iOS UI Element Usage Guidelines

Bars
> the status bar (Guidelines)

1. Think twice before hiding the status bar if your app is not a game or full-screen media-viewing app.
2. Consider hiding the status bar (and all other app UI) while people are actively viewing full-screen media.
3. Don't create a custom status bar.
4. When appropriate, display the network activity indicator.
5. On iPhone, specify the color of the status bar.

> navigation bar (Guidelines)

1. Use the title of the current view as the title of the navigation bar.
2. Make sure it's easy to read the text in the navigation bar.
3. Consider putting a segmented control in a navigation bar at the top level of an app.
4. Avoid crowding a navigation bar with additional controls, even if there appears to be enough space.
5. Use system-provided buttons according to their documented meaning.
6. If appropriate, customize the appearance of a navigation bar to coordinate with the look of your app.
7. If appropriate, customize the appearance of navigation-bar controls.
8. Make sure that a customized back button still looks like a back button.
9. Don't create a multisegment back button.
10. On iPhone, be prepared for the change in navigation bar height that occurs on device rotation.

> toolbar (Guidelines)

1. Use a toolbar to give people a selection of frequently used commands that make sense in the current context.
2. If appropriate, customize the appearance of a toolbar to coordinate with the overall look of your app.
3. Maintain a hit target area of at least 44 x 44 points for each toolbar item.
4. Use system-provided toolbar items according to their documented meaning.
5. If appropriate, customize the appearance of toolbar items.
6. Try to avoid mixing plain style (borderless) and bordered toolbar items in the same toolbar.
7. On iPhone, be prepared for the change in toolbar height that occurs on device rotation.

> tab bar (Guidelines)
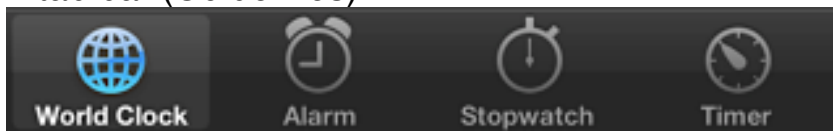
1. Don't use a tab bar to give users controls that act on elements in the current mode or screen.
2. In general, use a tab bar to organize information at the app level.
3. Don't remove a tab when its function is unavailable.
4. On iPad, you might use a tab bar in a split view pane or a popover
5. Consider badging a tab bar icon to communicate unobtrusively.
6. Use system-provided tab bar icons according to their documented meaning.
7. If appropriate, customize the appearance of a tab bar.
8. If necessary, provide a custom selection indicator image.
9. On iPad, avoid crowding the tab bar with too many tabs.
10. On iPad, avoid creating a More tab.
11. On iPad, display the same tabs in each orientation to increase the visual stability of your app.

Content Views

> activity (Guidelines)
1. Create a streamlined image that represents your service.
2. Create an activity title that succinctly describes your service.

> activity view controller (Guidelines)
1. Don't create a custom button that reveals an activity view controller.
2. Ensure that the listed services are appropriate in the current context.

> collection view (Guidelines)
1. Don't use a collection view when a table view is a better choice.
2. Make it easy for people to select an item.
3. Use caution if you make dynamic layout changes.

> container view controller (Guidelines)
1. Ask yourself whether a custom container view controller is really necessary.
2. Make sure that your custom container view controller works in both orientations.
3. In general, avoid flashy view transitions.

> image view (Guidelines)
1. Avoid using an image view as a button.
2. As much as possible, ensure that all images in an image view have the same size and use the same scale.

> map view (Guidelines)
1. In general, let users interact with the map.
2. Use the standard pin colors in a consistent way.

> page view color
> popover (iPad only) (Guidelines)
1. Avoid providing a "dismiss popover" button.
2. In general, save users' work when they tap outside a popover's borders.
3. Ensure that the popover arrow points as directly as possible to the element that revealed it.
4. Make sure people can use a popover without seeing the app content behind it.
5. Ensure that only one popover is visible onscreen at a time.
6. Don't display a modal view on top of a popover.
7. When possible, allow people to close one popover and open a new one with one tap.
8. Avoid making a popover too big.
9. Generally, use standard UI controls and views within a popover.
10. If appropriate, customize the appearance of a popover.
11. Take care if you combine a customized background color or texture with standard controls and views.
12. If appropriate, change a popover's size while it remains visible.

> scroll view (Guidelines)
1. Support zoom behavior appropriately.
2. Consider using a page control with a paging-mode scroll view.
3. In general, display only one scroll view at a time.

> split view (iPad only) (Guidelines)
1. Avoid creating a right pane that is narrower than the left pane.
2. Avoid displaying a navigation bar in both panes at the same time.
3. In general, indicate the current selection in the left pane in a persistent way.
4. Allow people to use the swipe gesture to access the left pane, if appropriate.

> table view (Guidelines)
1. Consider animating the changes users make to list items
2. If table content is extensive or complex, avoid waiting until all the data is available before displaying anything.
3. Consider displaying "stale" data while waiting for new data to arrive.
4. If the data is slow-loading or complex, tell users that processing is continuing.
5. Avoid variable row heights in a plain table.
6. Don't use white to create areas of transparency in an image.
7. If appropriate, use a custom title for the Delete button.
8. Generally, use grouped tables for the value 1 and value 2 cell styles.
9. As much as possible, use succinct text labels to avoid truncation.
10. If you want to lay out your table rows in a nonstandard way,

> text view (Guidelines)
1. Always make sure the text is easy to read.
2. Specify different keyboard types to accommodate different types of content you expect users to enter.

> web view (Guidelines)
1. Avoid using a web view to create an app that looks and behaves like a mini web browser.

Alerts, Action Sheets, and Modal Views

> alert (Guiedlines)
1. Avoid creating unnecessary alerts.

2. Succinctly describe the situation and explain what people can do about it

3. Keep the title short enough to display on a single line, if possible.

4. Avoid single-word titles that don't provide any useful information,

5. When possible, use a sentence fragment.

6. Don't hesitate to be negative.

7. Avoid using "you," "your," "me," and "my" as much as possible.

8. Use capitalization and punctuation appropriately.

9. If you provide an optional alert message, create a short, complete sentence.

10. Avoid creating an alert message that is too long.

11. Avoid lengthening your alert text with descriptions of which button to tap.

12. Be sure to test the appearance of your alert in both orientations.

13. Generally, use a two-button alert.

14. Use alert button colors appropriately.

15. Give alert buttons short, logical titles.

> action sheet (Guidelines)

1. On iPhone, coordinate the action sheet background appearance with the navigation bars and toolbars.

2. On iPhone, include a Cancel button.

3, On iPad, choose whether to display an action sheet with animation or without animation.

4. On both devices, use the red button color if a potentially destructive action can be performed.

5. Avoid making users scroll through an action sheet.

> modal view (Guidelines)

1. On iPad, choose a modal view style that suits the current task and the visual style of your app.

2. On iPad, don't display a modal view on top of a popover.

3. On iPhone, coordinate the overall look of a modal view with the appearance of your app.

4. On both devices, display a title that identifies the task, if appropriate.

5. On both devices, choose an appropriate transition style for revealing the modal view.

Controls

> activity indicator (Guidelines)

1. Don't display a stationary activity indicator.
2. Use an activity indicator when it's more important to reassure users that their task or process has not stalled.
3. If appropriate, customize the size and color of an activity indicator

> date picker (Guidelines)
1. If it makes sense in your app, change the interval in the minutes wheel.
2. On iPad, present a date picker only within a popover.

> contact add button

> detail disclosure button

> info button (Guidelines)
1. On iPhone, use an Info button to flip the screen and reveal more information.
2. On iPad, avoid using an Info button to flip the entire screen.

> label (Guidelines)
1. Take care to make your labels legible.

> network activity indicator

> page control (Guidelines)

1. Vertically center a page control between the bottom edge of an open view and the bottom edge of the screen.
2. If you use custom tinting, be sure to define a tint for the current dot and a tint for all other dots.
3. On iPad, investigate ways to display your content on a single screen.
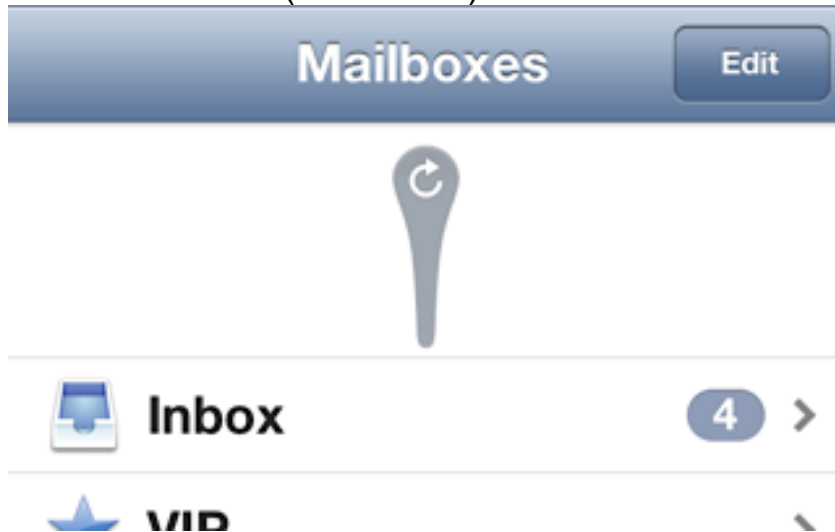
> picker (Guidelines)
1. Consider using a table view, instead of a picker, if you need to display a very large number of values.
2. Use the translucent selection bar to display contextual information.
3. On iPad, present a picker only within a popover.

> progress view (Guidelines)
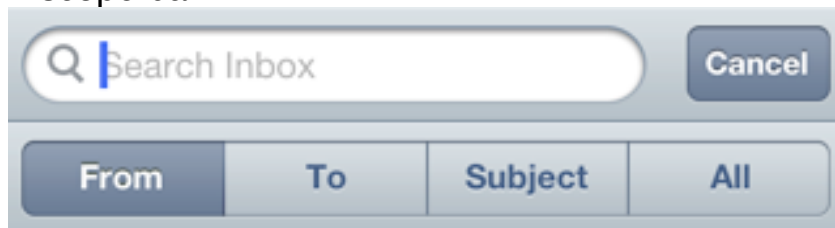1. If appropriate, customize the appearance of a progress view.

> refresh control (Guidelines)

1. Don't stop performing automatic content updates just because you provide a refresh control.
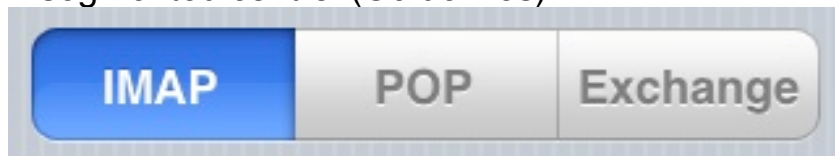2. Supply a short title only if it adds value.

> rounded rectangle button

> scope bar

> search bar

> segmented control (Guidelines)

1. Make sure that each segment is easy to tap.
2. As much as possible, maintain consistency in the size of each segment's contents.
3. Avoid mixing text and images in a single segmented control.
4. If appropriate, customize the appearance of a segmented control.

> slider (Guidelines)

1. If appropriate, customize the appearance of a slider.

> stepper (Guidelines)

1. Make it obvious which value the stepper affects.
2. If appropriate, customize the appearance of a stepper.

> switch (Guidelines)

1. If appropriate, customize the appearance of a switch.

> text field (Guidelines)

1. Customize a text field if it helps users understand how they should use it.
2. Display the Clear button in the right end of a text field when appropriate.
3. Display a hint in the text field if it helps users understand its purpose.
4. Specify a keyboard type that's appropriate for the type of content you expect users to enter.

System-Provided Buttons and Icons