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Apple Watch for Developers; Contents at a Glance; Contents; Preface; About the Authors; About the Technical Reviewer; Acknowledgments; Chapter 1: An Apple Watch Introduction; Anatomy of a WatchKit App; The Interface Controller; Glance Interfaces; Notification Interfaces; Interface Navigation; Context Menus; Summary; Chapter 2: Examining the Stopwatch, Timer and Calendar ; Stopwatch; Creating the User Interface; Outlets and Actions; Triggering Timing; Adding the Lap Functionality; Timer; Creating the User Interface; Outlets and Actions; Handling Text Input with WatchKit; Start and Reset
Creating our Timer MethodCalendar; Introduction to iCloud; Setting up your Xcode Project for iCloud; Creating Record Types; Creating Calendars and Events in iOS Using EventKit and iCloud; Creating a New Calendar; Creating an Event; Creating an Apple Watch Calendar Application; Enabling iCloud and EventKit; iCloud; EventKit; UI; Create Calendar; Saving Our Event; Notifications on the Apple Watch; Summary; Chapter 3: Taming Complex Data for the Watch; Background; Find Your User's Story; Maintain Simplicity Through Relevancy; Increase Recognition Through Repetition
Use Notifications as PunctuationLooking Forward: Complications in watchOS 2; Chapter 4: Examining Home Remote and its Components; The WatchKit Extension; The User Interface; Populating the Table; Handling the Table's Input; Sharing Data Between Extension and App; App Groups; iOS; WatchKit; Glances and Extension Communication; The Glance; Handoff; Handoff Interactions; The Handoff Code; Modal Interface Controllers; Navigation Types Available; Home Remote Navigation; Hierarchy and Page based Navigation; Page based Navigation; Hierarchical Navigation; Force Touch Menus
The Design of the Menu ItemsApple Watch Settings; Home Remote and Voice Recognition; About Voice Dictation; Adding Voice Recognition to the Table; Modifying the Settings and Glance; Submitting Your App for Review; App Identifiers; Version Numbers; App Name and Settings Name; Assets Required for Submission; Screen Shots; The Submission Process; Summary; Chapter 5: Developing Notation - Audio to Musical Score; User Interface on the Apple Watch; Branding Within Apple Watch Applications; Design Considerations; Working with App Groups; What are App Groups?; Setting Up App Groups in Your Project
Using the Apple Watch Microphone in watchOS 2Swift; Objective-C; Translating Audio Data into Visual Information; Importing and Declaring Images; Updating Our Image; Summary; Chapter 6: Building the Infinitweet Application; Introducing Infinitweet; Environment-Driven Feature Sets; Infinitweet for iOS; Infinitweet for Apple Watch; So Where Does the Magic Happen?; Building Infinitweet; Getting Started; Creating the Infinitweet User Interface; Communicating Between Storyboard and Code; Capturing User Voice Input; Navigating Between WKInterfaceControllers
Working with Social and Account Frameworks

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!
