hello

WWDC
20
20

WWDC20

Overview of new Apple technologies (iPhone and iPad)

iOS

Widgets

Widgets have been totally redesigned to give you more information at a glance — and now you can add them to your Home Screen. Choose from different sizes and arrange however you like.

- <u>WWDC20: Design great widgets</u>

App Clips

App Clip is a small part of the app (< 10 MB), discoverable the moment you need it and is focused on a specific task. Provide you the full power of the native SDK.

Discoverable via NFC tags, QR codes, Safari App Banners, Links in Messages, Place Cards in Maps.
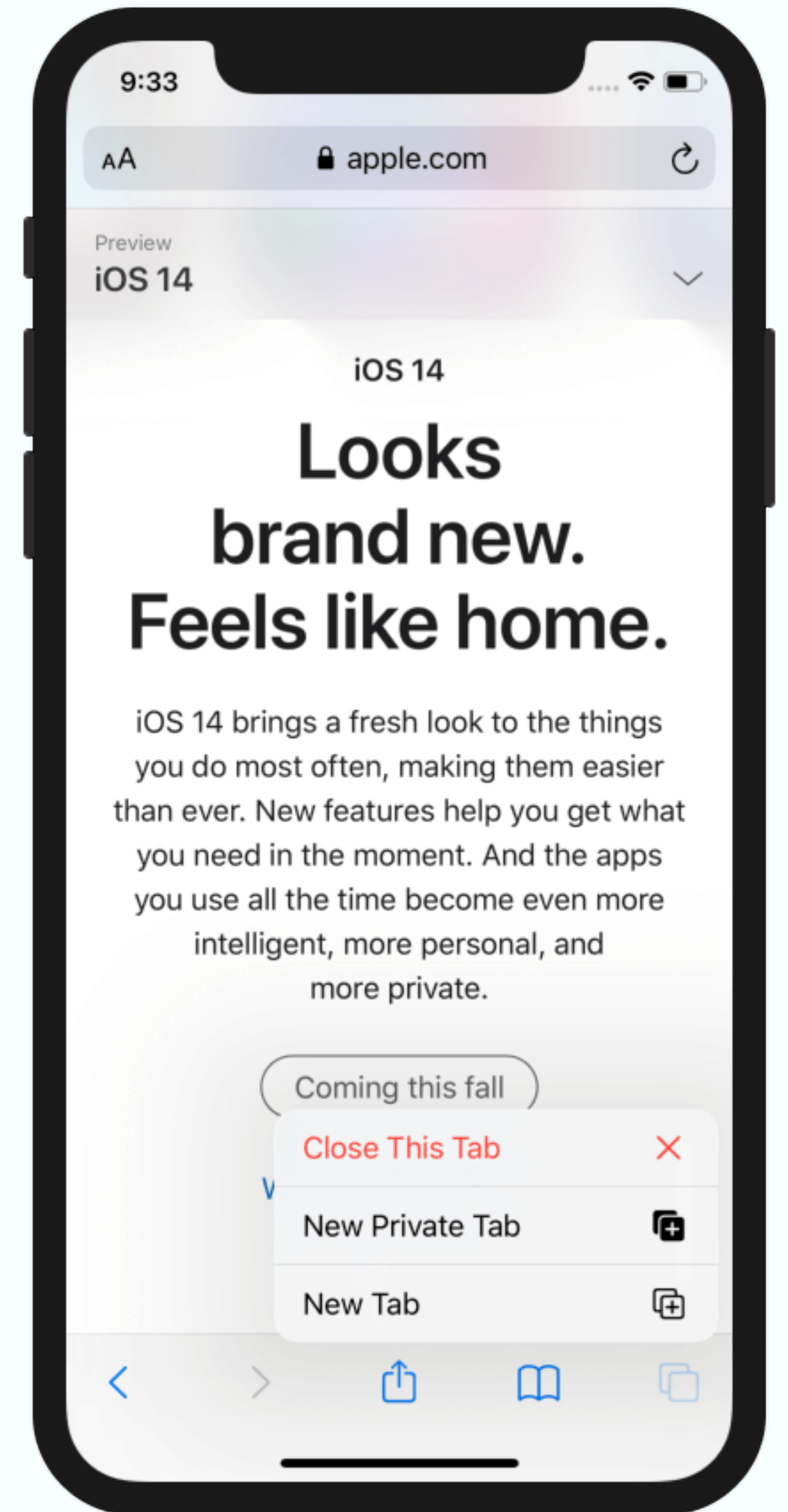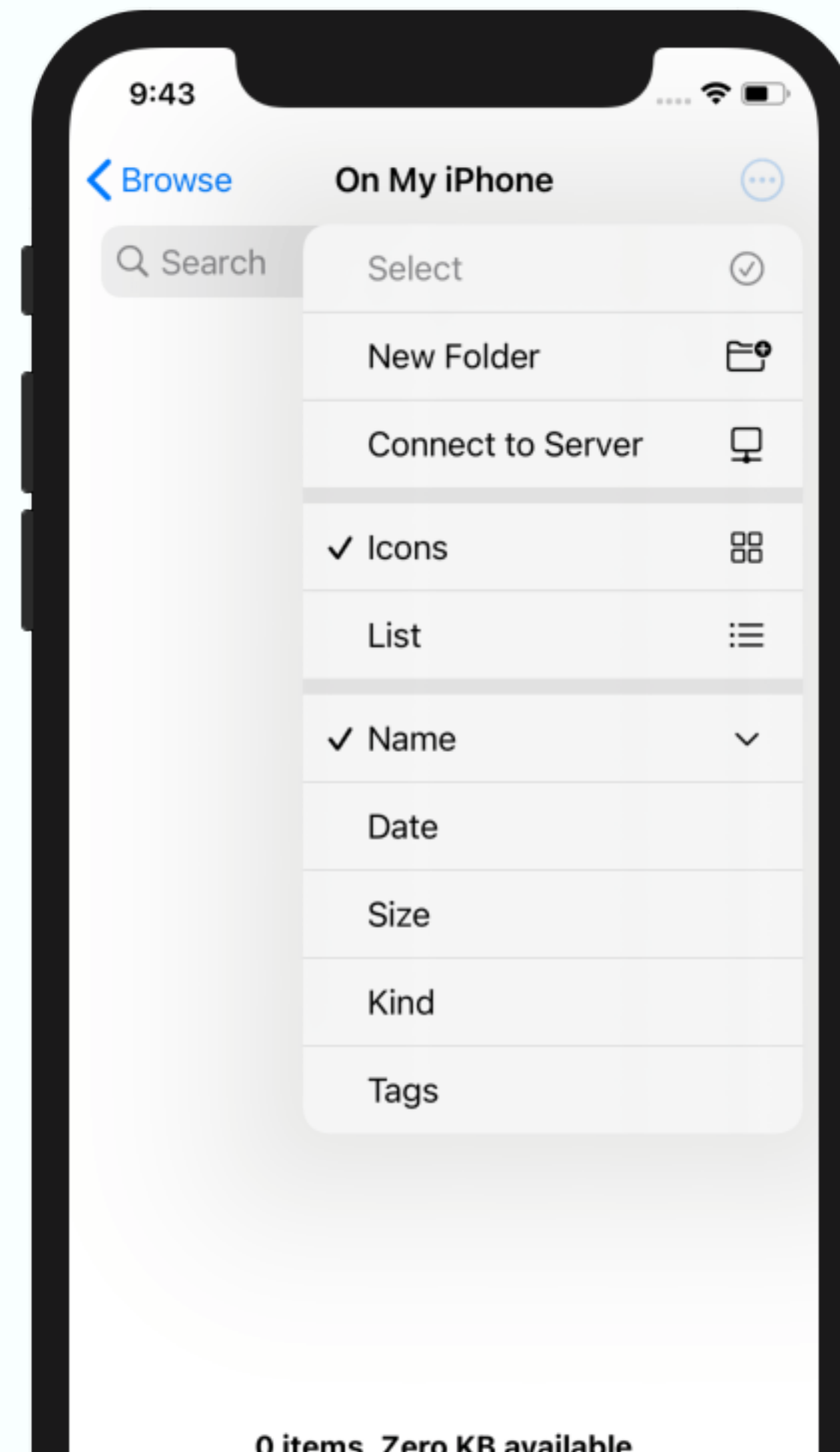
- WWDC20: Design great app clips
- Apple Developer Documentation: App Clips
- Watch the film

Menus

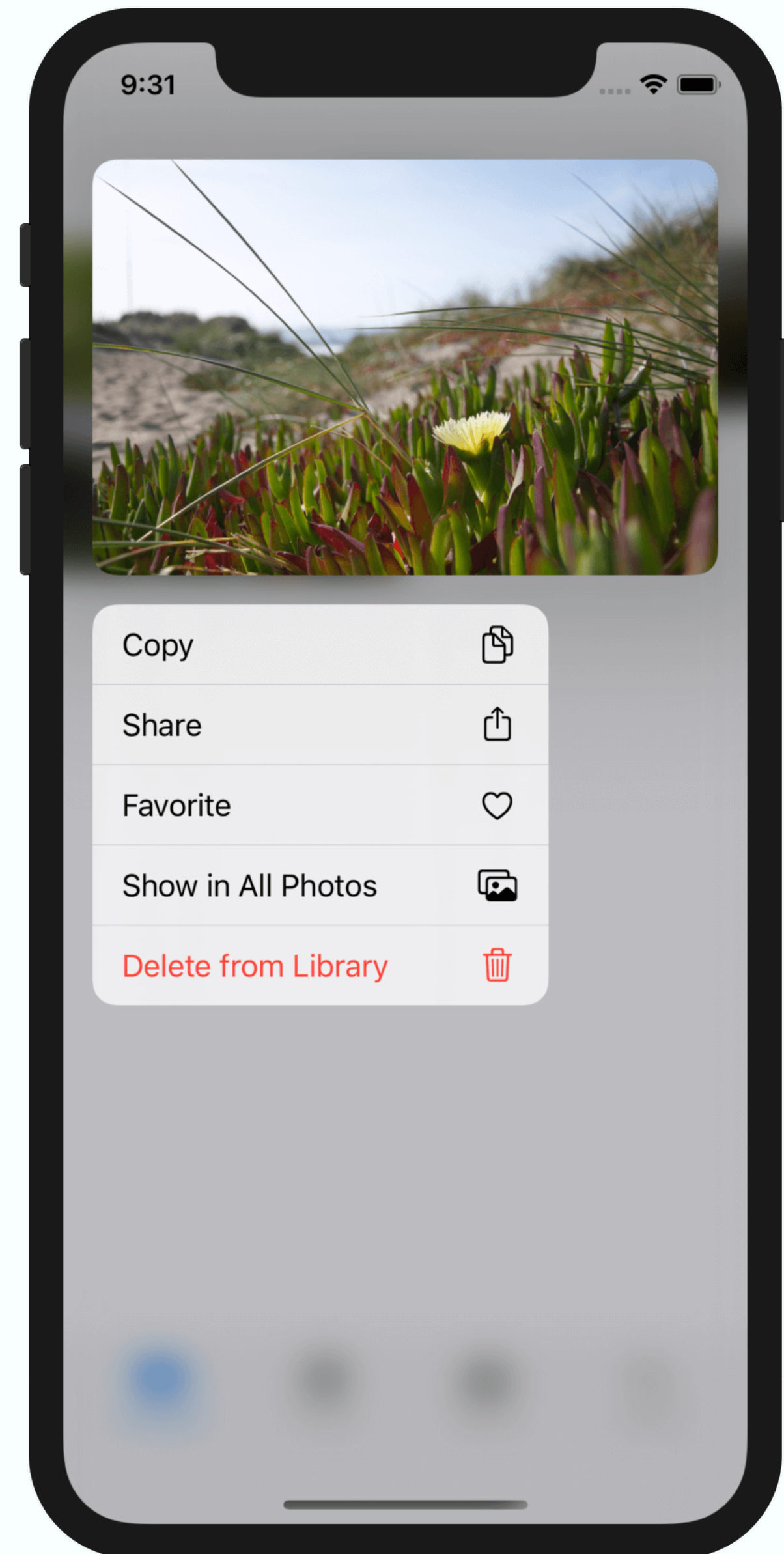Apps can now add menus directly to buttons, allowing you to tap a button a select an action in one quick motion.

- [WWDC20: Design with iOS pickers, menus and actions](#)

Context Menus (iOS 13)

The new menus on iOS 14 is the expansion of the context menu system introduced in iOS 13.
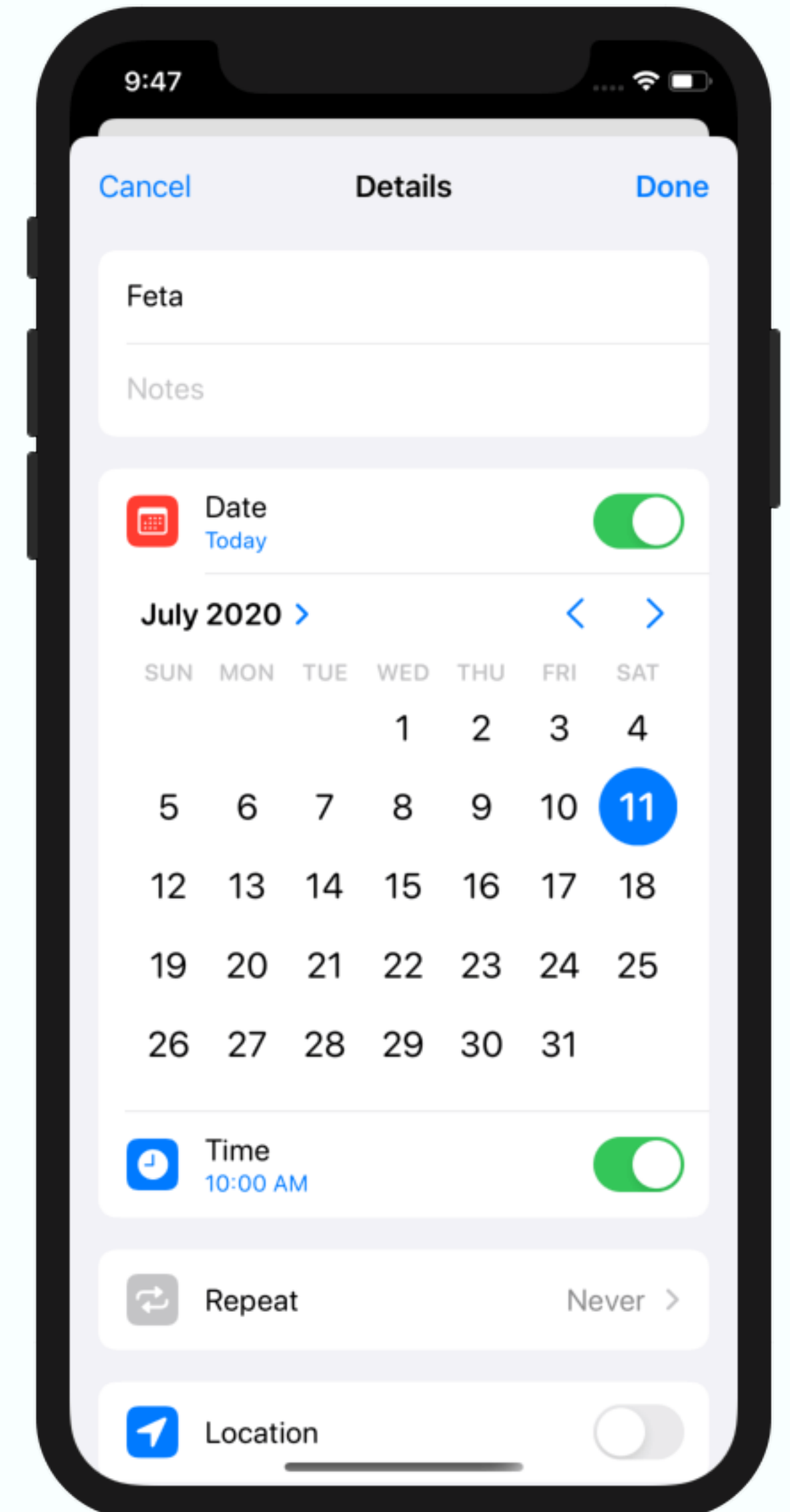
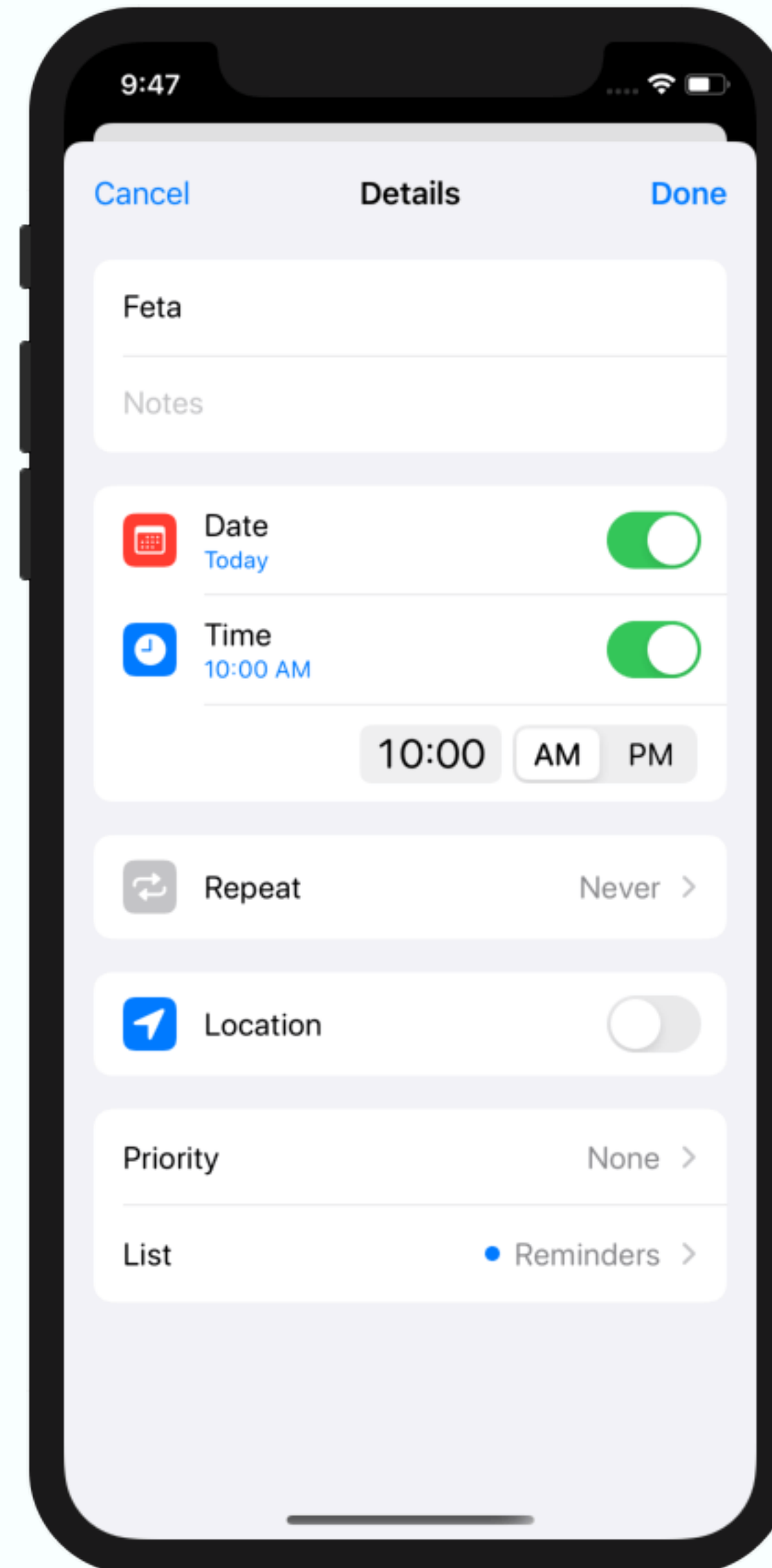- [WWDC19: What's new in iOS design](#)

Date Pickers

Date pickers have new appearance and provide new compact mode for presenting inline.

For example, new compact time picker allows you to simply type in time instead of selecting it using a scroll wheel.

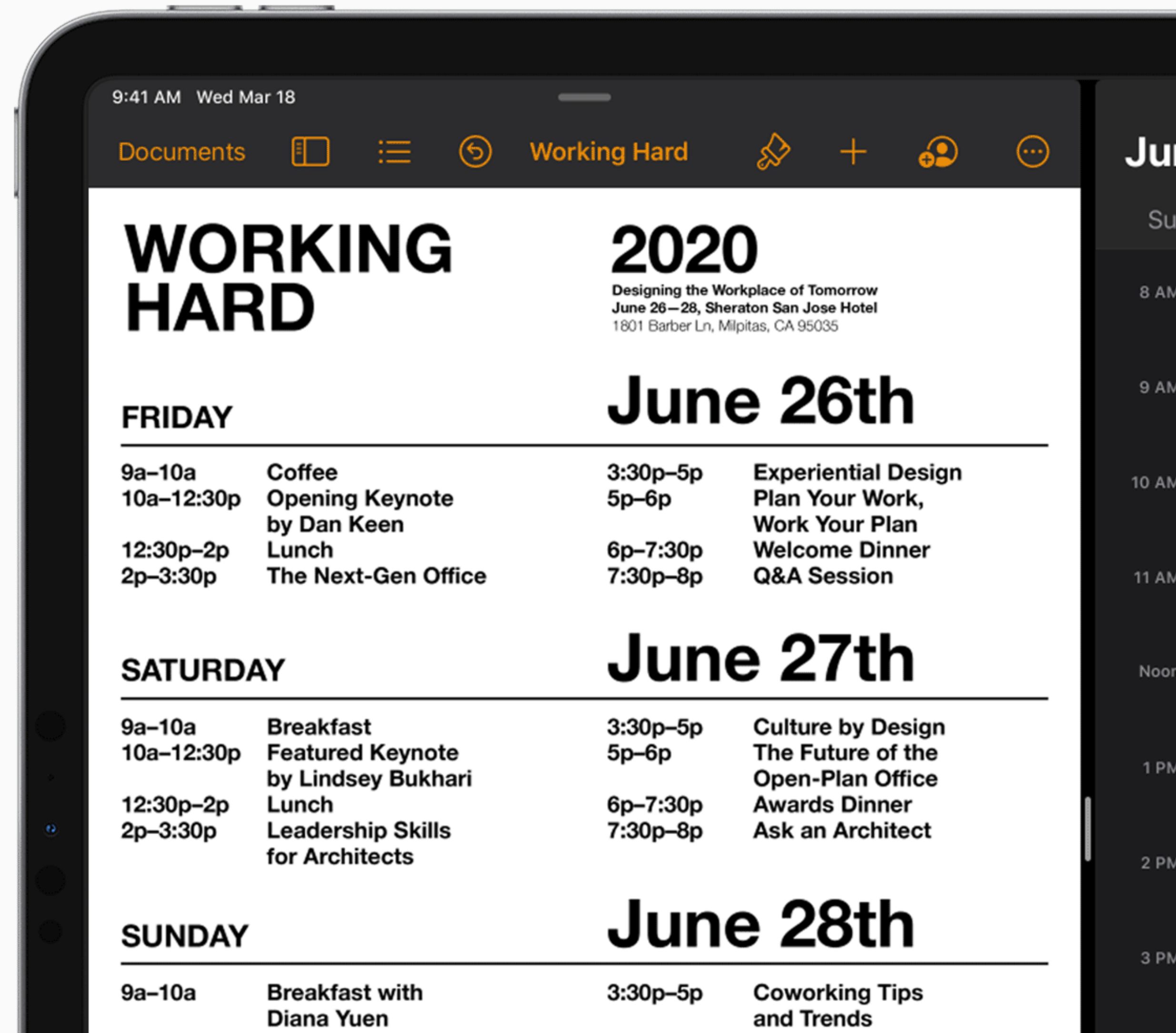- <u>WWDC20: Design with iOS pickers, menus and actions</u>

iPadOS

iPadOS Pointer Interaction (13.4)

Users can now interact with iPad apps using pointing devices, such as mice and trackpads.

The apps need to enable this features and make sure all custom views adapt it by providing proper effects and hit regions.
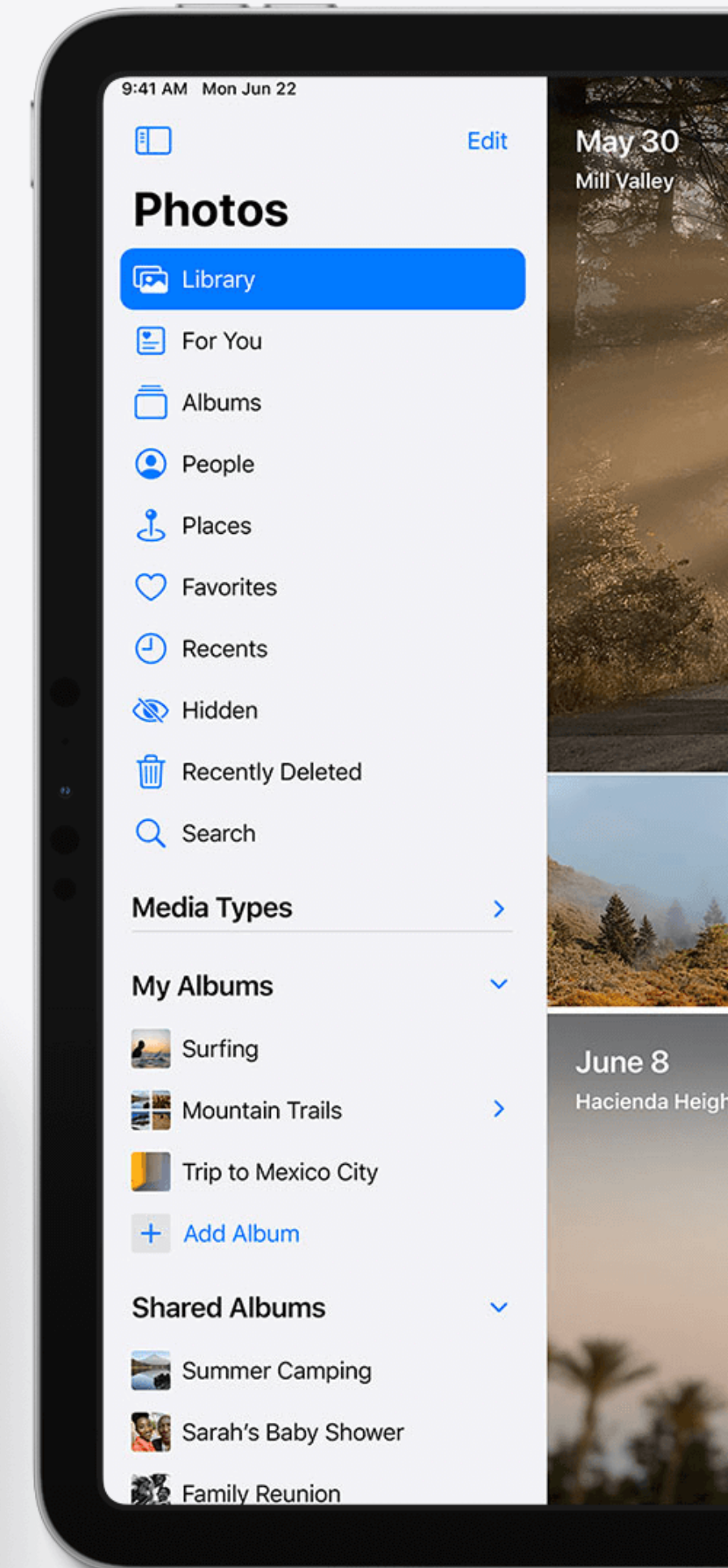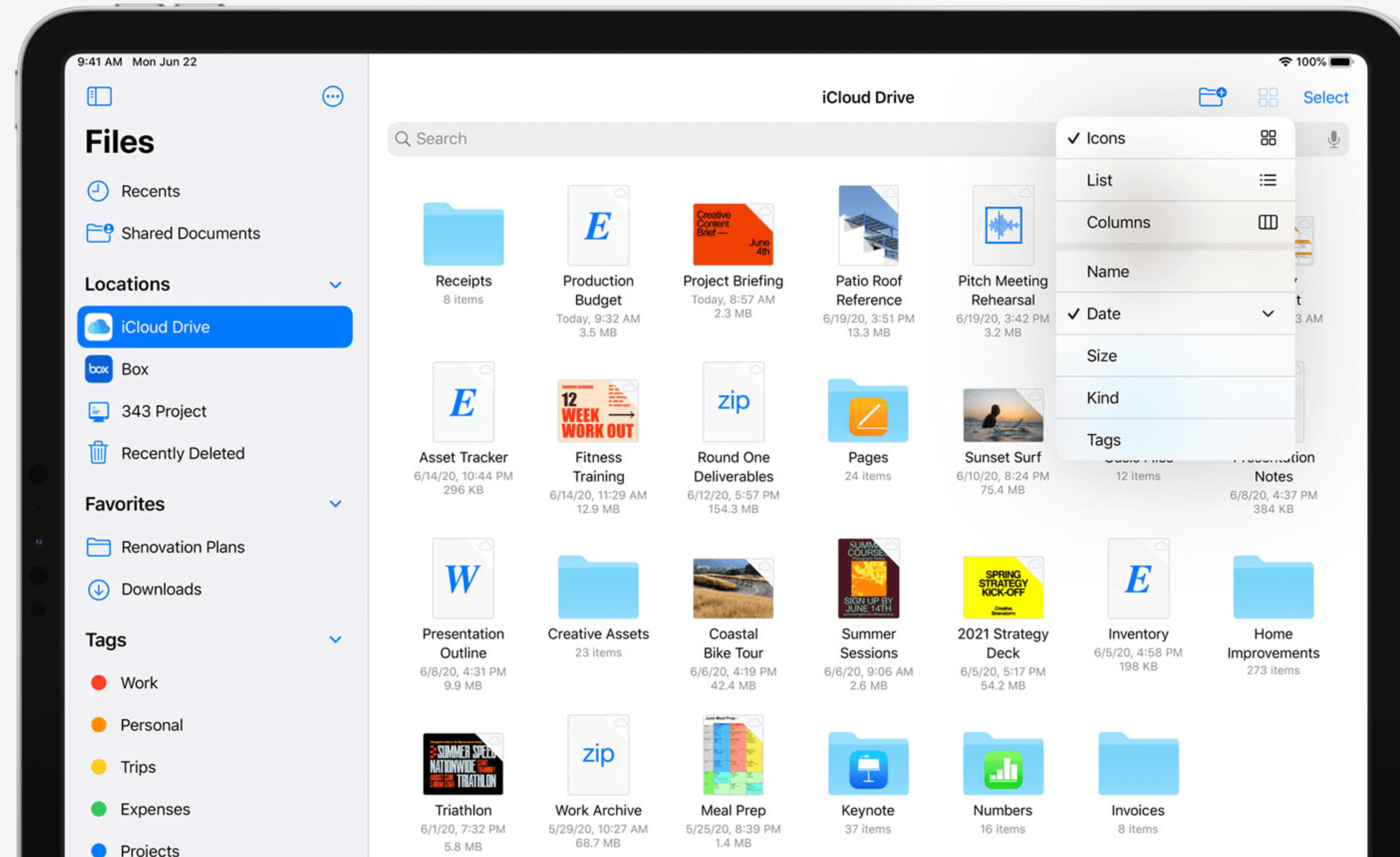
- WWDC20: Design for iPadOS pointer
- HIG: Pointers (iPadOS)

Sidebars

Flatten navigation hierarchy by using rich sidebars.

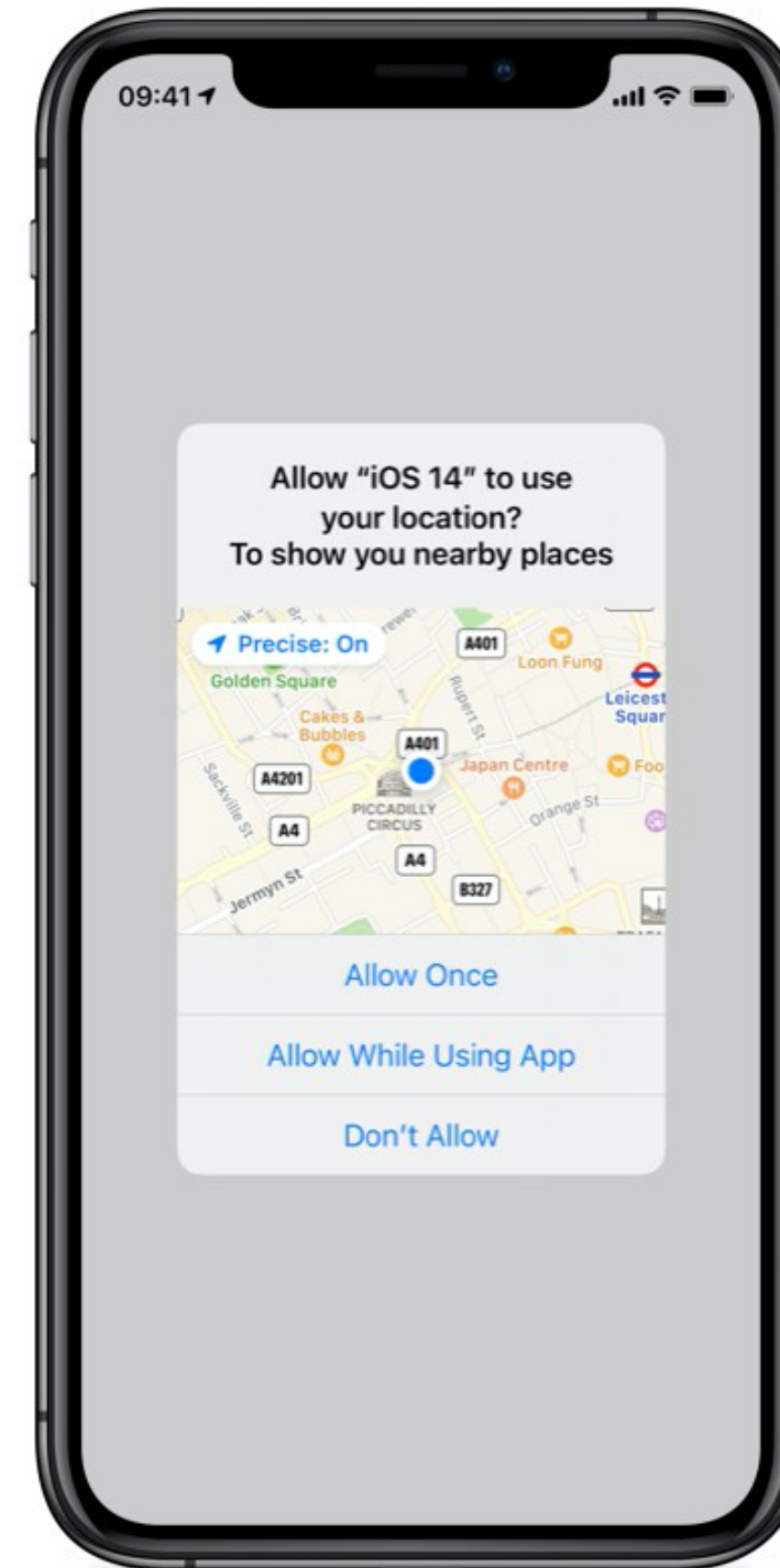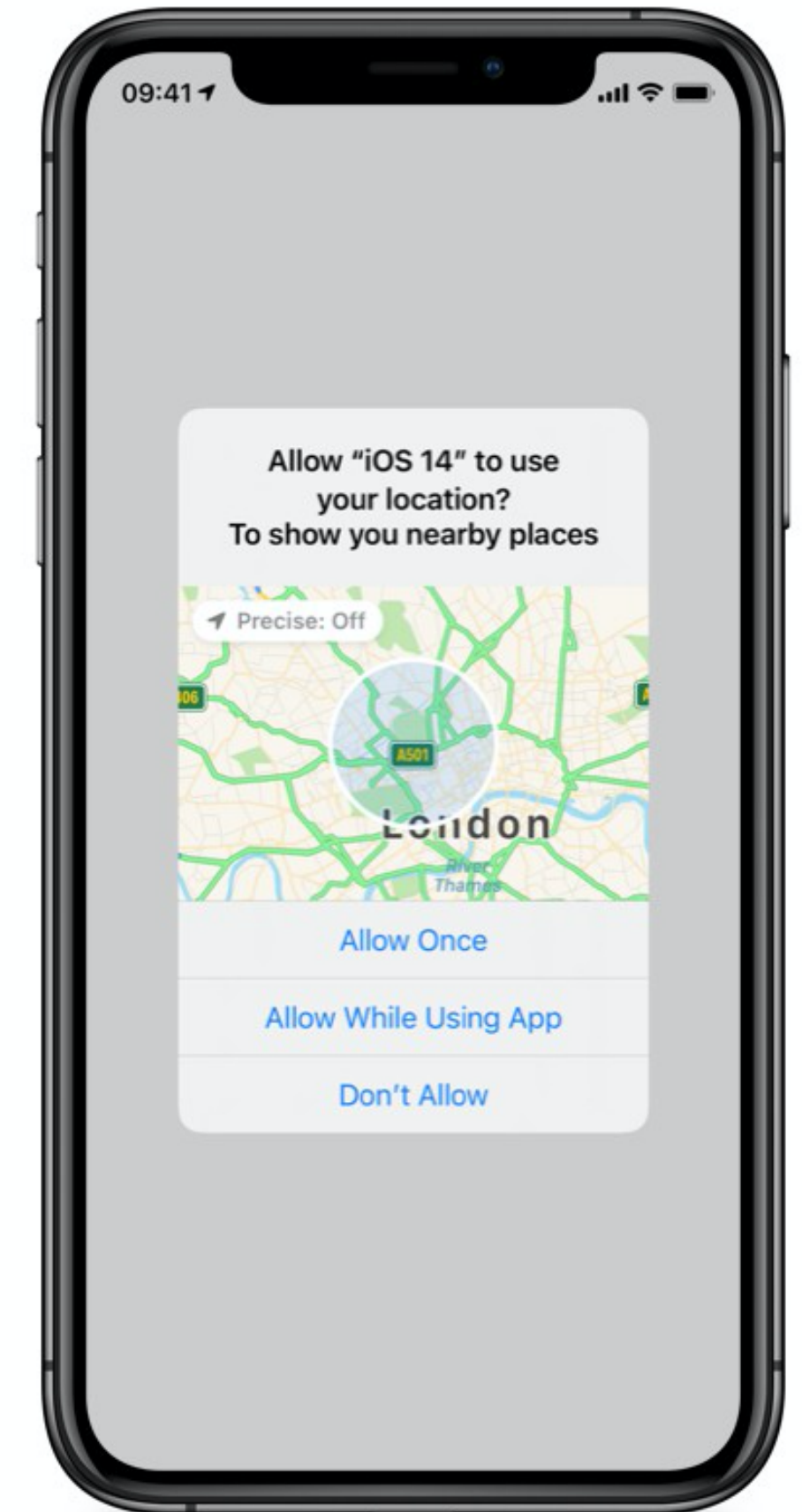- [WWDC20: Design for iPad](#)

Privacy

Location

User can now select between precise and approximate location, the app must adjust.

Apps can also opt-out of ever requesting precise location, or ask for temporary upgrade to precise location when needed.

- WWDC20: Build trust throught greater privacy
- WWDC20: What's new in location
- WWDC20: Design for location privacy
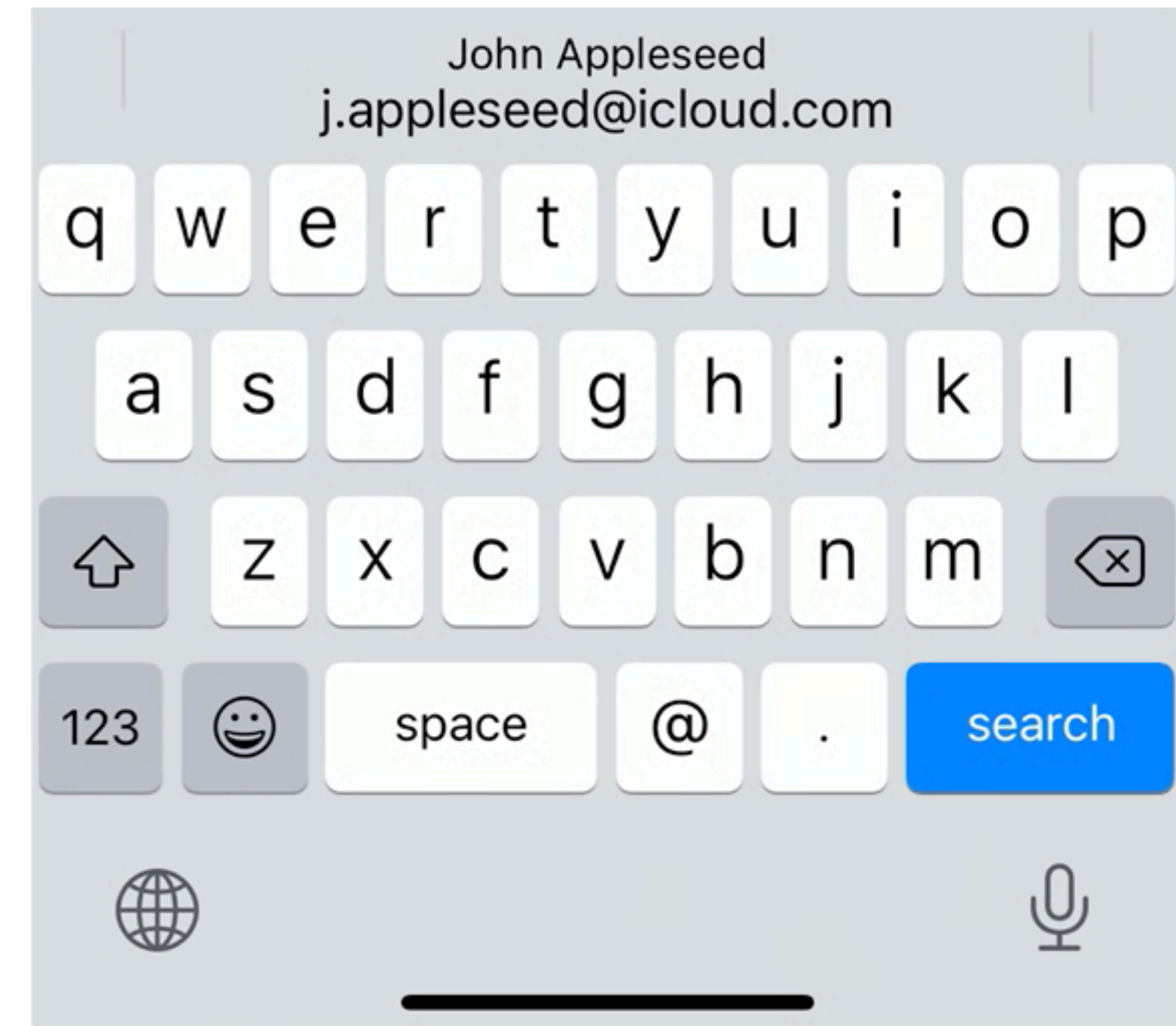
Precise On

Precise Off

Contacts Suggestions

Apps can enable email or phone number suggestions that don't require user permissions.

An existing alternative is to use a native contact picker that also doesn't require a prompt.
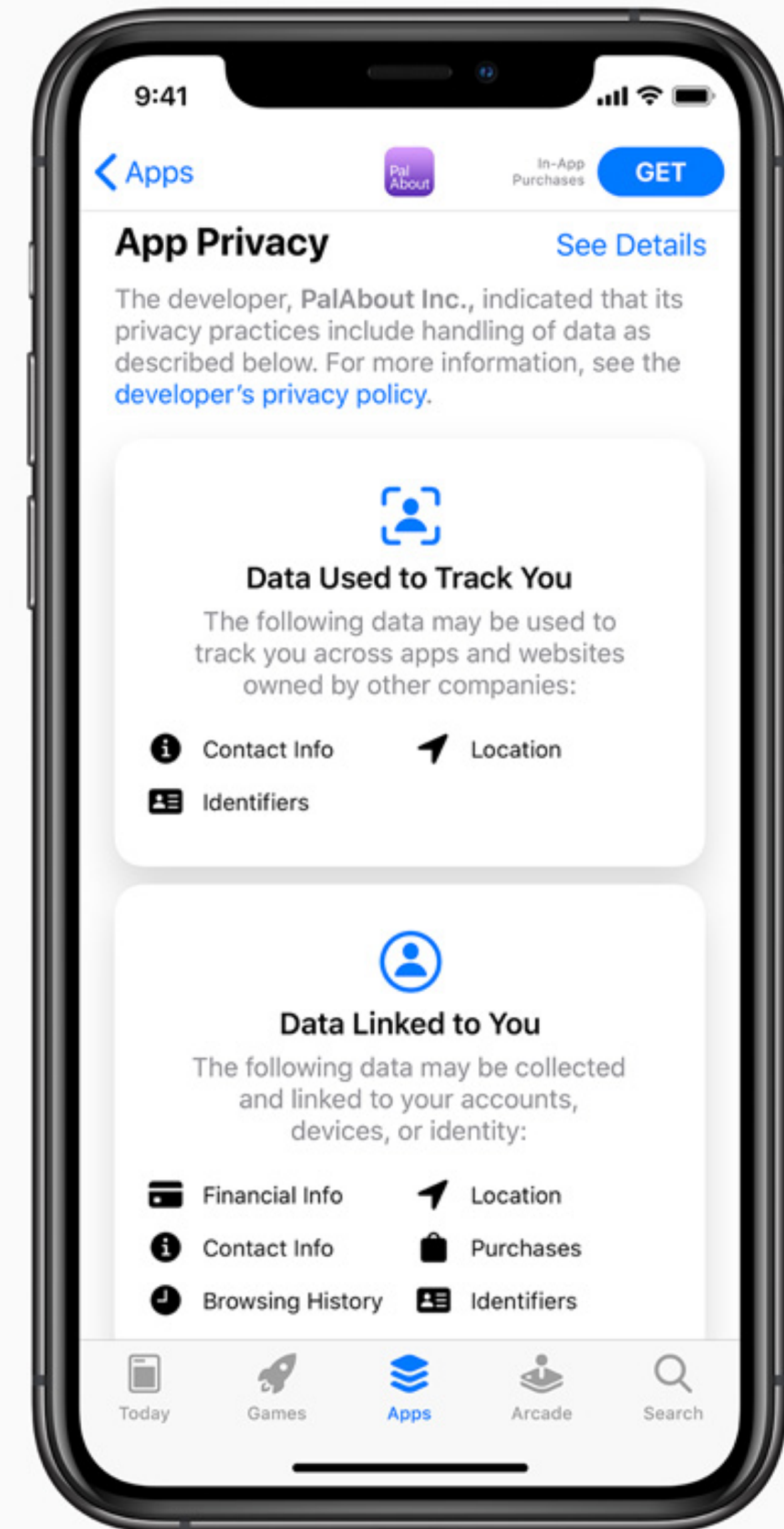

- WWDC20: Build trust throught greater privacy
- WWDC20: AutoFill everywhere

App Store Transparency

Apps now have an option to
provide their privacy practices
to be displayed in App Store.

- <u>WWDC20: Build trought greater privacy</u>

Keyboard AutoFill (iOS 13, 14)

Apart from the new Contacts suggestions, keyboard supports variety of AutoFill options.
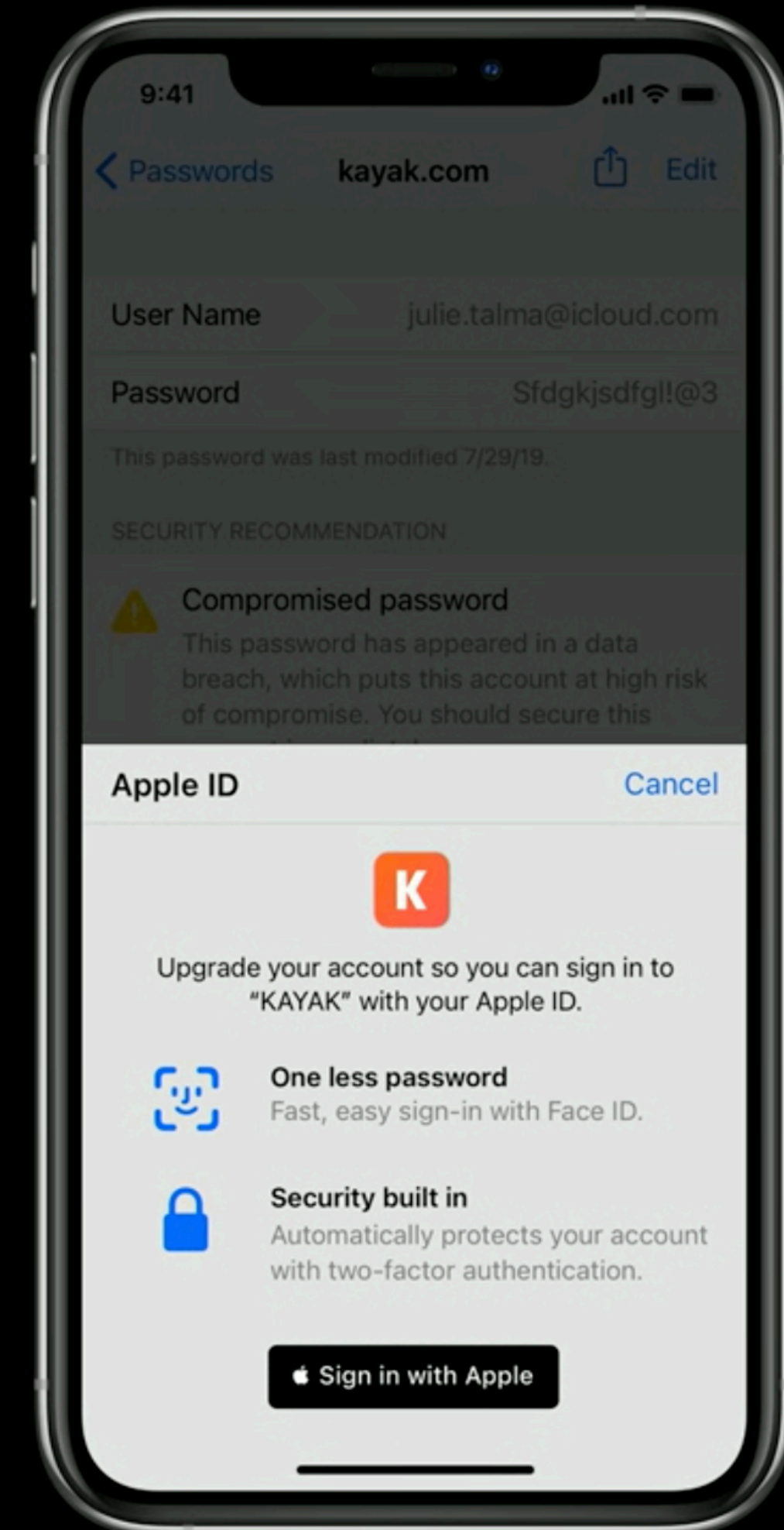
- Addresses (full, city, state, postal code, and more)

- Email or phone numbers (*new*)

- Passwords

- One-time security codes

- <u>WWDC20: AutoFill everywhere</u>

Sign in with Apple

- Easy way to convert existing accounts to Sign in with Apple (iOS 14)

- WWDC20: Get the most ouf of Sign in with Apple
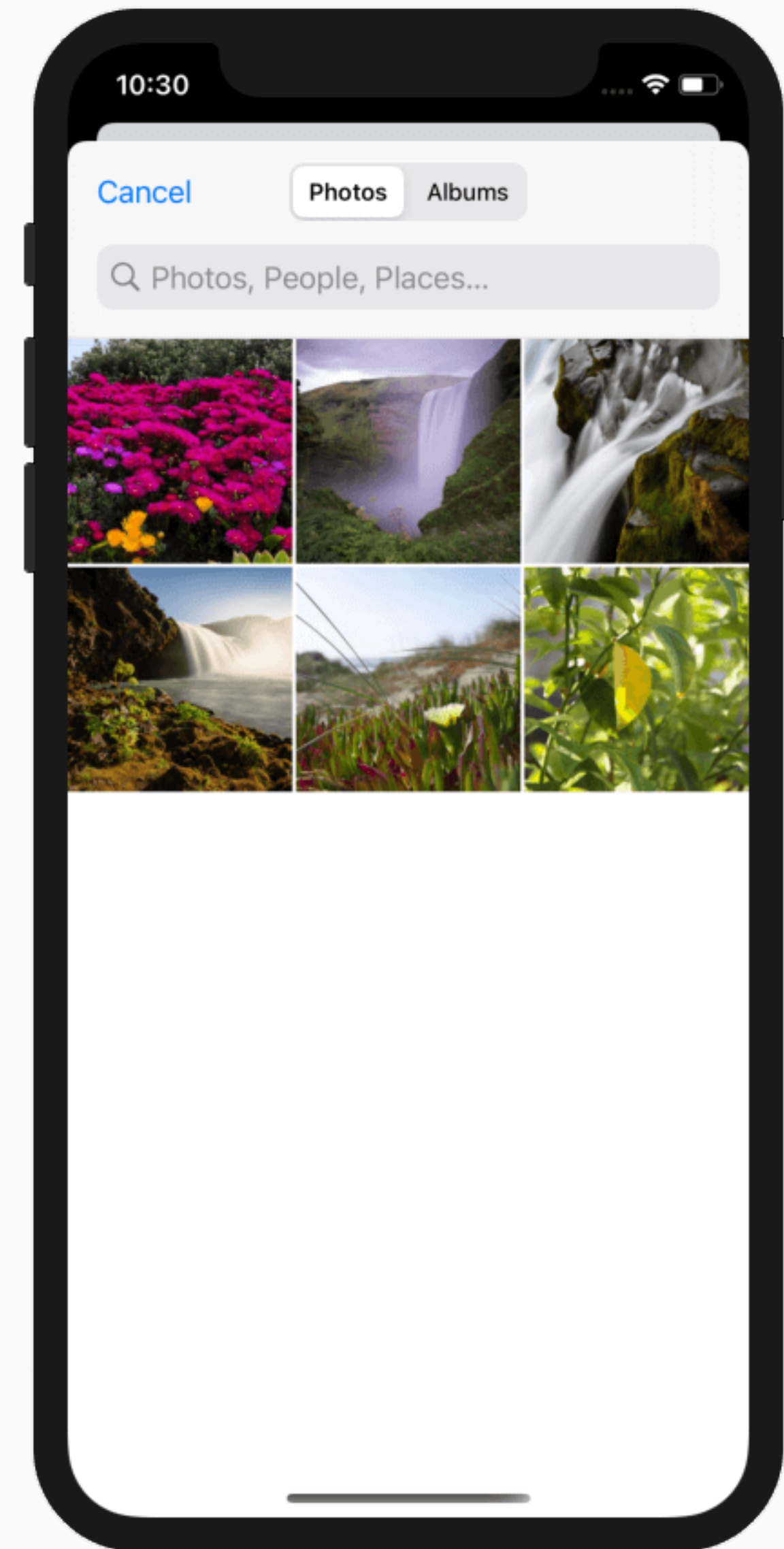- WWDC20: One-tap account security updates

New Photos Picker

`PHPicker` - a new way to select photos.

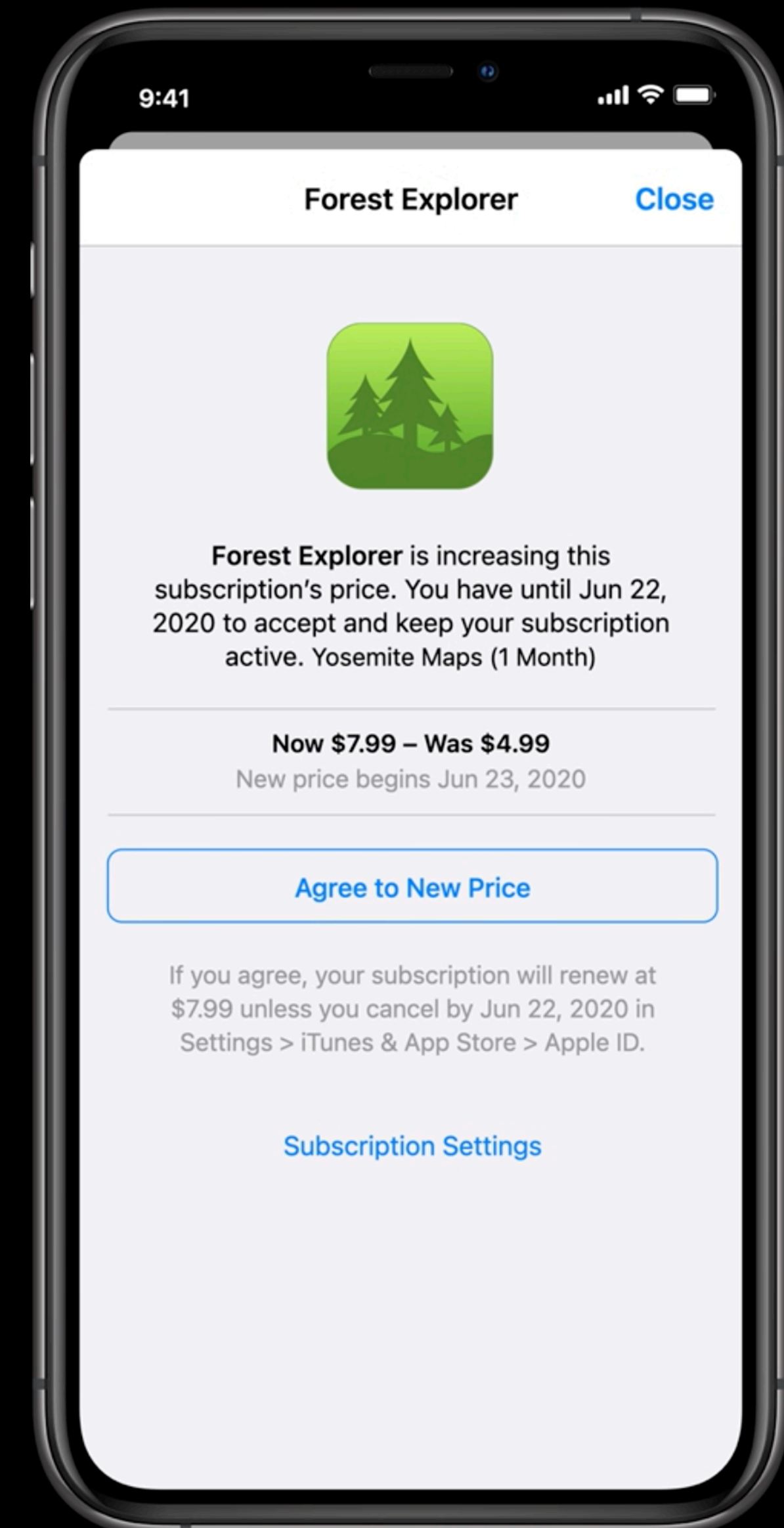Runs out-of-process and doesn't require user permissions.

- [WWDC20: Build trust throught greater privacy](#)
- [WWDC20: Meet new Photos picker](#)

App Store

In-App Purchases
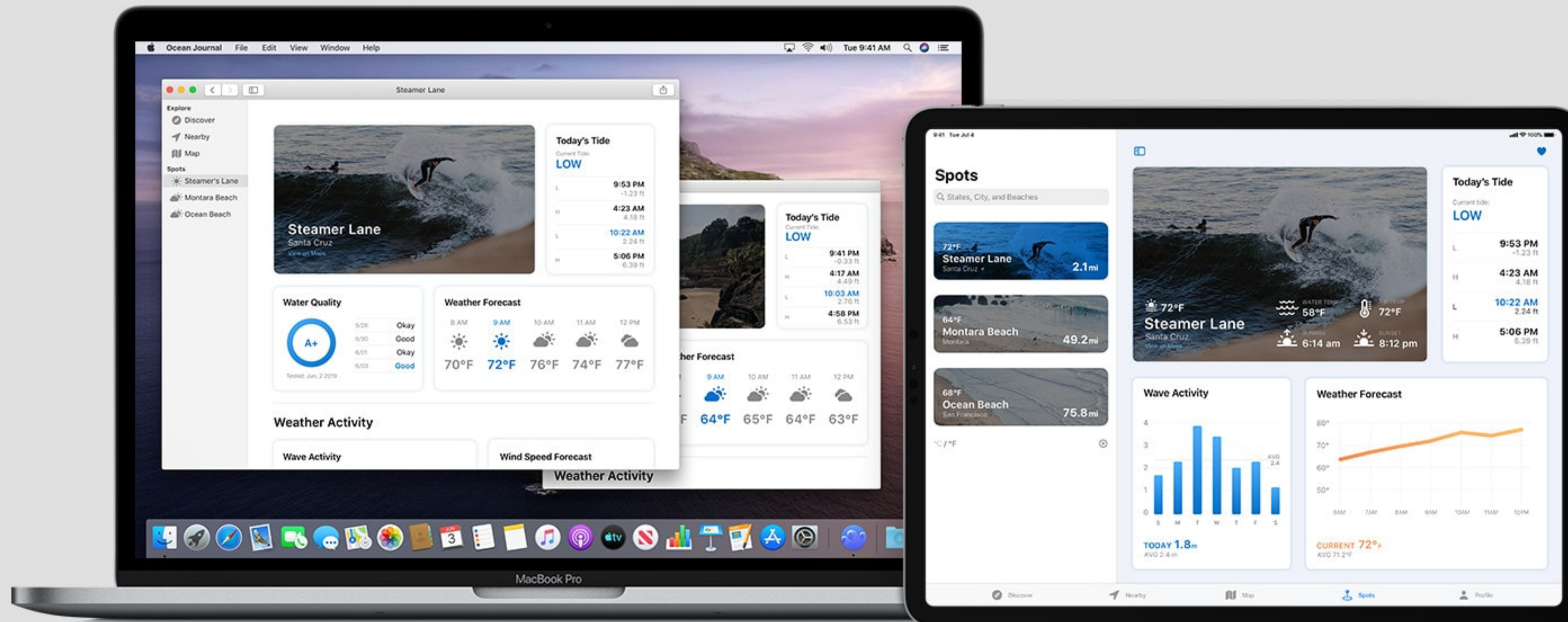
- Refund server-server notifications

- New "auto-renew" subscription notifications

- Family sharing for in-app purchases (opt-in)

- New subscription price increase agreement sheet. The apps can control what is the best time to present it.

- In-app purchases on Apple Watch

- New SKOverlay

- SKAdNetwork attribution APIs

- WWDC20: What's new in in-app purchases

iOS Apps
on the Mac

Porting iOS apps to macOS

Today there are more ways than ever to port iOS apps to the Mac.

- iPad and iPhone apps will run natively on **Apple Silicon Macs**. By default, all iOS apps available in iOS App Store will also become available in Mac App Store.

- **Catalyst** (macOS Catalina) makes it relatively easy to port existing iPad apps to the Mac. It allows you to reuse most of the code and optimize parts of it for the Mac.

- Apps built using **SwiftUI** (iOS 13) can be made cross-platform with minimal effort.

- WWDC20: iPad and iPhone apps on Apple Silicon Macs
- WWDC20: Optimize the interface of your Mac Catalyst apps

Other Changes

Changes that didn't make the cut, too specialized, etc

Other Changes

- PencilKit improvements and Scribble support. Learn more.

- New Nearby Interaction APIs with U1 chip. Learn more.

- ECG and symptoms tracking in HealthKit. Learn more.

- New color picker. Learn more.

- Multiple updates in Education. Learn more.

- Change to strong password (Keychain). Lean more.

- Wind Down shortcuts. Learn more.

- New capabilities in Vision such as body and hand pose detection. Learn more.

- ARKit: depth, location anchors, face tracking. Learn more.

- RealityKit: video textures, scene understanding. Learn more.

- Universal links technical improvements. Learn more.

Technology
Evolution

iOS Usage

Now is a great time to consider removing support for iOS 12 to unlock the opportunity for developers to start adopting SwiftUI.
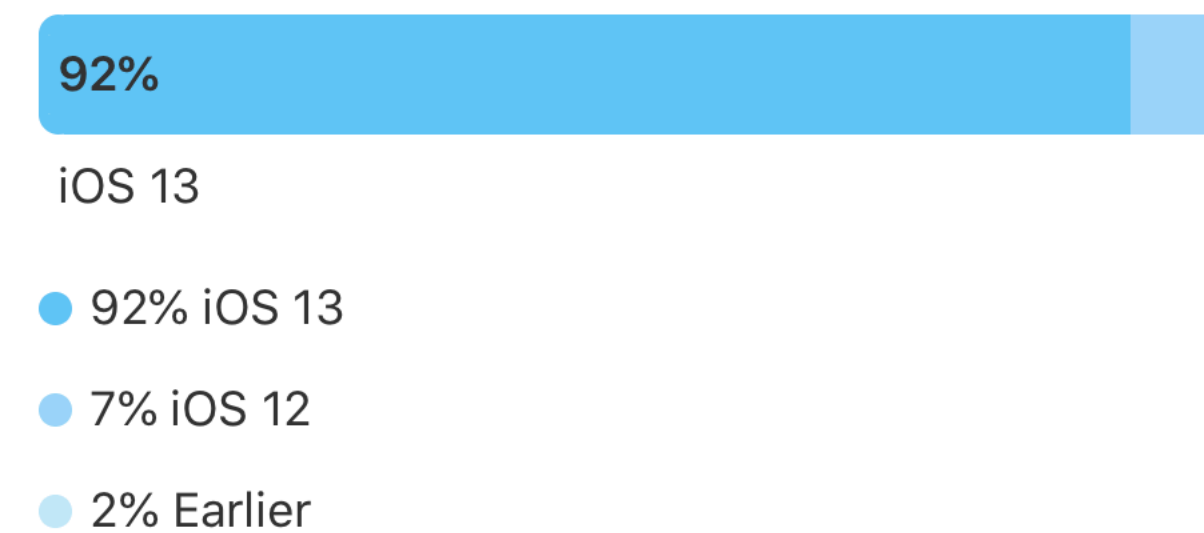
SwiftUI is a new UI framework from Apple that is dramatically different from the existing UIKit. SwiftUI is the future of development on Apple platforms.

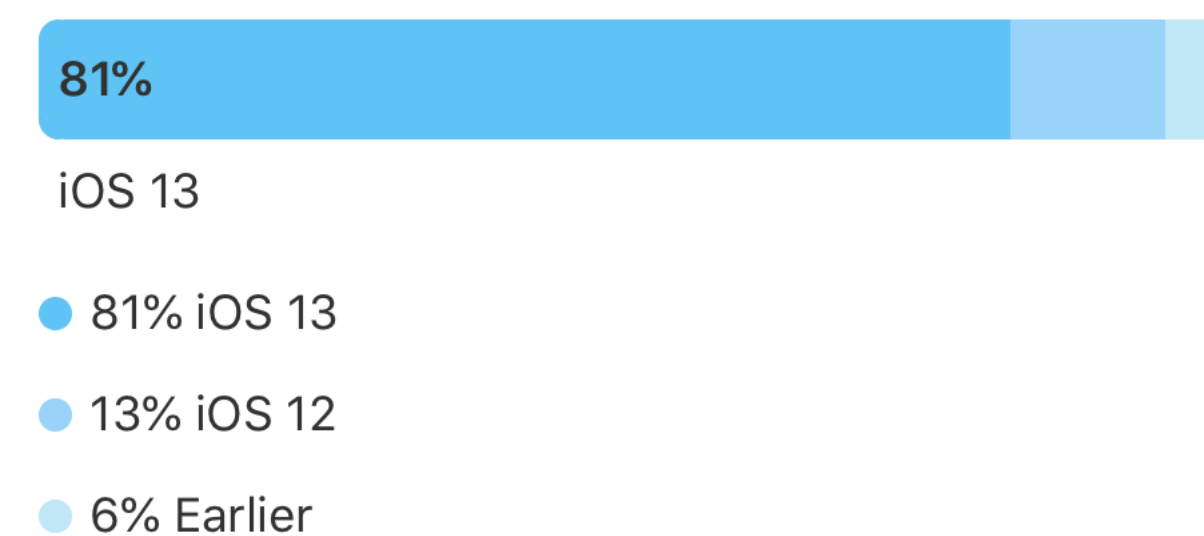If you haven't dropped iOS 11 support yet, now is the great time to do that too.

iPhone

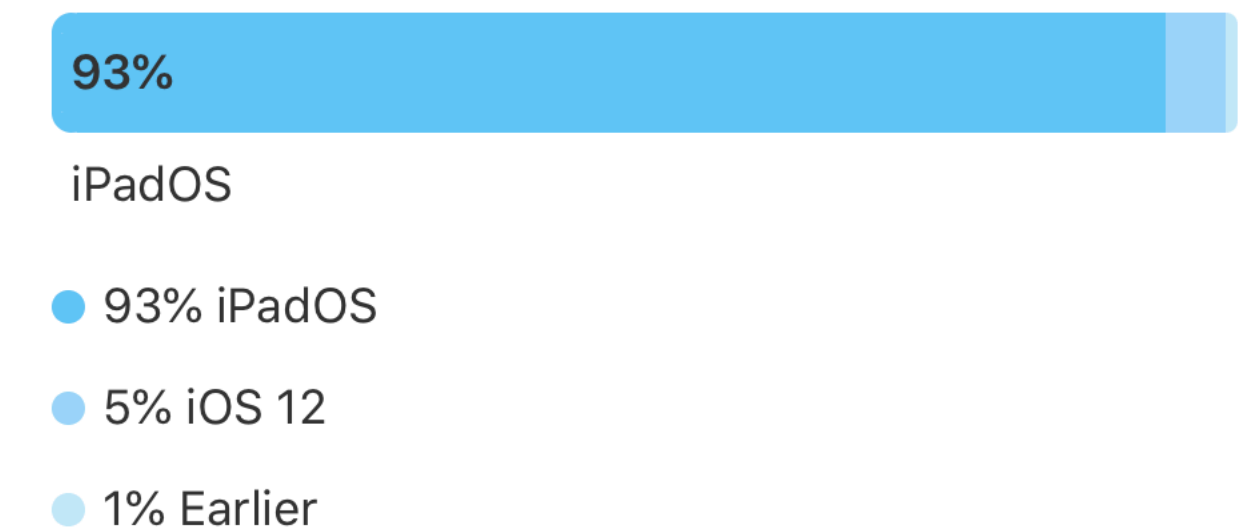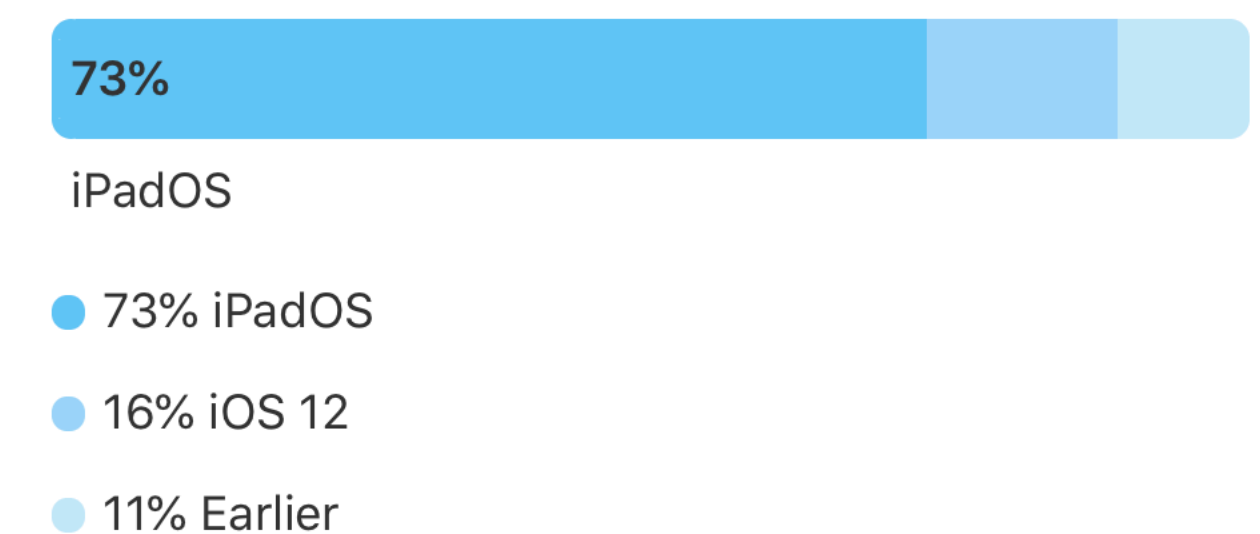**92% of all devices introduced in the last four years use iOS 13.**

92%

iOS 13

- 92% iOS 13
- 7% iOS 12
- 2% Earlier

81% of all devices use iOS 13.

81%

iOS 13

- 81% iOS 13
- 13% iOS 12
- 6% Earlier

As measured by the App Store on June 17, 2020

iPad

93% of all devices introduced in the last four years use iPadOS.

93%

iPadOS

- 93% iPadOS
- 5% iOS 12
- 1% Earlier

73% of all devices use iPadOS.

73%

iPadOS

- 73% iPadOS
- 16% iOS 12
- 11% Earlier