

HUMAN INTERFACE GUIDELINES ABOUT APP ARCHITECHURE



App Launching Guidelines:-

- The function of a launch screen is to give people the impression that your app is fast and responsive so design a plain screen that resembles your first app screen and doesn't draw attention to itself.
- >It should launch using the device's current orientation.
- >Don't ask setup information at launch screen.
- >Avoid showing in-app licensing agreements and disclaimers at launch screen.
- Restore the previous state when your app restarts so that users can continue where they left off.
- \triangleright Avoid asking people to rate your app too quickly.

Onboarding Guidelines:-

- >Onboarding lets you welcome new users and reconnect with returning ones.
- >Provide onboarding that helps people enjoy your app, not just set it up.
- >Give people a way to skip them.
- >Avoid providing unnecessary information.
- >Avoid displaying static screenshots that appear interactive.

Loading Guidelines:-

- Make it clear when loading is occurring maybe an activity spinner or some explicit progress.
- >Show content as soon as possible.
- >Educate or entertain people to make loading time fun and interesting.
- >You can display custom loading screens.

Modality Guidelines:-

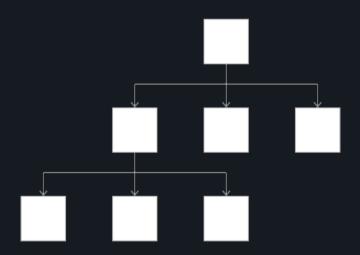
- Modality is a design technique that presents content in a temporary mode that's separate from the user's previous current context and requires an explicit action to exit.
- >Example: Alerts, ActionSheets etc.
- >Use modality when it makes sense.
- Always include a button that dismisses the modal view.
- Choose a modal transition style that makes sense in your app.
- >Make is simple, short, and narrowly focused.

Navigation Guidelines:-

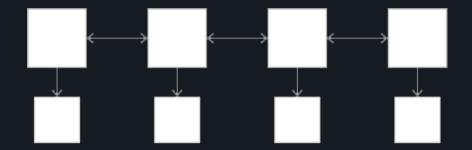
Navigation should feel natural and familiar, shouldn't dominate the interface or draw focus away from content.

Types of navigation in iOS:-

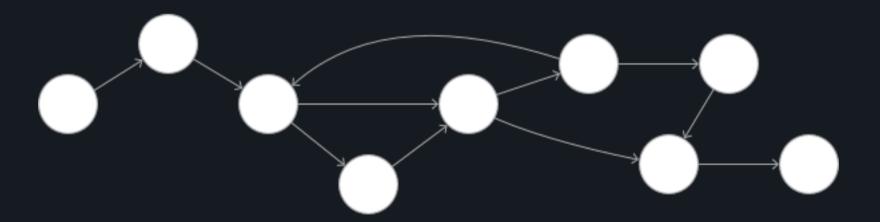
1. Hierarchical Navigation



2.Flat Navigation



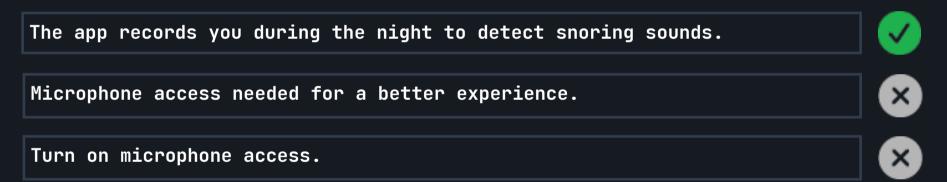
3.Content-Driven or Experience-Driven Navigation



- Always provide a clear navigation path so people should always know where they are in your app and how to get to their next destination.
- >Organize your information structure in a way that requires a minimum number of taps, swipes, and screens.
- >Use touch gestures to create fluidity.
- >Use standard navigation components whenever possible.
- >On iPad, use a split view instead of a tab bar.
- >Use a page control when you have multiple pages of the same type of content.

Requesting Permission Guidelines:-

- >Request personal data only when your app clearly needs it.
- >Explain why your app needs the information.



- >Request permission at launch only when necessary for your app to function.
- >Use the system-provided alert.



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