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Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: N/A. Brand New Book ***** Print on Demand *****.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...



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