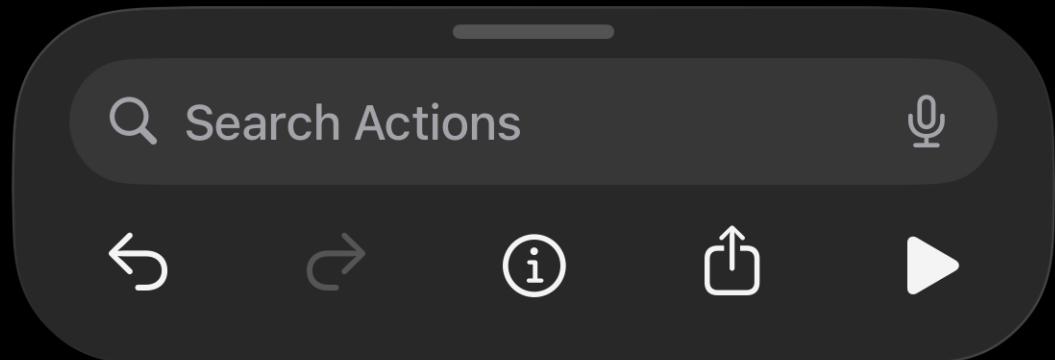
Show When Run

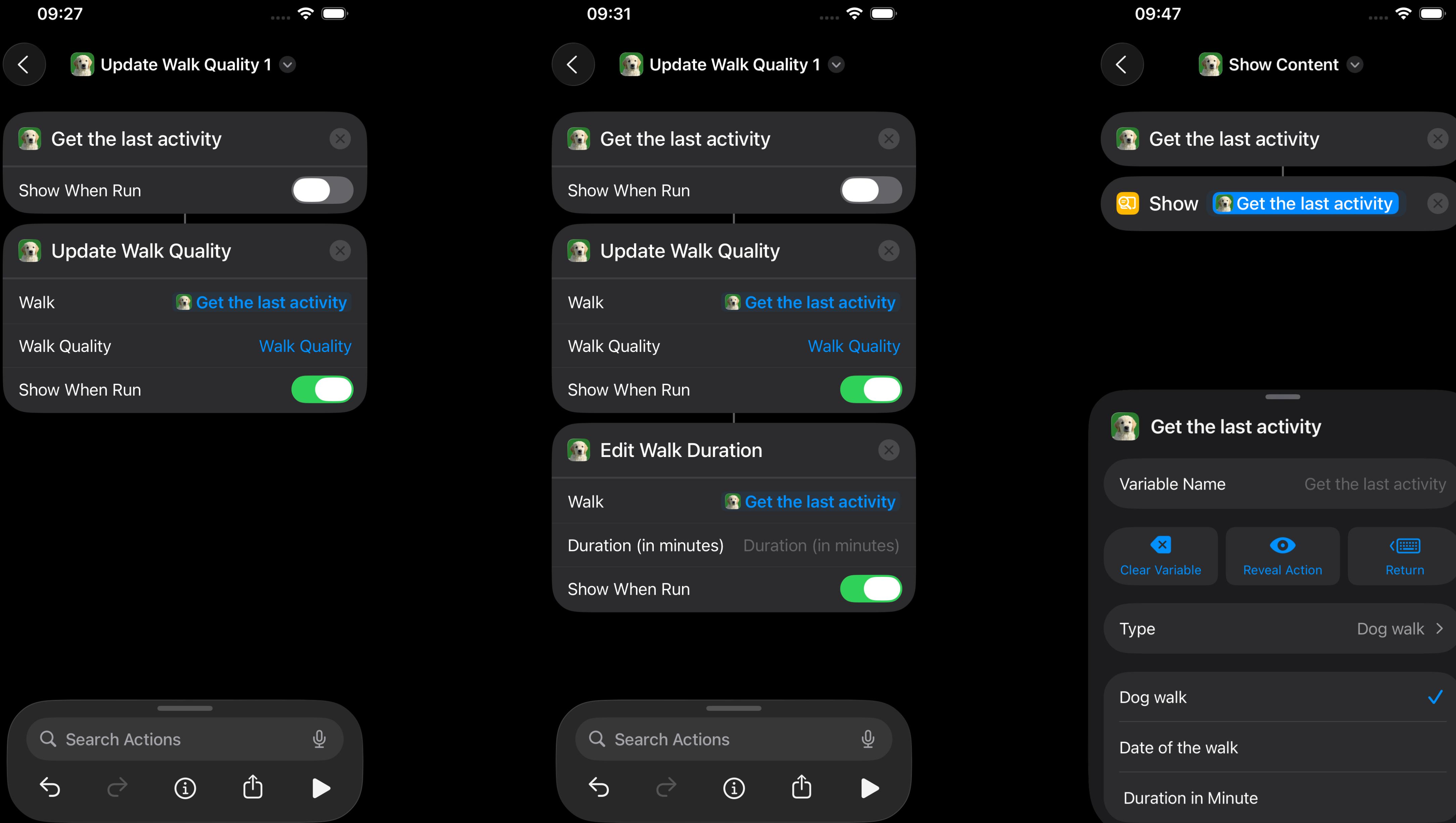
Edit Walk Duration ×

Walk Get the last activity ×

Duration (in minutes) Duration (in minutes)

Show When Run





This is cool !!!

But it could be even cooler!



AppShortcut

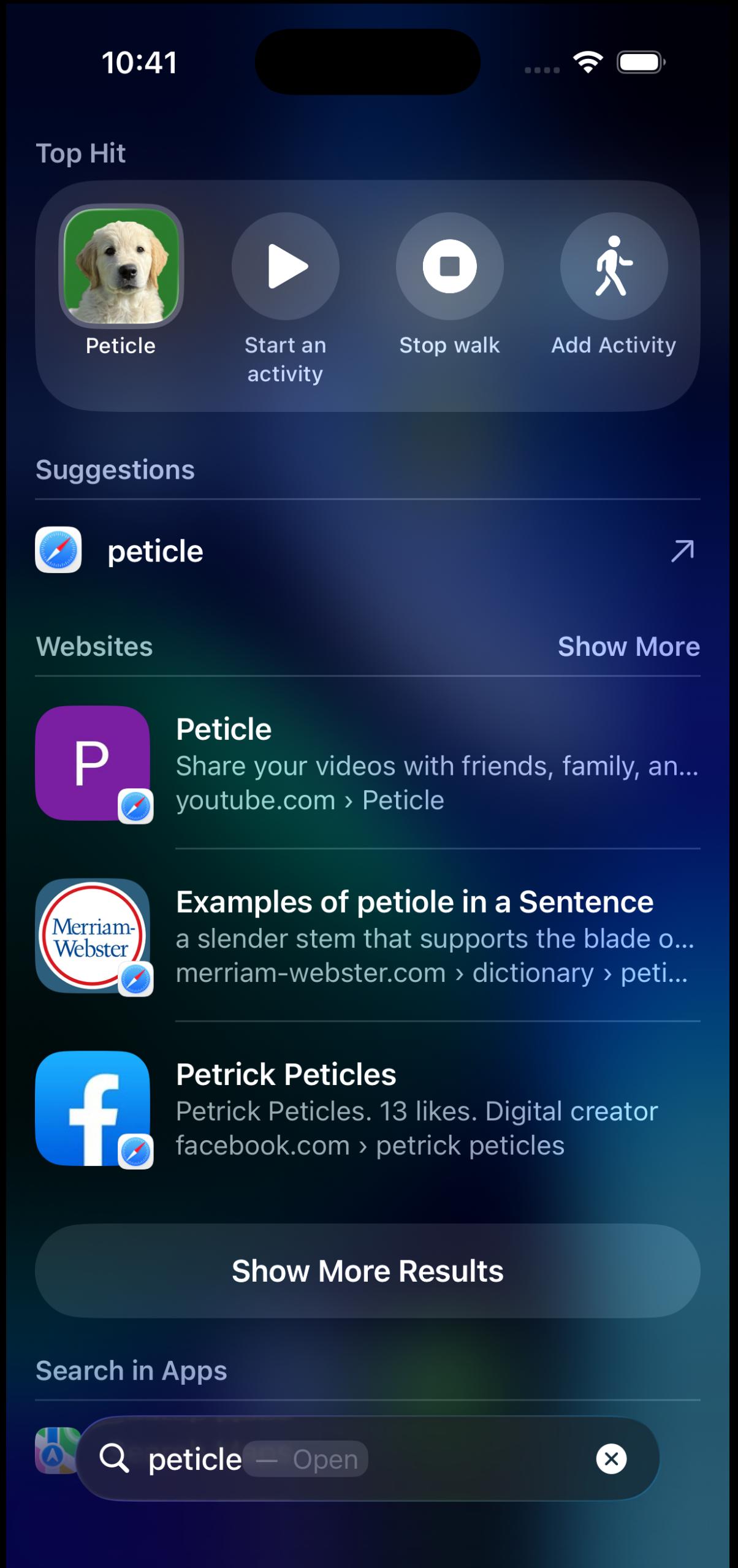
AppShortcutsProvider

AppShortcutsProvider

Make your App Intents more visible

Array of AppShortcut

- **Applntent**
- **Phrases**
- **Short title**
- **System Image (SFSymbol)**

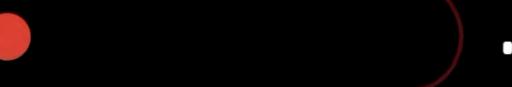


```
AppShortcut(  
    intent: StartDogWalkIntent(),  
    phrases: [  
        "Start a walk in \(.applicationName)",  
        "Start an activity in \(.applicationName)",  
        "Begin walking in \(.applicationName)",  
        "Start tracking my walk in \(.applicationName)",  
        "Start a dog walk in \(.applicationName)",  
        "Begin a walk session in \(.applicationName)"  
    ],  
    shortTitle: "Start an activity",  
    systemImageName: "play.fill"  
)
```

phrases

- Serves to trigger an `ApplIntent` via a Siri request
- Set several phrases with more synonyms as possible
- Can be localized
- ! The file must to be named `AppShortcuts`

17:56



40

Alfie's Chronicle



Start walking

Keep track of your walks with your dog

Add a new entry to get started



Say "Start a walk in Peticle"



phrases

Can also include parameters (`AppEntity` / `AppEnum`)

```
phrases: [
    "Change walk quality in \(.applicationName)",
    "Rate walk quality in \(.applicationName)",
    "Rate my \($dateSelection) walk in \(.applicationName)",
    "Update \($dateSelection) walk quality in \(.applicationName)",
    "Change \($dateSelection) walk rating in \(.applicationName")
]
```

```
enum DateSelection: String, AppEnum {  
    case today, yesterday
```

```
...  
}
```

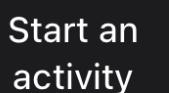
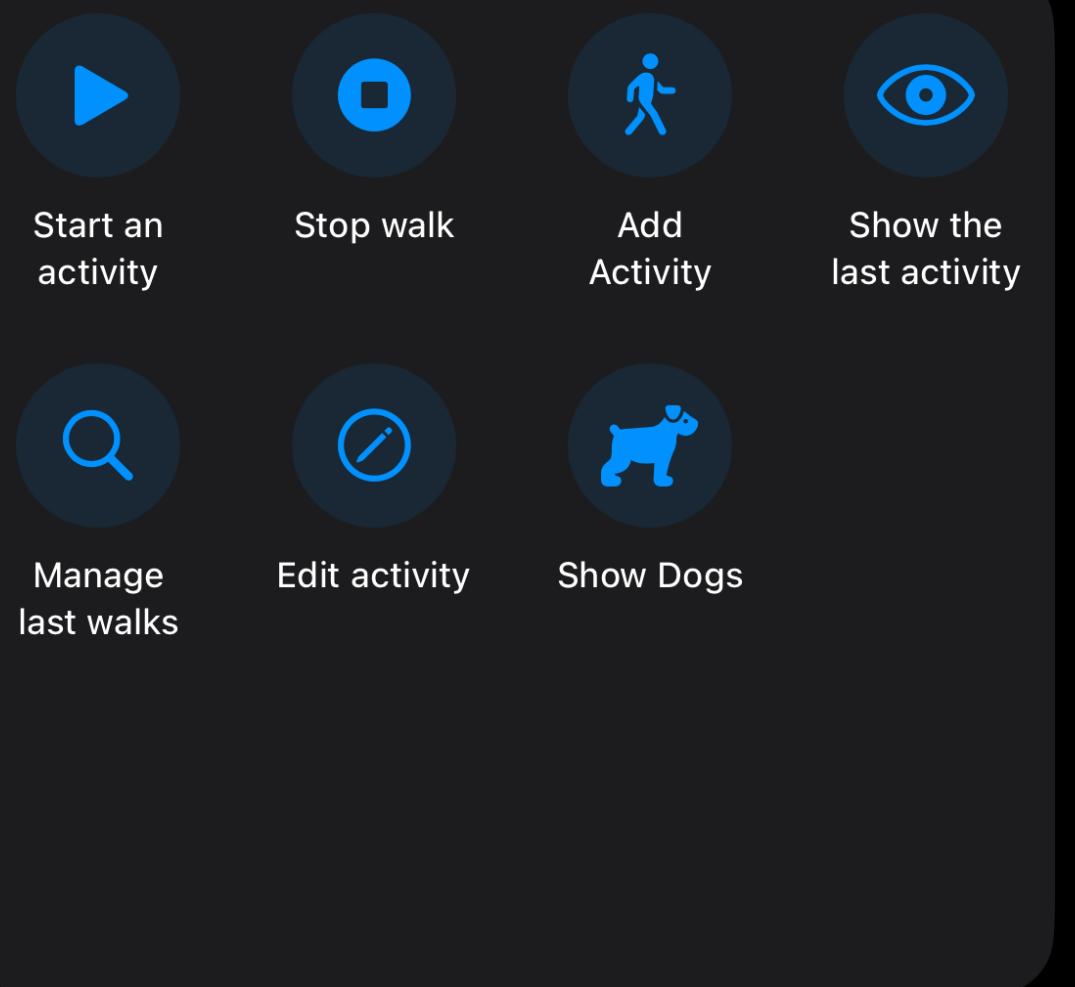
```
enum DateSelection: String, AppEnum {
    case today, yesterday
    ...
    static var caseDisplayRepresentations: [Self: DisplayRepresentation] =
    [
        .today: DisplayRepresentation(
            title: LocalizedStringResource("Today", ...),
            image: .init(systemName: "calendar")
        ),
        .yesterday: DisplayRepresentation(
            title: LocalizedStringResource("Yesterday", ...),
            image: .init(systemName: "calendar")
        )
    ]
}
...
```

14:49

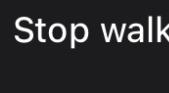


Peticle

Search



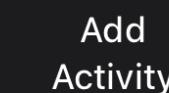
Start an activity



Stop walk

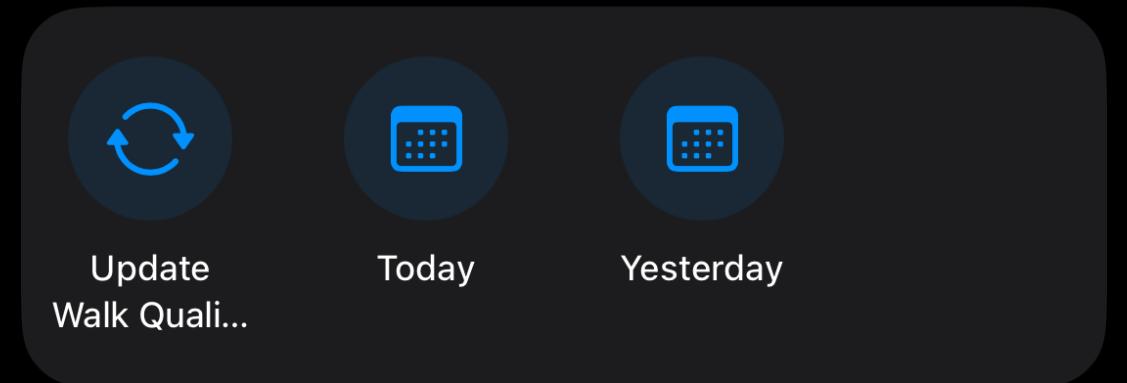


Edit activity



Add Activity
Show the last activity

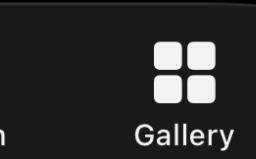
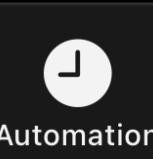
Show Dogs



Update Walk Quali...

Today

Yesterday



Library

Automation

Gallery

Let's make the process feel more natural

struct UpdateWalkQualityIntent: AppIntent

@Parameter(title: "Walk")

var dogWalk: DogWalkEntity

@Parameter(title: "Walk Quality",

description: "The quality rating for how the walk went")

var walkQuality: WalkQuality

func perform() async -> some ProvidesDialog { ... }

struct UpdateWalkQualityIntent: AppIntent

@Parameter(title: "Walk")

var dogWalk: DogWalkEntity

@Parameter(title: "Walk Quality",

description: "The quality rating for how the walk went")

var walkQuality: WalkQuality

@Parameter(title: "Date",

description: "Choose which date to update the walk quality for")

var dateSelection: DateSelection

func perform() async -> some ProvidesDialog { ... }

struct UpdateWalkQualityIntent: AppIntent

@Parameter(title: "Walk")

var dogWalk: DogWalkEntity?

@Parameter(title: "Walk Quality",

description: "The quality rating for how the walk went")

var walkQuality: WalkQuality?

@Parameter(title: "Date",

description: "Choose which date to update the walk quality for")

var dateSelection: DateSelection?

func perform() async -> some ProvidesDialog { ... }

struct UpdateWalkQualityIntent: AppIntent

```
@Parameter(title: "Walk")
```

```
var dogWalk: DogWalkEntity?
```

```
func perform() async -> some ProvidesDialog {
```

```
...
```

```
    dogWalk = try await $dogWalk.requestValue(  
        IntentDialog("Which walk would you like to rate?")  
    )
```

```
...
```

```
}
```

```
struct UpdateWalkQualityIntent: AppIntent

@Parameter(title: "Date",
           description: "Choose which date to update the walk quality for")
var dateSelection: DateSelection?

func perform() async -> some ProvidesDialog {
    ...
    dogWalk = try await $dogWalk.requestDisambiguation(
        among: allWalks.map( {$0.entity})),
    dialog: IntentDialog("Which walk would you like to
                           rate?"))
}

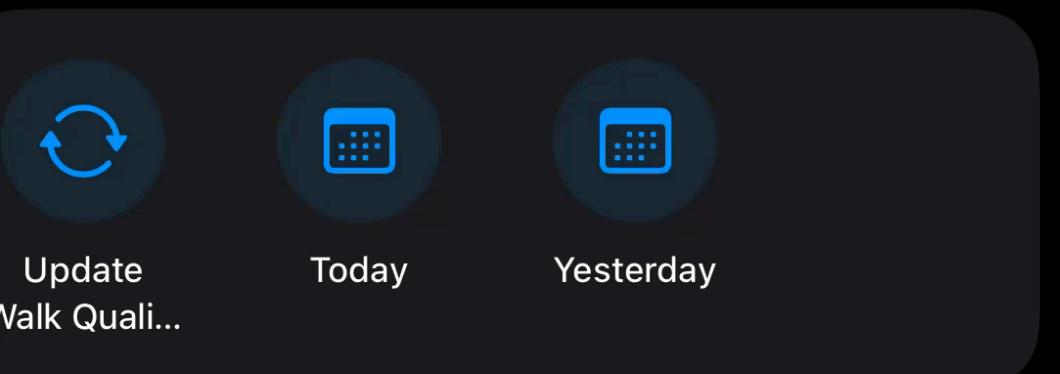
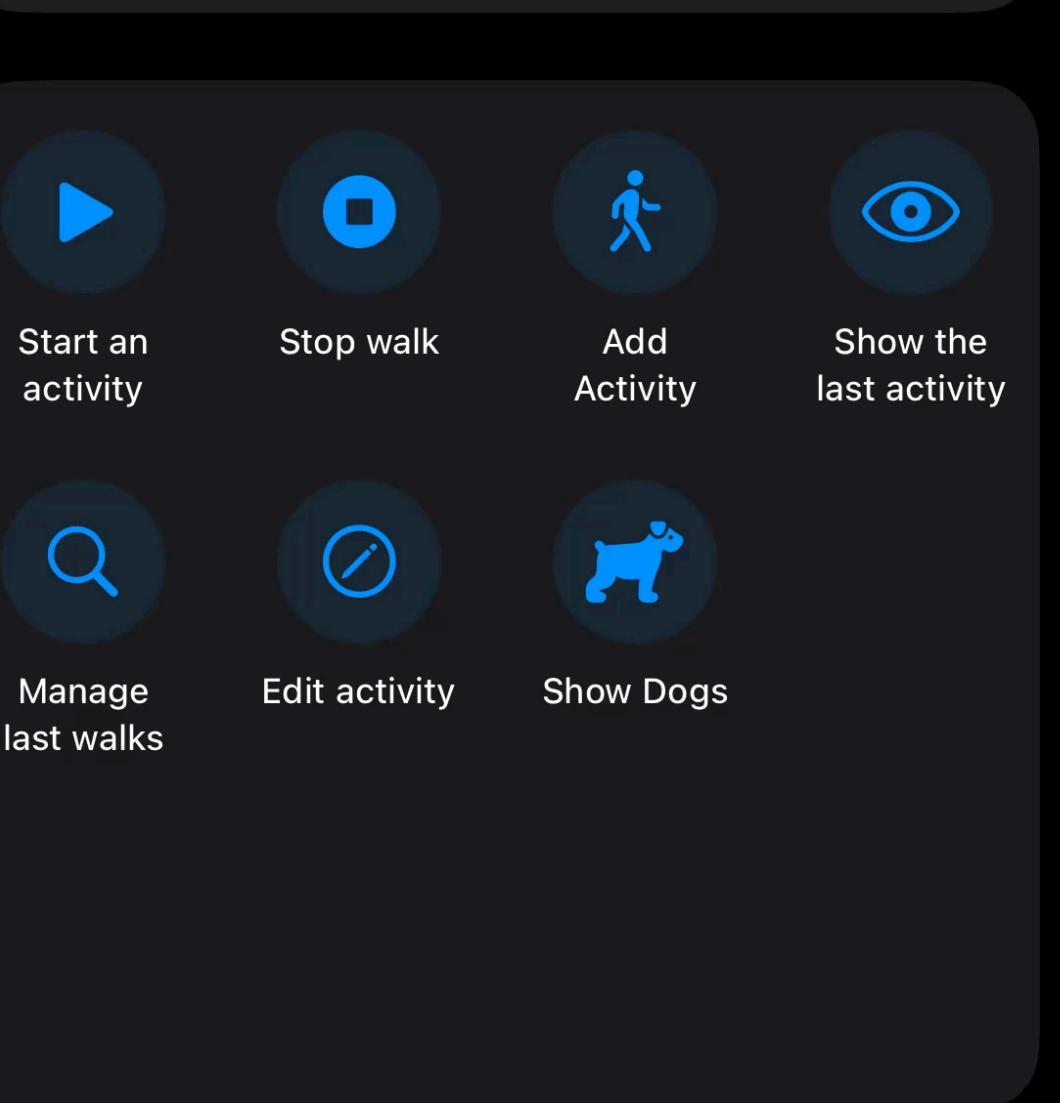
...
```

17:49



Peticle

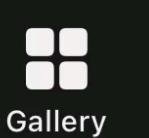
Search



Library



Automation



Gallery

17:50



Which walk would you like to rate?

28 Oct 2025 at 17:49

27 Oct 2025 at 19:57

Manage
last walks

Edit activity

Show Dogs

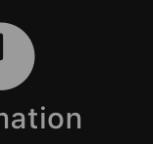
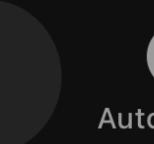


Update

Walk Quali...

Today

Yesterday



Library

Automation

Gallery

Have you seen enough dog pictures?

Niente affatto!

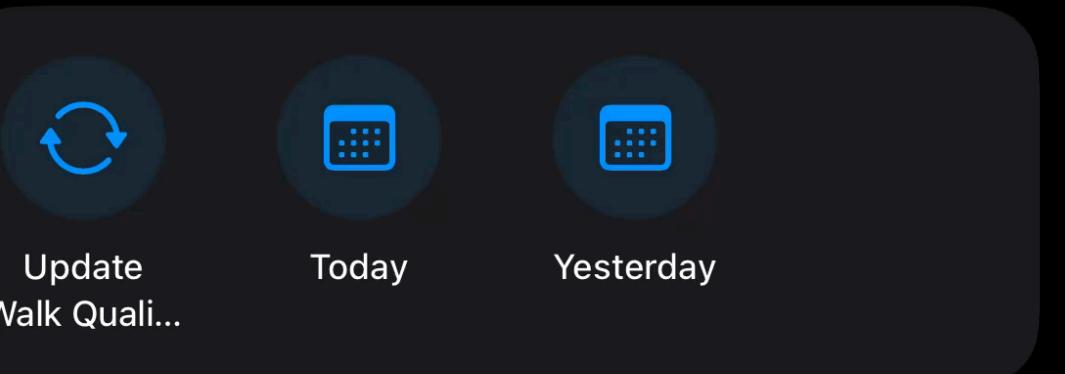
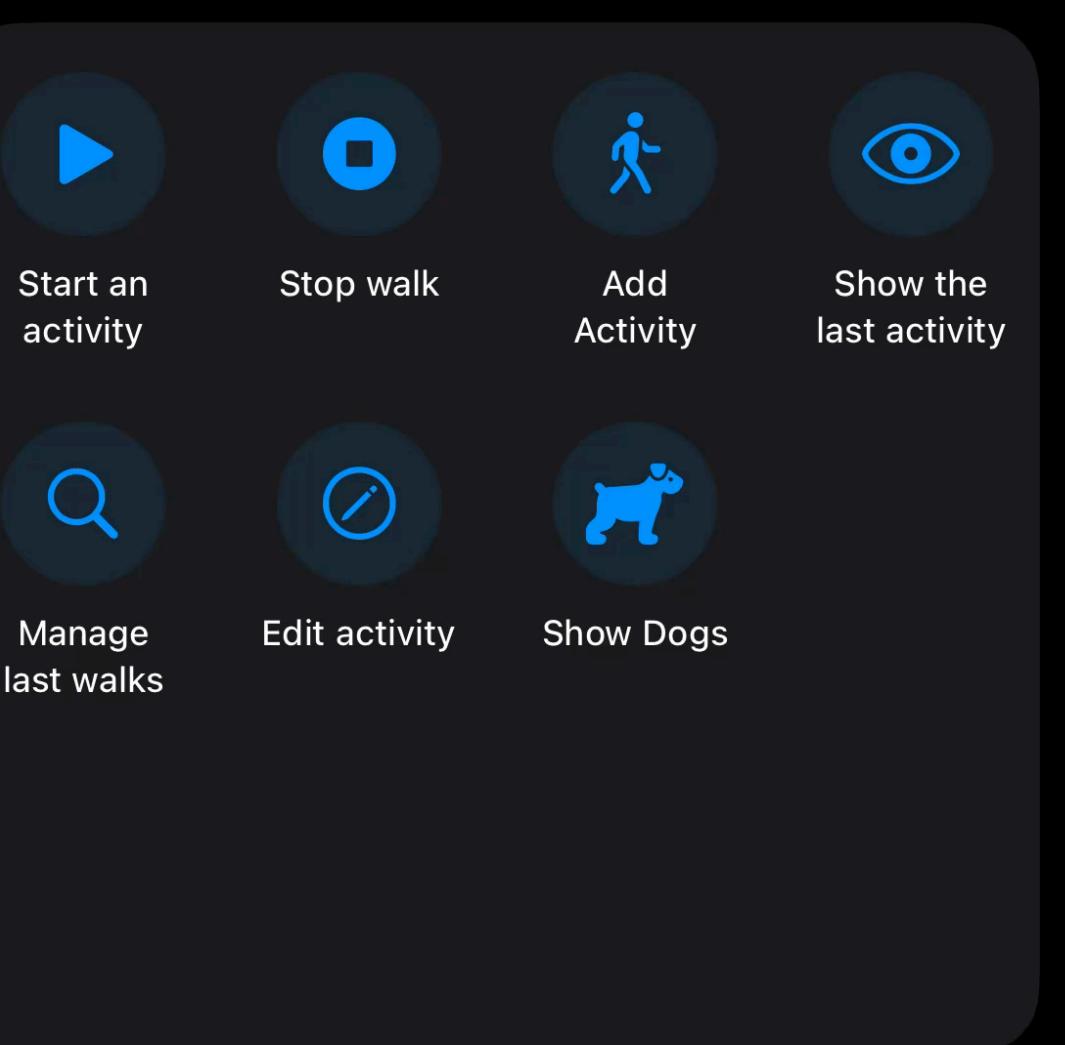
Let's fix that with the `ShowDogIntent` 🐾🐾

18:04



Peticle

Search



Library

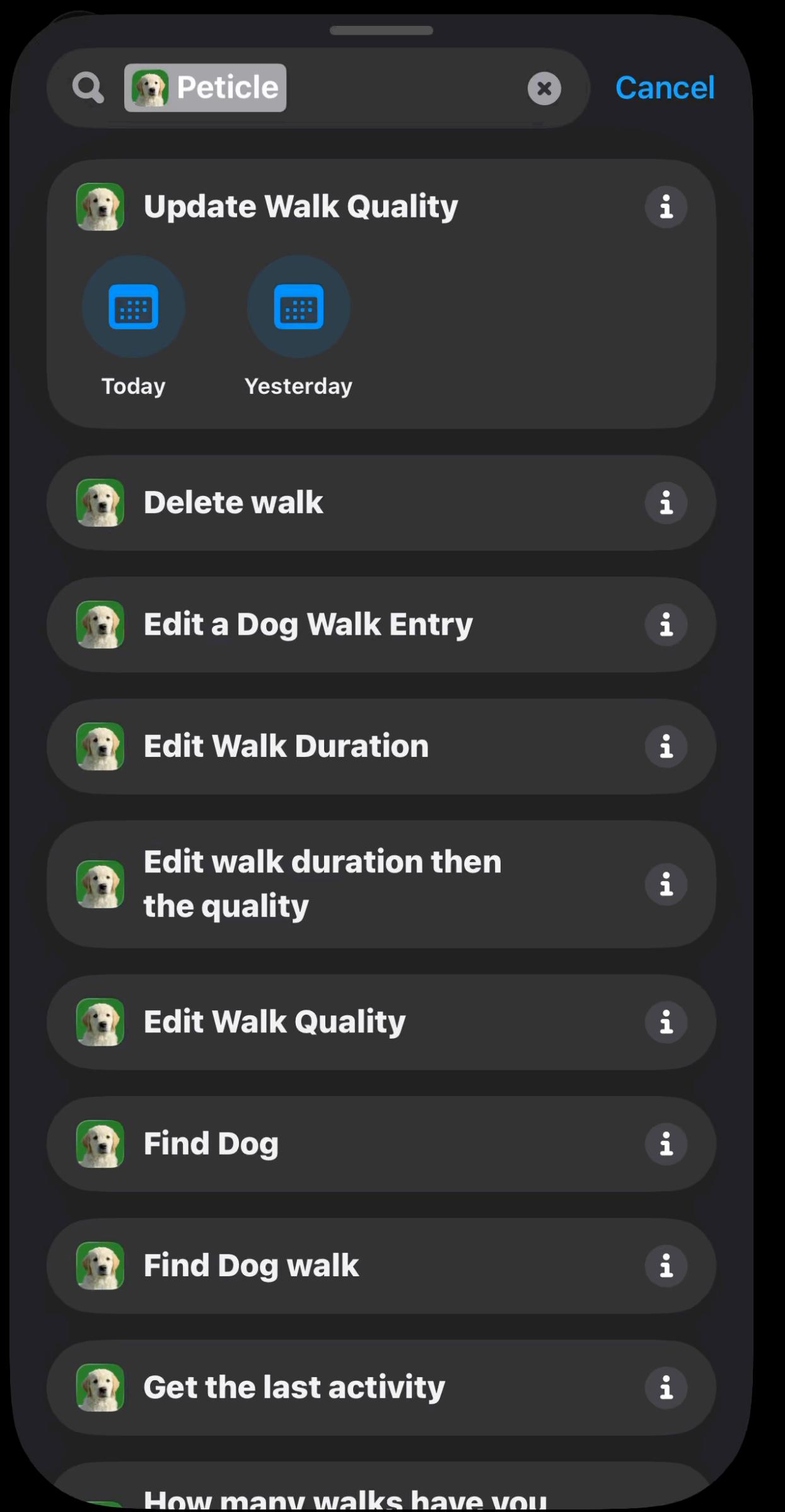


Automation



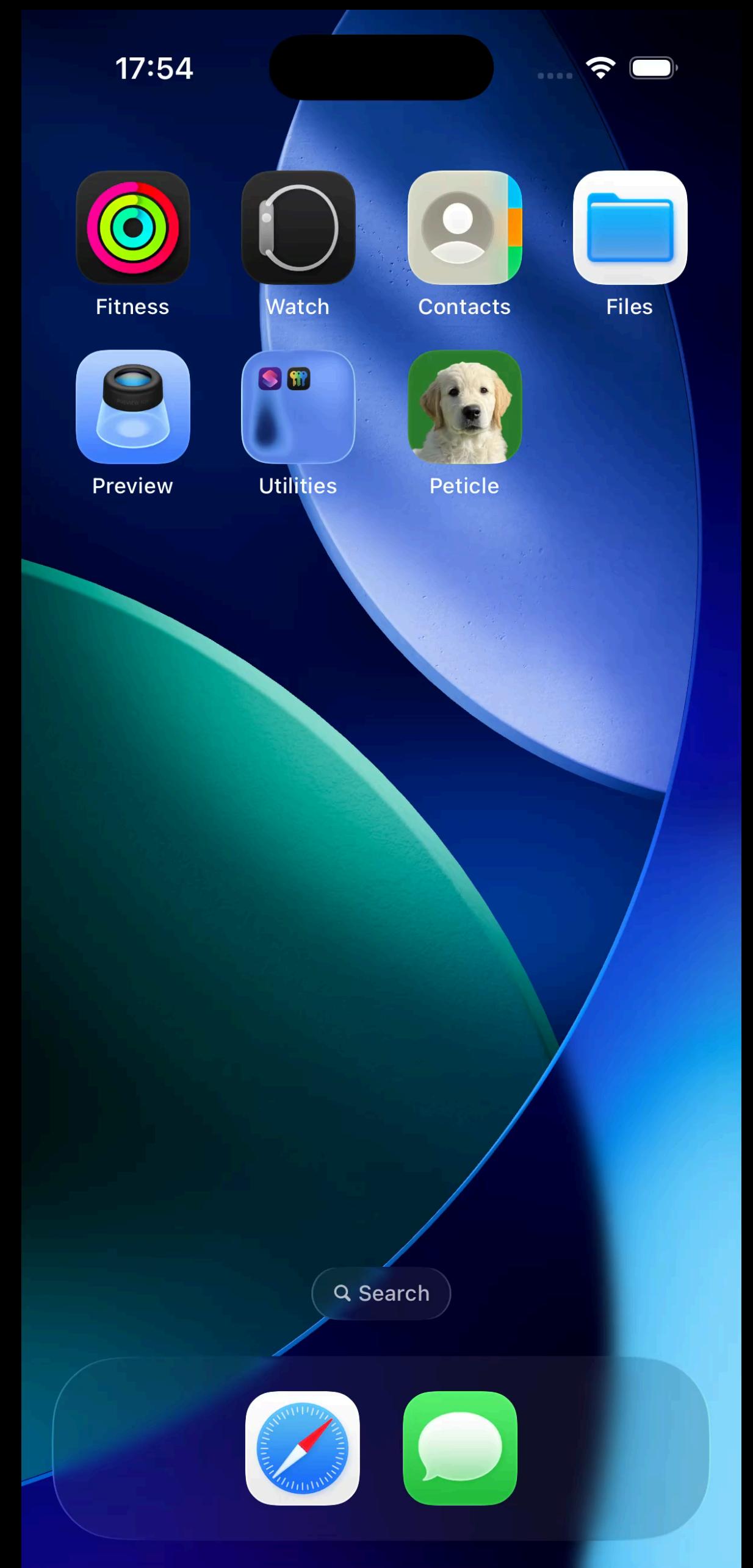
Gallery

18:07 🔔 65



Where is it?

Maybe in the Control Center?



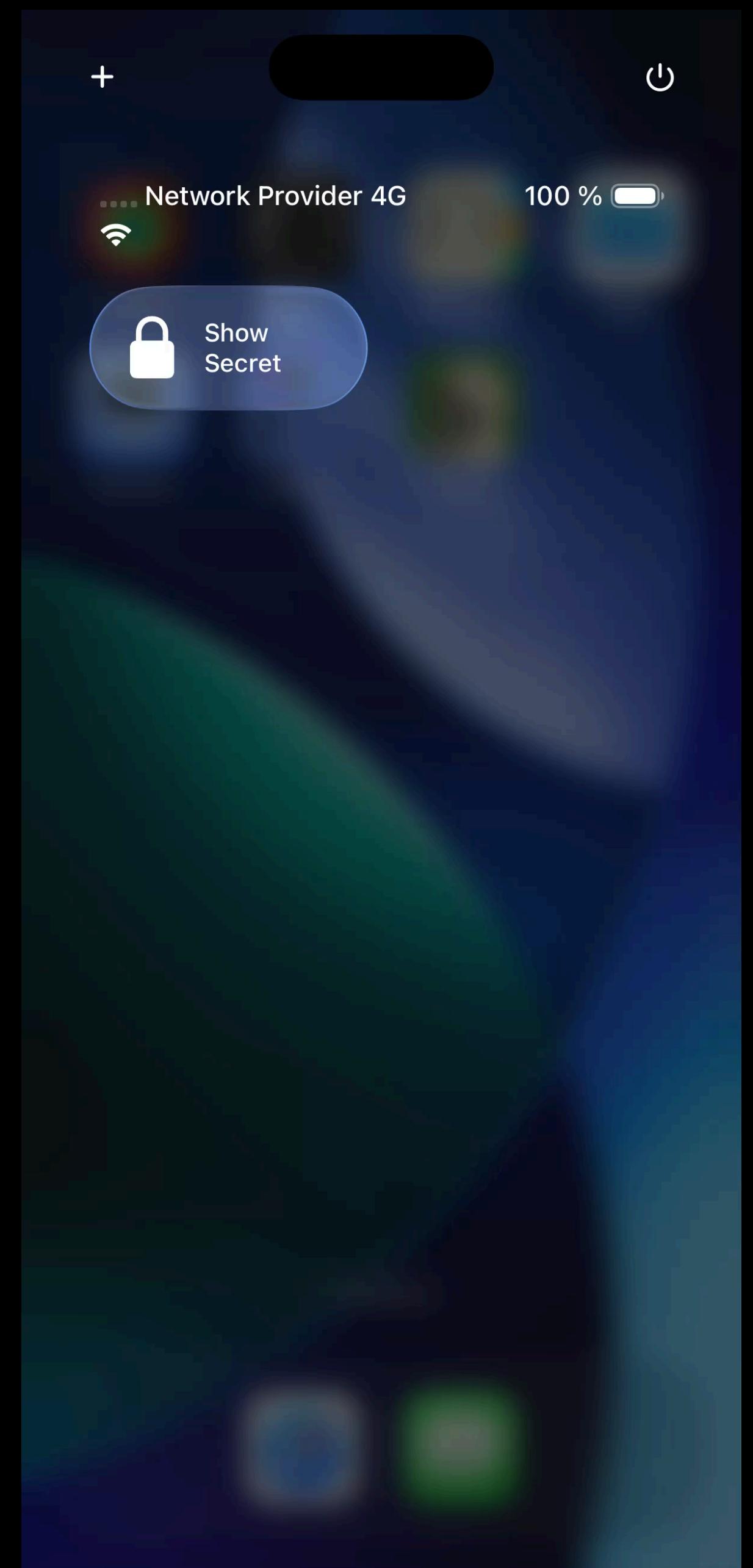
```
struct OpenSecretViewControl: ControlWidget {  
    ...  
  
    var body: some ControlWidgetConfiguration {  
        StaticControlConfiguration(kind: Self.kind) {  
            ControlWidgetButton(action: OpenSecretViewIntent()) {  
                ...  
            }  
        }  
        ...  
    }  
}
```

Tell Me Why ?!



Ain't nothin' but a heartache 

```
struct OpenSecretViewIntent: AppIntent {  
    ...  
    static let isDiscoverable = false  
    ...  
}
```



Tell me more, tell me more



Like does he have a car? 

```
struct OpenSecretViewIntent: AppIntent {  
    ...  
    /// Wakes up the app and brings it to foreground (for iOS 16-18)  
    static let openAppWhenRun = true  
  
    /// Wakes up and foregrounds app (iOS 26) [.immediate, .deferred, .dynamic]  
    static let supportedModes: IntentModes = [.foreground(.immediate)]  
    ...  
}
```

OpenIntent

18:34
◀ Shortcuts



Cancel

Add New Dog

Save

Dog Information

Dog Name

Age: 0 years

- | +

Photo

Select Photo

"Display \(.\\$dog) in \(.applicationName)"

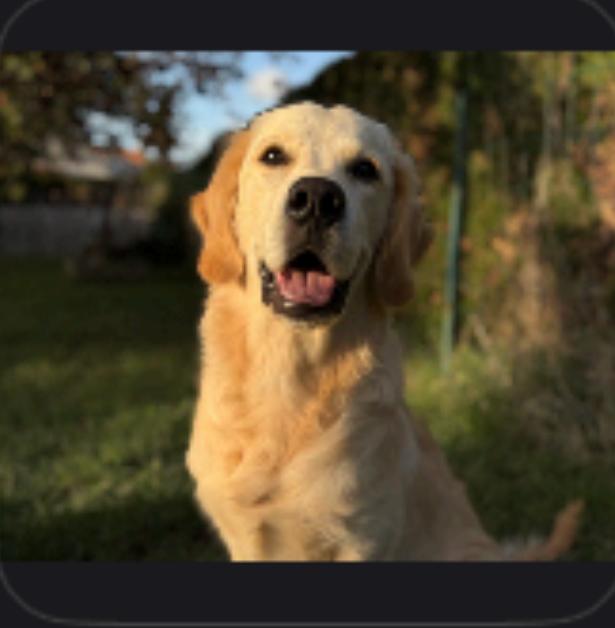
DogWalkShortcutsProvider.updateAppShortcutParameters()



Show Dogs

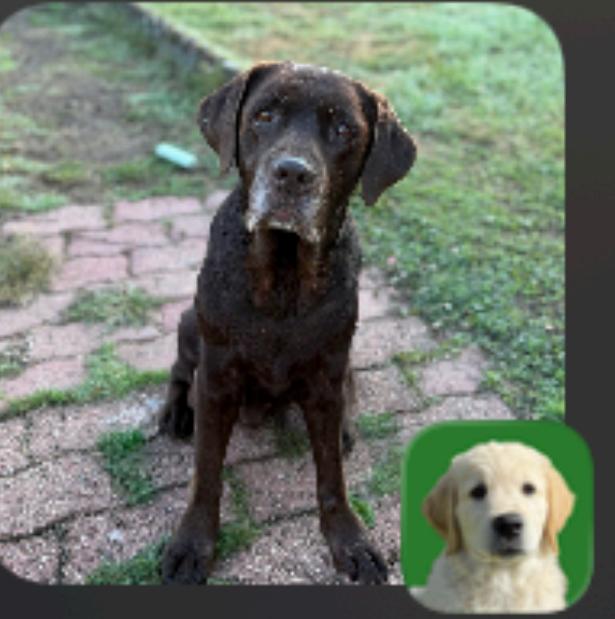


Habanera



Alfie

Top Hit



Habanera

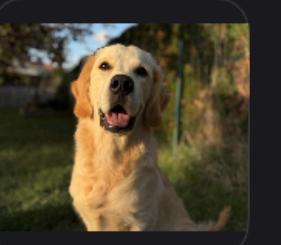
...



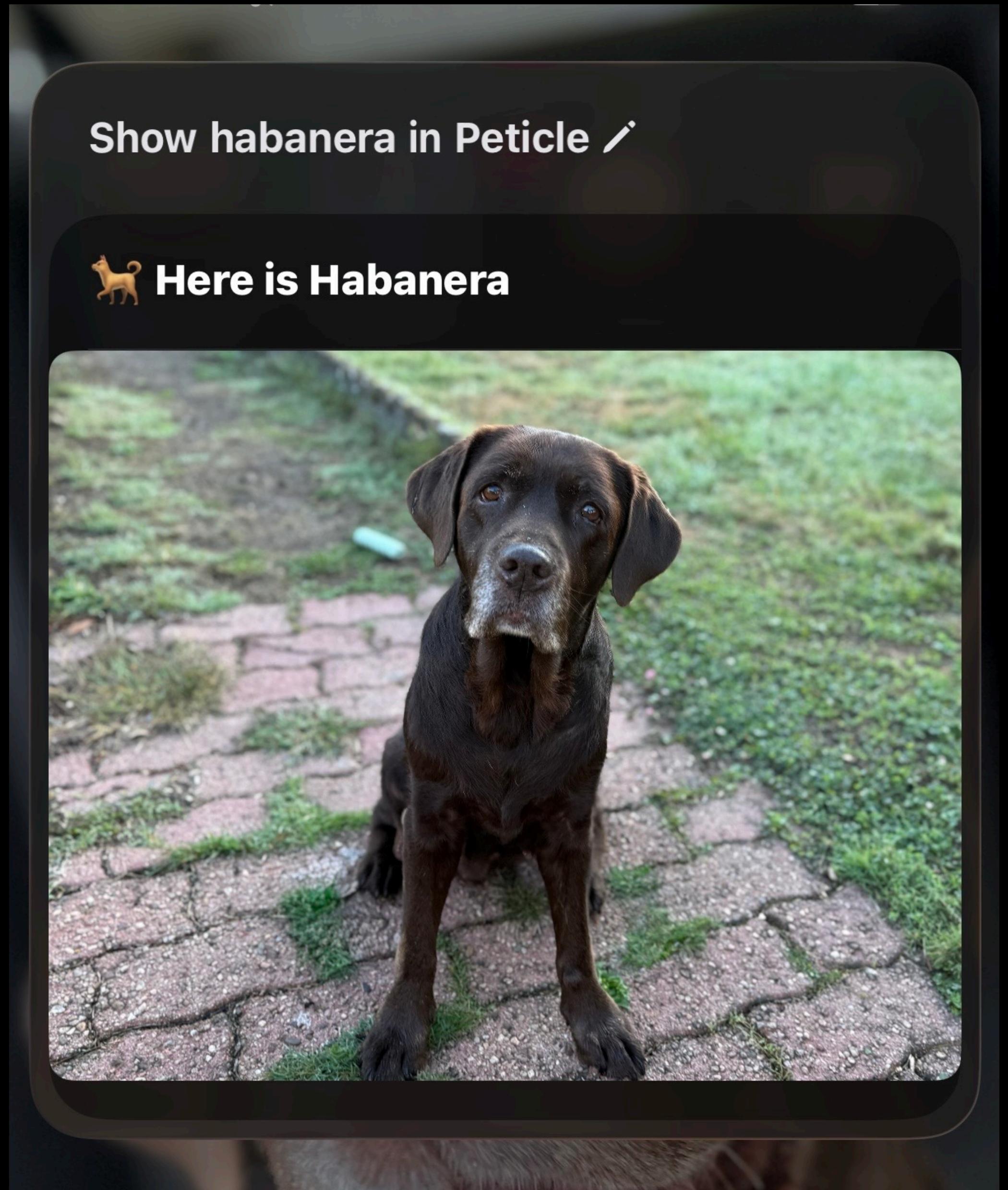
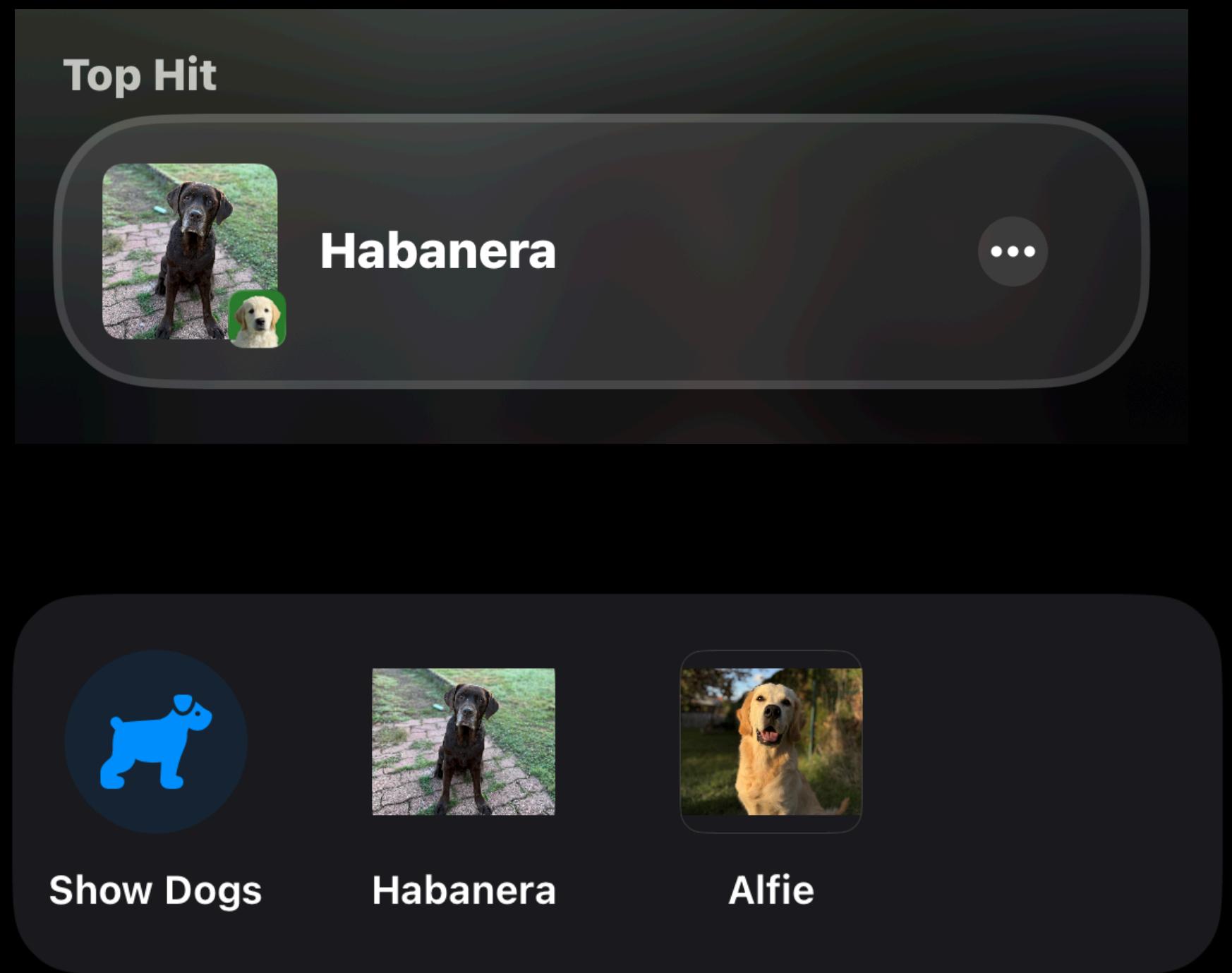
Show Dogs



Habanera



Alfie



Resolver

donate

OpenIntent

ProgressReportingIntent

@Assistant

requestConfirmation

AppShortcutOptionsCollection

OpensIntent

RelevantIntent

IndexedEntity

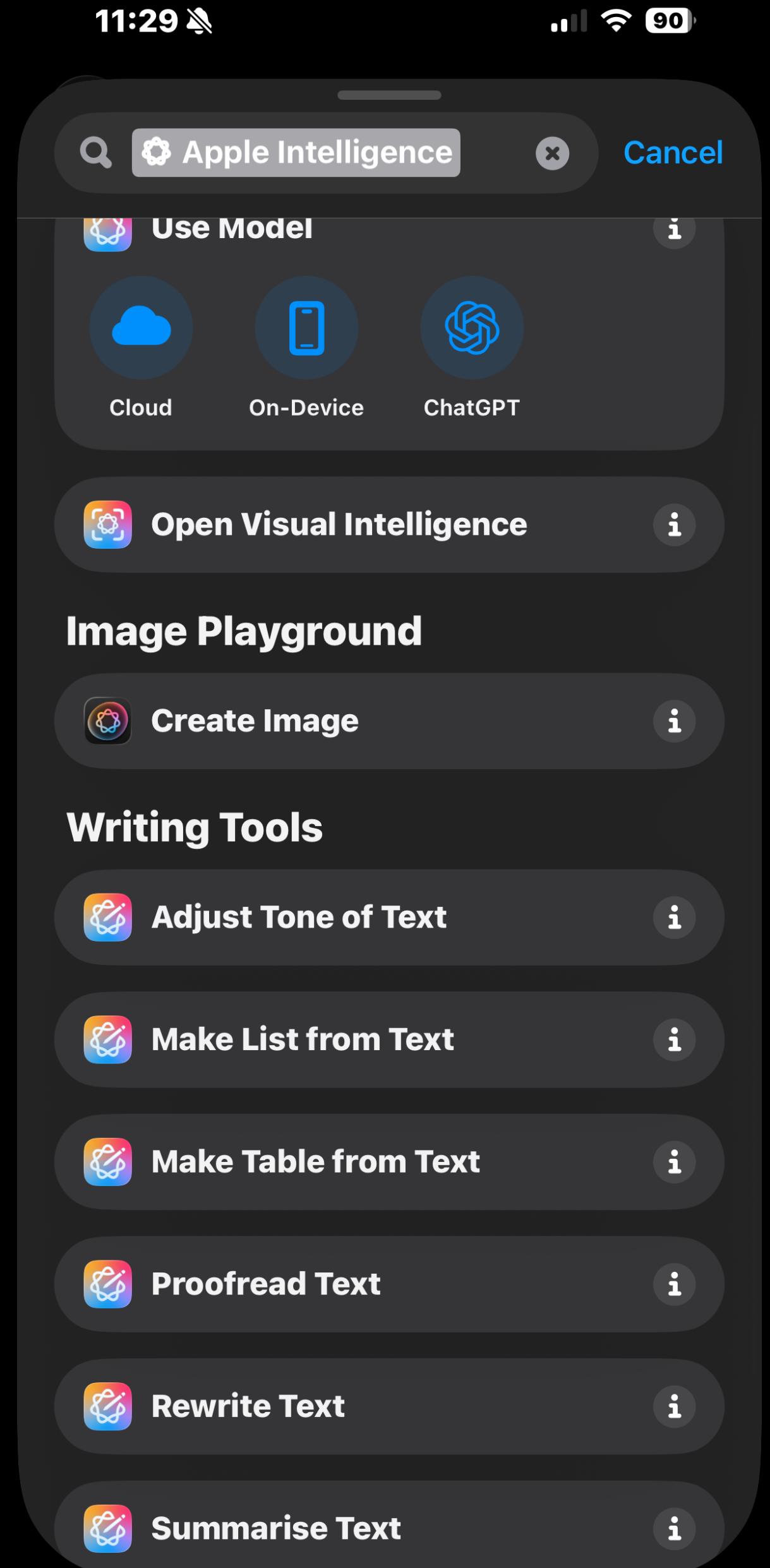
ShowInAppSearchResultsIntent

SetFocusFilterIntent

SO MANY “ONE MORE THING”

Each year, new opportunities are available:

- Swift Package
- Spotlight on macOS
- Apple Intelligence into Shortcuts
- SnippetIntent



11:36



89



Peticle

Search



Start an activity



Show the last activity



Edit activity



Stop walk



Delete walk



Manage last walks



Add Activity



30 minutes



40 minutes



50 minutes



1 hour

My Peticle Shortcuts



Update

Embrace App Intents

App Intents = Small effort, big impact

- ⚙️ **Expose your app's core actions** to Siri, Spotlight, Shortcuts, widgets...
- 🔍 Allow to reach users and get them curious about the app
- 📱 **Deeply integrated into the system** without complex UIs or extensions
- 🧠 Improve accessibility and automation out-of-the-box
- 🧪 Easy to maintain, 100% native Swift
- 🤖 Integrates with Apple Intelligence

Takeaways

- Start Small
- Think in Actions
- Natural language
- Handle errors
- Model Your Data with AppEntity -> EntityQuery





Who Let The App Intents Out?

Claire SIVADIER - Pragma Conference - 2025



Who Let The App Intents Out?

Claire SIVADIER - Pragma Conference - 2025

<https://github.com/ClaireRimel/Peticle>