

The
Pragmatic
Programmers

Second
Edition

Developing for Apple Watch

Create Native watchOS 2 Apps
with the WatchKit SDK



Jeff Kelley
edited by Rebecca Gulick

Online Book Developing Apple Watch Watchos Watchkit

Kim Topley



Online Book Developing Apple Watch Watchos Watchkit:

Developing for Apple Watch Jeff Kelley, 2016 You've got a great idea for an Apple Watch app. But how do you get your app from idea to wrist? This book shows you how to make native watchOS apps for Apple's most personal device yet. You'll learn how to display beautiful interfaces to the user, how to use the watch's heart rate monitor and other hardware features, and the best way to keep everything in sync across your users' devices. New in this edition is coverage of native apps for watchOS 2. With the new version of the WatchKit SDK in Xcode 7, your apps run directly on the watch. On Apple Watch, your app is right on your users' wrists, making your code closer than ever before. Create native watchOS apps by extending your iPhone app with a WatchKit Extension, giving your users quick access to your app's most important features and an intimate user experience that's always within arm's reach. You won't just be creating apps with Glances to provide timely information, notifications to inform your users of the latest updates, and watch face complications to show your users data as soon as they raise their wrists; your watchOS apps will be the best the App Store has to offer. Any book can teach you how to make a watch app. This book will help focus your efforts and refine your app's feature set. Which features make sense on the watch? How should you organize them? You'll learn what to consider when judging watch app features, allowing you to come up with the best strategy for your app. You'll test your apps on real Apple Watch hardware, and by the end of this book, you'll be ready to ship to the App Store.

What You Need You'll need a Mac running OS X Yosemite capable of running Xcode 7 or later. To build your apps for your Apple Watch, you'll need to be running watchOS 2 or later, connected to a compatible iPhone.

Learning WatchKit Programming Wei-Meng Lee, 2015-06-12 Create Breakthrough Apple Watch Apps with the WatchKit Framework. With its Apple Watch and WatchKit framework, Apple is challenging developers to build exciting and innovative apps for Apple Watch. iOS developers who master Apple Watch programming now will have the same huge early mover advantage that early iPhone developers enjoyed. *Learning WatchKit Programming* is a complete hands-on tutorial for all iOS developers who are ready to design and build tomorrow's hottest new wearable apps. Leading iOS development trainer and author Wei-Meng Lee covers all of the fundamentals of Apple Watch development and the WatchKit API, from application architecture and design to navigation, notification, and glances. Using practical Swift code examples designed for clarity and simplicity, Lee guides you through building apps from the ground up and shows you how to integrate those apps with the iPhone for expanded capabilities. The perfect companion to other mobile development books in the Learning Series, this guide helps you extend your iOS skills to a whole new environment, build apps that solve a new set of problems, and reach millions of people in the new Apple Watch marketplace. Coverage includes: Getting started quickly with WatchKit and Apple Watch development; Storyboarding apps and testing them on the Apple Watch Simulator; Mastering Apple Watch's multiple screen navigation; Building highly efficient interfaces with Apple Watch UI controls; Customizing each screen's look and feel and passing data between them; Responding to user interactions via buttons, switches, sliders, or Force Touch; Displaying information via labels.

images or tables Communicating between an Apple Watch app and its containing iOS app Calling web services from Apple Watch Displaying short and long look notifications Customizing notifications to display your message s essence more quickly Implementing glances to give users a faster way to gather information Localizing your Apple Watch apps All of this book s sample Swift code is available for download at informit.com title 9780134195445 **watchOS 2 App Development**

Essentials Neil Smyth, Intended for readers with some existing experience of iOS development watchOS 2 App Development Essentials has been fully updated for watchOS 2 Swift 2 and Xcode 7 Beginning with the basics this book provides an introduction to WatchKit apps and the watchOS 2 app development architecture before covering topics such as tables navigation user input handling maps menus working with images and videos and the recording and playback of audio More advanced topics are also covered throughout the book including communication and data sharing between a WatchKit app and the parent iOS app using the WatchConnectivity framework working with custom fonts user interface animation clock face complications and the design and implementation of custom notifications As with all the books in the Development Essentials series watchOS 2 App Development Essentials takes a modular approach to the subject of app development for the Apple Watch with each chapter covering a self contained topic area consisting of detailed explanations examples and step by step tutorials This makes the book both an easy to follow learning aid and an excellent reference resource **Learning**

WatchKit Programming Wei-Meng Lee, 2015-11-23 Create Breakthrough Apple Watch Apps with the New watchOS 2 and the Updated WatchKit Framework Apple Watch is improving quickly Using Apple s new watchOS 2 operating system and the updated WatchKit framework you can create tomorrow s hottest wearable apps Learning WatchKit Programming Second Edition will help you master these technologies and gain the same early mover advantage that early iPhone developers enjoyed Leading iOS development trainer and author Wei Meng Lee guides you step by step through architecting designing and building cutting edge Apple Watch apps You ll learn how to make the most of the newest platform improvements including direct programmatic access to key hardware features support for new Watch Connectivity Framework APIs and new ways to use location consume web services and persist data **Swift Development for the Apple Watch** Jon

Manning, Paris Buttfield-Addison, 2016-05-30 Apple Watch is the sort of science fiction gadget that people used to dream about as kids What kinds of apps do you envision for this new device If you re comfortable using OS X Xcode and iOS and familiar with Swift this concise book shows you the basics of building your own apps for this wrist mounted computer with Apple s WatchKit framework You ll learn what an Apple Watch is what it isn t and how and why people might interact with apps you build for it This practical guide also examines the type of apps most suitable for this device and shows you how to be a good citizen in the iOS Watch ecosystem Learn the Watch app lifecycle and understand how these apps interact with the user s iPhone Build a Watch app and its iOS counterpart by adding controls working with multiple screens and sharing data Design a simple glance the non interactive Watch component that provides quick look information Add functionality to the

notification system including actionable items and display them on the Watch face Design and build complications Watch face gadgets that can display quick snapshots of information including future events with Time Travel

[Building Apple Watch Projects](#) Stuart Grimshaw, 2016-02-29 Discover exciting and fun projects by building brilliant applications for the Apple Watch About This Book Explore the opportunities opened up to developers by Apple's latest device the Apple Watch Be a crackerjack at developing software across a broad range of watch app categories From an eminent author master all stages of development from the first stage through to a completed project Who This Book Is For If you have some basic knowledge of programming in Swift and are looking for the best way to get started with Apple Watch development this book is just the right one for you What You Will Learn Understand the concept of the Apple Watch as an autonomous device as well as it being paired with the iPhone Get your app up and running Design exciting inspiring and attractive layouts for your apps Make your user interface more engaging using images and animation Enable your Watch and iPhone apps to transport and share data Leverage the feature rich set of WatchKit technologies provided by Apple Connect your apps to the Internet Submit your app to the App Store In Detail With Apple's eagerly anticipated entry into the wearable arena the field is wide open for a new era of app development The Apple Watch is one of the most important technologies of our time This easy to understand book takes beginners on a delightful journey of discovering the features available to the developer right up to the completion of medium level projects ready for App Store submission It provides the fastest way to develop real world apps for the Apple Watch by teaching you the concepts of Watch UI visual haptic and audio message and data exchange between watch and phone Web communication and finally Visual haptic as well as audio feedback for users By the end of this book you will have developed at least four fully functioning apps for deployment on watchOS 2 Style and approach This is a step by step guide to developing apps for the Apple Watch with the help of screenshots and fully coded working examples

[Apple Watch App Development](#) Steven F. Daniel, 2016-04-29 Build real world applications for the Apple Watch platform using the WatchKit framework and Swift 2.0 About This Book Find out how to download and install the Xcode development tools before learning about Xcode playgrounds and the Swift programming language Discover everything you need to know about the WatchKit platform architecture its classes as well its limitations This book introduces you to the very latest mobile platform with hands on instructions so you can build your very own Apple Watch apps Who This Book Is For This book is for developers who are interested in creating amazing apps for the Apple Watch platform Readers are expected to have no prior experience of programming What You Will Learn Navigate within the WatchKit interface using the page based modal and hierarchical navigation techniques Work with context menus to allow your users to interact with the Apple Watch and respond to their actions to perform a task Use the MapKit framework to display a map within the WatchKit interface to track the user's current location Build effective user interfaces for the WatchKit platform and integrate iCloud capabilities to synchronize data between the iOS app and the WatchKit UI Design your apps for the Apple Watch platform by adhering to

the set of User Interface design guidelines set out by Apple Reinforce image caching to display animations within the Apple Watch user interface Explore WatchKit tables which allow your users to purchase groceries and pay for them using Apple Pay Analyze the new layout system to ensure that your Apple Watch apps work with various screen sizes In Detail Wearable are the next wave of mobile technology and with the release of Apple's WatchKit SDK a whole new world of exciting development possibilities has opened up Apple Watch App Development introduces you to the architecture and possibilities of the Apple Watch platform as well as an in depth look at how to work with Xcode playgrounds Benefit from a rapid introduction to the Swift programming language so you can quickly begin developing apps with the WatchKit framework and the Xcode Development IDE Get to grips with advanced topics such as notifications glances iCloud Apple pay closures tuples protocols delegates concurrency and using Swift Playgrounds with each concept is backed up with example code that demonstrates how to properly execute it Finally discover how to package and deploy your Watch application to the Apple AppStore By the end of this book you will have a good understanding of how to develop apps for the Apple Watch platform and synchronize data using iCloud between the wearable and the iOS device Style and approach This book takes a step by step approach to developing applications for the Apple Watch using the Swift programming language and the WatchKit UI Each topic is explained in a conversational and easy to follow style

Beginning Watchkit Development

Cory Bohon, Kyle Richter, 2017-02-09 Start building watchOS apps TODAY Turn to Beginning WatchKit Development and quickly build your skills developing polished watchOS apps With this book you'll learn how to add cool features to your apps like local networking between watchOS and iOS with the WatchConnectivity Framework multimedia functionality to play audio and video content and with Beginning WatchKit Development you'll learn how to Build your first watchOS app from start to finish Add multimedia components like audio and video playback Record high quality audio from the built in microphones Access health data including live heart rate data Implement Handoff so users can continue tasks started on watchOS Gather user input for use in apps Add ClockKit complications to the watch face Each chapter will guide you through building a sample app piece by piece By following along with the sample code throughout the book from start to finish you'll gain firsthand knowledge on the process of creating a fully functional watchOS app Authors Cory Bohon and Kyle Richter will help you avoid the common pitfalls encountered when building your first watchOS apps Whether new to iOS development or a current professional developer Beginning WatchKit Development shows you how to level up your app

Apple Watch for Developers

Gary Riches, Ruben Martinez Jr, Jamie Maison, Matt Klosterman, Mark Griffin, 2015 Apple Watch for Developers Advice Techniques from 5 Top Professionals gives you the base knowledge and valuable secrets you'll need for your own projects from a core team of successful experienced Apple Watch app development experts You'll explore elements such as branding within Watch apps translating audio data into visual information taming complex data mastering environment driven feature sets and much more This book is for developers who already have some knowledge of developing with WatchKit and

WatchOS 2 and who are now interested in learning how to use them to create cutting edge Watch apps It is written by five experienced industry leading Apple Watch developers who have created their apps early and are now ready to pull apart examples to show you how to best create an Apple Watch app This book will bring your cool Watch ideas to life **Build watchOS Apps** Maurice Kelly, Mark Goody, 2015-12-07 Quickly get started creating WatchKit apps with this essential beginners guide to building apps for the Apple Watch In this book coauthors Mark Goody and Maurice Kelly introduce you to the technical aspects of building WatchKit apps and show you how to create a WatchKit project In each chapter Mark and Maurice highlight key WatchKit concepts offering guidance and highlighting best practices on the way to building apps for the Apple Watch Readers will not just learn the concepts of WatchKit but understand how to use them in a real world setting Mark and Maurice cover how to use extensions to extend functionality and content to the watch how to handle navigation and controls and how to design the user interface for your apps The coauthors look at how to handle notifications and how to communicate with an iPhone before turning to how to ship your WatchKit app Readers will learn how to Configure their WatchKit project Create interfaces and navigate between screens Work with interface objects Manage information with glances Handle remote and local notifications Part of the Develop and Design series books built for both sides of your brain

Swift Development for the Apple Watch Jon Manning, Paris Buttfield-Addison, 2016 Apple Watch is the sort of science fiction gadget that people used to dream about as kids What kinds of apps do you envision for this new device If you u2019re comfortable using OS X Xcode and iOS u2014 and familiar with Swift u2014 this concise book shows you the basics of building your own apps for this wrist mounted computer with Apple u2019s WatchKit framework You u2019ll learn what an Apple Watch is what it isn u2019t and how and why people might interact with apps you build for it This practical guide also examines the type of apps most suitable for this device and shows you how to be a good citizen in the iOS Watch ecosystem Learn the Watch app lifecycle and understand how these apps interact with the user u2019s iPhone Build a Watch app and its iOS counterpart by adding controls working with multiple screens and sharing data Design a simple glance the non interactive Watch component that provides quick look information Add functionality to the notification system including actionable items and display them on the Watch face Design and build complications Watch face gadgets that can display quick snapshots of information including future events with Time Travel **WatchKit App Development Essentials** Neil Smyth, 2015-05-20 WatchKit App Development Essentials is intended for readers with some existing experience of iOS development using Xcode and the Swift programming language Beginning with the basics this book provides an introduction to WatchKit apps and the WatchKit app development architecture before covering topics such as tables navigation user input handling image handling animation maps and menus More advanced topics are also covered throughout the book including communication and data sharing between a WatchKit app and the parent iOS app working with custom fonts and the design and implementation of custom notifications As with all the books in the Development Essentials series WatchKit App

Development Essentials takes a modular approach to the subject of WatchKit app development for the Apple Watch with each chapter covering a self contained topic area consisting of detailed explanations examples and step by step tutorials This makes the book both an easy to follow learning aid and an excellent reference resource **Learn WatchKit for iOS** Kim Topley,2015 Learn WatchKit for iOS covers the development of applications for the new Apple Watch using the WatchKit framework in iOS 8 and the Swift programming language In this book an Apple Watch application is an extension to an existing iOS app and is packaged and submitted to the App Store along with it Using a suite of simple examples Kim Topley co author of Beginning iPhone Development with Swift introduces and explains every feature of WatchKit and the associated technologies that you ll need to understand to build Apple Watch applications for iOS 8 culminating in a complete WatchKit application that shows weather forecast information for various cities around the world on the Apple Watch *Build WatchOS Apps* Mark Goody,Maurice Kelly (Computer software developer),2016 *WatchOS With SwiftUI by Tutorials (Second Edition)* Kodeco Team,Scott Grosch,2023-04-12 Learn Master watchOS with SwiftUI watchOS with SwiftUI by Tutorials is here to help you learn all you need to know about Apple Watch development using the new declarative SwiftUI framework for building modern and engaging user interfaces Learn all the main concepts by building different watchOS apps that implement all all of these functionalities In this book you will cover most of the concepts required to master watchOS development Who This Book is For This book is for beginner and intermediate developers who wish to know how to develop watchOS apps in a declarative and modern way by implementing SwiftUI Topics Covered in watchOS With SwiftUI by Tutorials watchOS app project structure Apple Watch has a slightly different project structure compared to iOS So you will learn those differences Use the Digital Crown in your apps Build the famous Pong videogame but for watchOS and learn how the Digital Crown can enhance your users experience Watch Connectivity The Watch Connectivity framework will show you the different ways you can transfer data between iOS and watchOS apps Snapshots Snapshots provide a way for users to quickly view the state of an app showing updated and relevant information Notifications watchOS offers support for several different types of notifications and allows you to customize them to the individual needs of your watch app watchOS app Lifecycle Find out about the Apple Watch Lifecycles and how it transitions between states while extending current runtime sessions Complications Complications are small elements that appear on the user s selected watch face and provide quick access to frequently used data from within your app Watch Face sharing You can easily share your own custom Watch Faces through your iOS device or via web Signing in with Apple Watch Sign in with Apple to allow simple and straight forward registration and authentication HealthKit Implement HealthKit in your WatchOS app to track health related information and take advantage of Apple Health capabilities One thing you can count on after reading this book you ll be prepared to develop professional Apple Watch apps with SwiftUI **Developing for Apple Watch, 2nd Edition** Jeff Kelley,2016 Developing for Apple Watch Jeff Kelley,2015 The Apple Watch offers the closest connection yet between your app and users But you can t

just port your existing iPhone app to the watch instead you'll write a WatchKit Extension. Learn which of your app's features should come to the watch, how to make your UI look great on both watch sizes with WatchKit's Interface Controller, and how to submit your app to the App Store and get it onto the wrists of your customers. With the Apple Watch, your app is right there on your user's wrist. This book teaches you how to extend your existing iPhone app with a WatchKit Extension, giving your users quick access to your app's most important features and an intimate user experience that's always within arm's reach. You'll learn how to display beautiful interfaces to the user, how to use the iPhone app for heavy number crunching, and the best way to keep everything in sync across your users' devices. You'll develop a watch app to take advantage of the best WatchKit has to offer, and by the end of this book, you'll be ready to ship your own apps to the App Store. Plus, this book will help focus your efforts: What features make sense on the watch? How should you organize them? How do you tell your users what they can do? You'll learn how to brainstorm to come up with the best strategy for your app. When your users are proudly showing off their Apple Watch, this book will help you make sure it's your app on there. What You Need: You'll need a Mac running Xcode 6.2 or higher, and for deploying your app to a real watch, you'll need an Apple Watch and compatible iPhone. You'll also need a membership in Apple's developer program to do any on-device testing.

Watchkit by Tutorials Ryan Nystrom, Scott Atkinson, Soheil Azarpour, 2015-05-07

Make Apple Watch Apps with Swift Learn how to make apps for the Apple Watch using Apple's WatchKit framework. In this book, you'll learn WatchKit the quick and easy way through a series of fun and easy-to-read tutorials. Who this Book is For: This book is for intermediate to advanced developers who already know the basics of iOS and Swift development but want to learn how to use WatchKit to develop hybrid apps. Glances and notifications for the Apple Watch. Topics Covered in *WatchKit by Tutorials*: Architecture: WatchKit apps have a very interesting architecture; learn how it works. UI Controls: Learn about the WatchKit UI controls, such as labels, buttons, switches, and more. Layout: Learn how WatchKit layout works and how to support different watch screen sizes. Navigation: Learn about the three styles of navigation you can use in your WatchKit apps. Sharing Data: Learn how to share data, such as files or a Core Data persistent store. Glances: Give your users a quick preview of your app's content on their Apple Watch. Notifications: Learn how to set up local and remote notifications displayed by the Apple Watch. Image Caching and Animation: Learn how to generate and work with image-based animations. And much more, including Tables, context menus, Handoff, iCloud, performance, and more. One thing you can count on after reading this book: you'll have all the experience necessary to build rich and engaging apps for Apple's new Apple Watch platform.

Learn WatchKit for WatchOS 2 Kim Topley, 2015-11-04

Learn WatchKit for watchOS 2 covers the development of applications for the new Apple Watch using the WatchKit framework in iOS 9 and watchOS 2 and the Swift 2 programming language.

WatchOS with SwiftUI by Tutorials (First Edition) raywenderlich Tutorial Team, Scott Grosch, 2021-12

Learn Master watchOS with SwiftUI *watchOS with SwiftUI by Tutorials* is here to help you learn all you need to know about Apple Watch development using the new declarative SwiftUI framework for building

modern and engaging user interfaces Learn all the main concepts by building different watchOS apps that implement all of these functionalities In this book you will cover most of the concepts required to master watchOS development Who This Book is For This book is for beginner and intermediate developers who wish to know how to develop watchOS apps in a declarative and modern way by implementing SwiftUI Topics Covered in watchOS With SwiftUI by Tutorials watchOS app project structure Apple Watch has a slightly different project structure compared to iOS So you will learn those differences Use the Digital Crown in your apps Build the famous Pong videogame but for watchOS and learn how the Digital Crown can enhance your users experience Watch Connectivity The Watch Connectivity framework will show you the different ways you can transfer data between iOS and watchOS apps Snapshots Snapshots provide a way for users to quickly view the state of an app showing updated and relevant information Notifications watchOS offers support for several different types of notifications and allows you to customize them to the individual needs of your watch app watchOS app Lifecycle Find out about the Apple Watch Lifecycles and how it transitions between states while extending current runtime sessions Complications Complications are small elements that appear on the user s selected watch face and provide quick access to frequently used data from within your app Watch Face sharing You can easily share your own custom Watch Faces through your iOS device or via web Signing in with Apple Watch Sign in with Apple to allow simple and straight forward registration and authentication HealthKit Implement HealthKit in your WatchOS app to track health related information and take advantage of Apple Health capabilities One thing you can count on after reading this book you ll be prepared to develop professional Apple Watch apps with SwiftUI

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Table of Contents Online Book Developing Apple Watch Watchos Watchkit

1. Understanding the eBook Online Book Developing Apple Watch Watchos Watchkit
 - The Rise of Digital Reading Online Book Developing Apple Watch Watchos Watchkit
 - Advantages of eBooks Over Traditional Books
2. Identifying Online Book Developing Apple Watch Watchos Watchkit
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Online Book Developing Apple Watch Watchos Watchkit
 - User-Friendly Interface
4. Exploring eBook Recommendations from Online Book Developing Apple Watch Watchos Watchkit
 - Personalized Recommendations
 - Online Book Developing Apple Watch Watchos Watchkit User Reviews and Ratings
 - Online Book Developing Apple Watch Watchos Watchkit and Bestseller Lists
5. Accessing Online Book Developing Apple Watch Watchos Watchkit Free and Paid eBooks
 - Online Book Developing Apple Watch Watchos Watchkit Public Domain eBooks
 - Online Book Developing Apple Watch Watchos Watchkit eBook Subscription Services
 - Online Book Developing Apple Watch Watchos Watchkit Budget-Friendly Options

6. Navigating Online Book Developing Apple Watch Watchos Watchkit eBook Formats
 - ePub, PDF, MOBI, and More
 - Online Book Developing Apple Watch Watchos Watchkit Compatibility with Devices
 - Online Book Developing Apple Watch Watchos Watchkit Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Online Book Developing Apple Watch Watchos Watchkit
 - Highlighting and Note-Taking Online Book Developing Apple Watch Watchos Watchkit
 - Interactive Elements Online Book Developing Apple Watch Watchos Watchkit
8. Staying Engaged with Online Book Developing Apple Watch Watchos Watchkit
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Online Book Developing Apple Watch Watchos Watchkit
9. Balancing eBooks and Physical Books Online Book Developing Apple Watch Watchos Watchkit
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Online Book Developing Apple Watch Watchos Watchkit
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Online Book Developing Apple Watch Watchos Watchkit
 - Setting Reading Goals Online Book Developing Apple Watch Watchos Watchkit
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Online Book Developing Apple Watch Watchos Watchkit
 - Fact-Checking eBook Content of Online Book Developing Apple Watch Watchos Watchkit
 - Distinguishing Credible Sources
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