

# Making Apps Adaptive

Part 1

Session 222

Kevin Cathey Interface Builder Engineer

Brent Shank Interface Builder Engineer

Takeaway

The system is going to do most of the work so you don't have to.

1,000,000,000









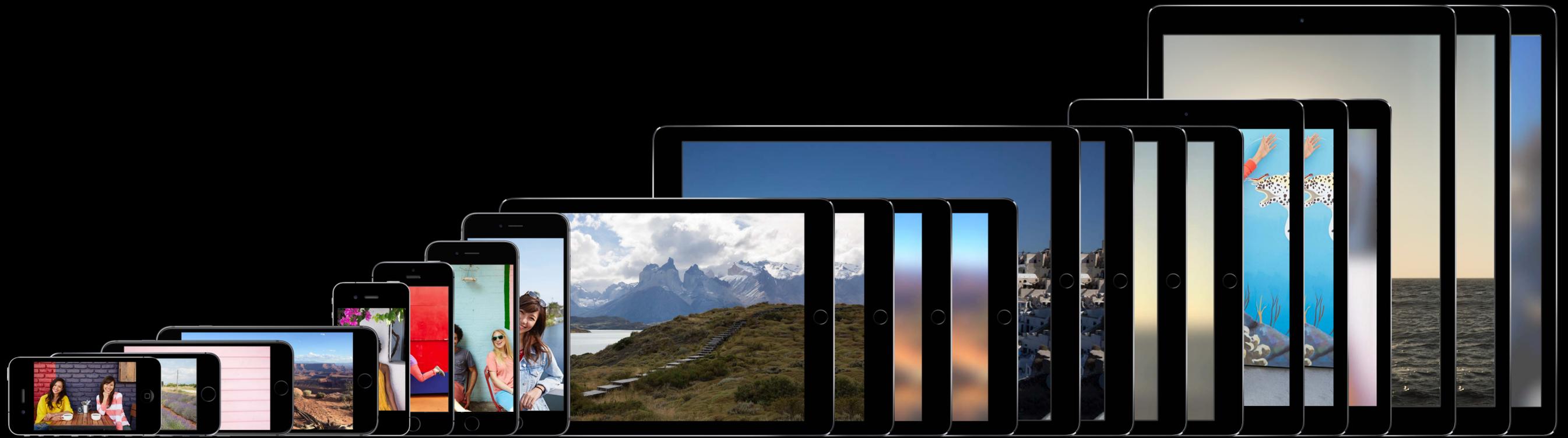












Dynamic Type

Layout Direction

Display Gamut

Interface Style

300+

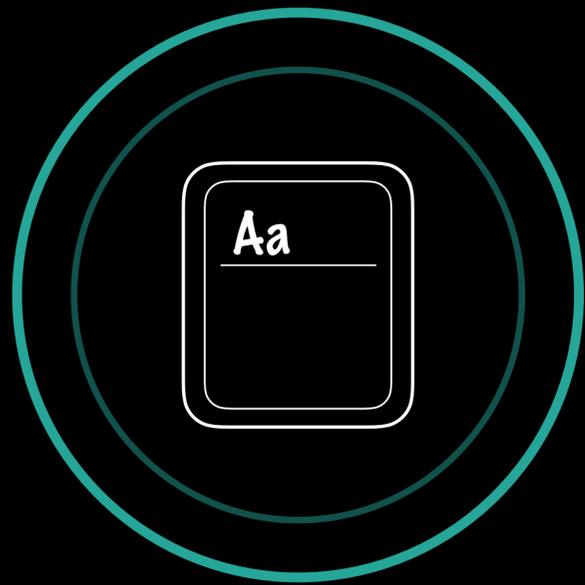
Combinations

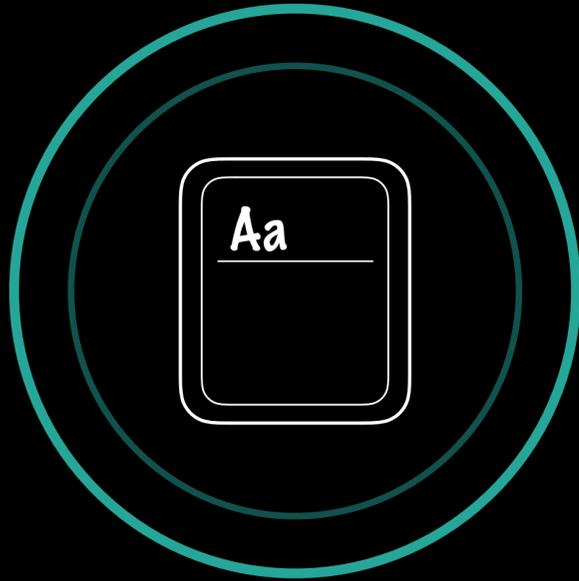
Takeaway

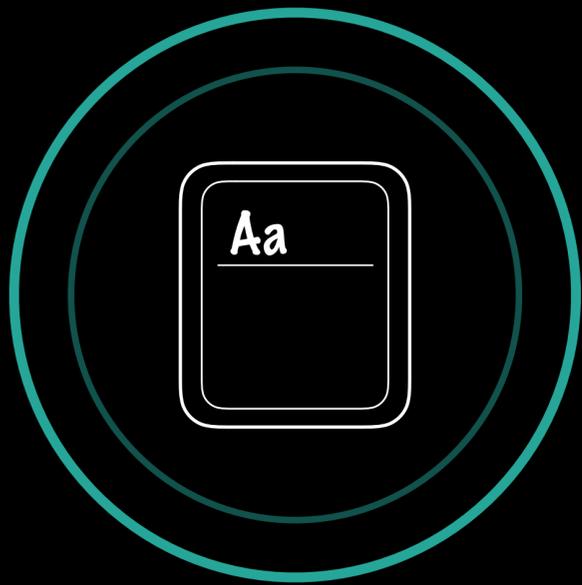
The system is going to do most of the work so you don't have to.

Takeaway

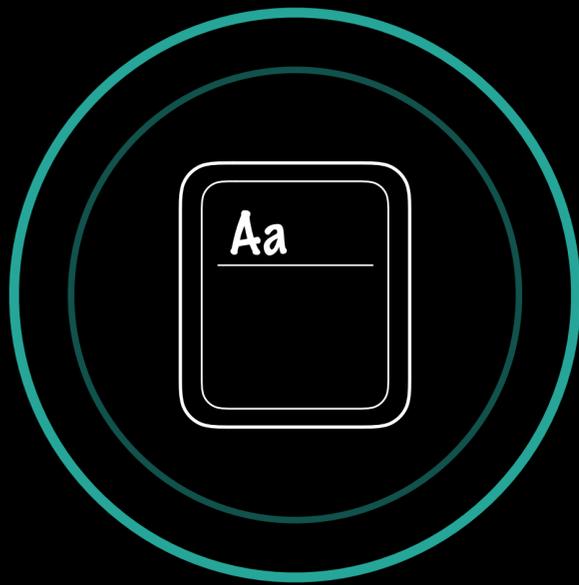
The system is going to do most of the work so you don't have to.





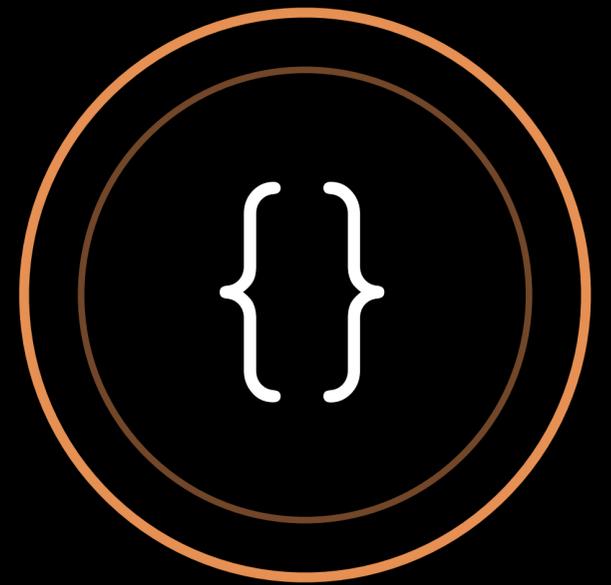
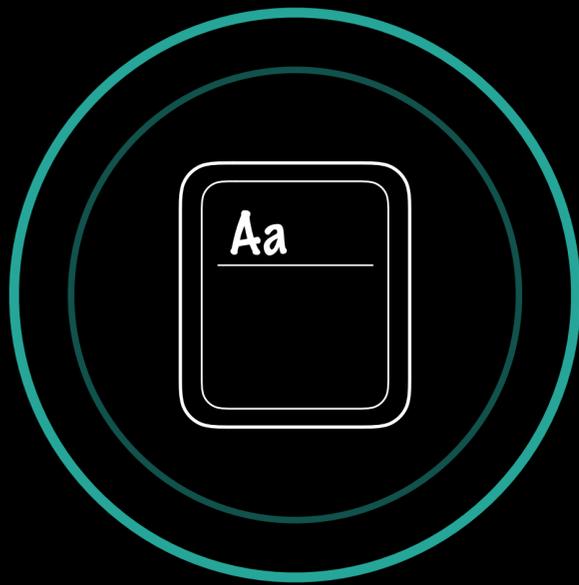


┌──────────┴──────────┐ PART 1 ┌──────────┴──────────┐



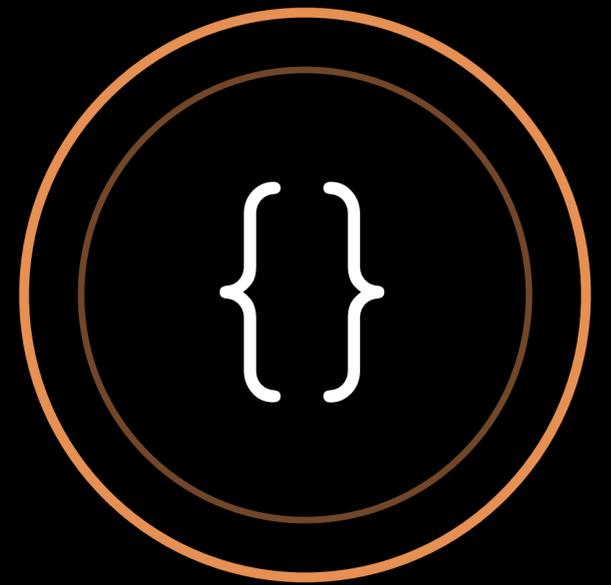
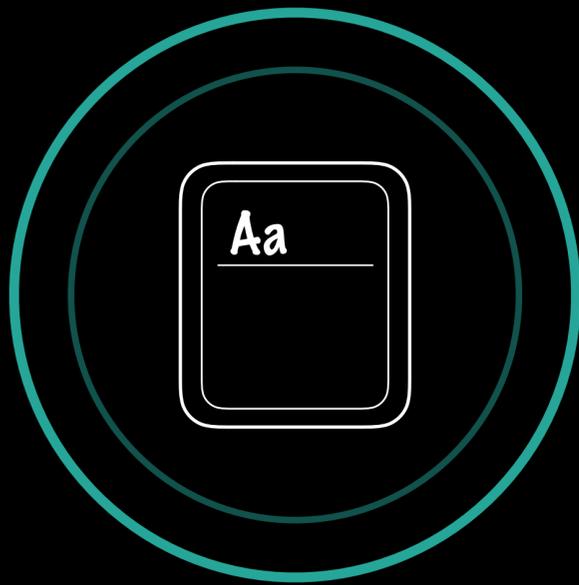
————— PART 1 —————

————— PART 2 —————



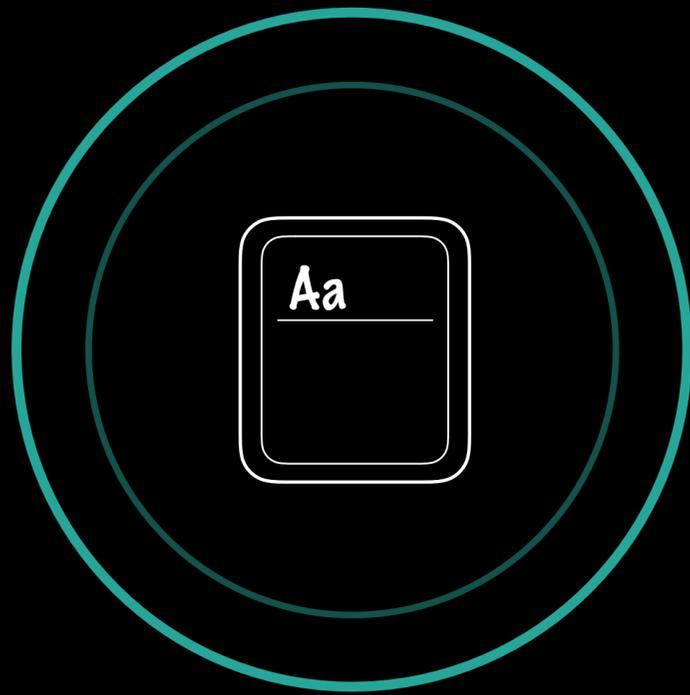
┌────────── PART 1 ─────────┐

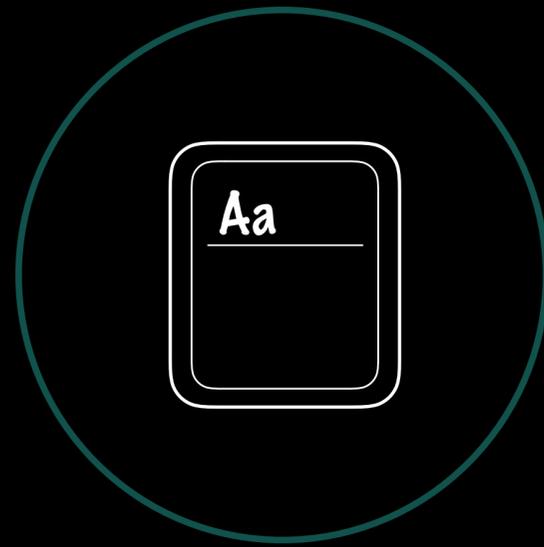
┌────────── PART 2 ─────────┐

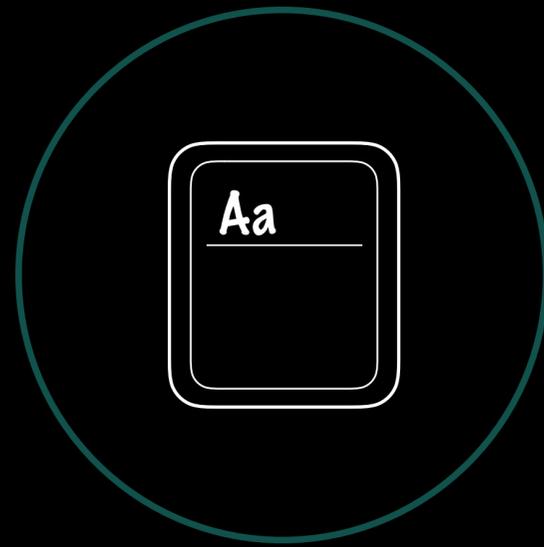


PART 1

PART 2



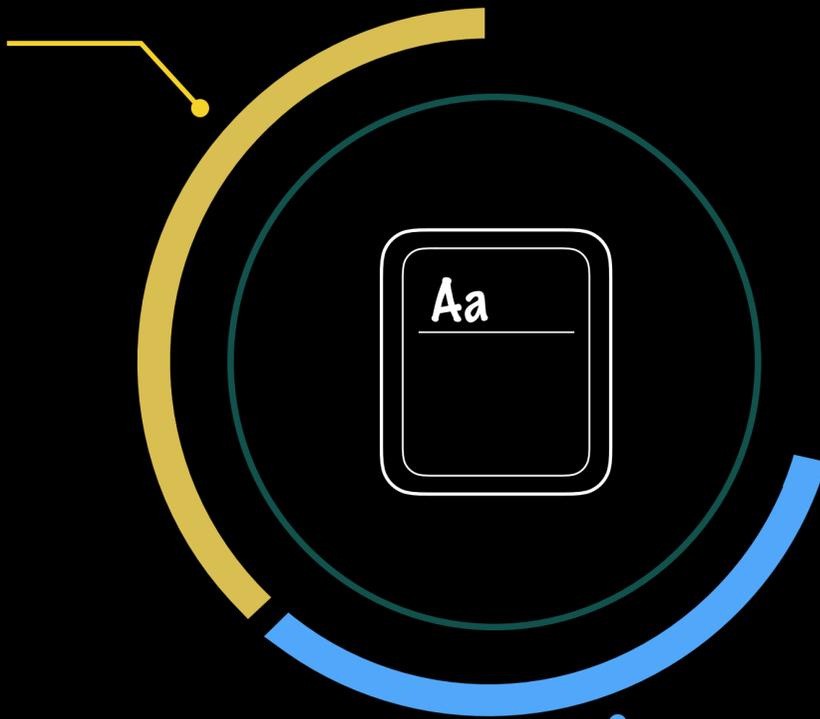




What traits are

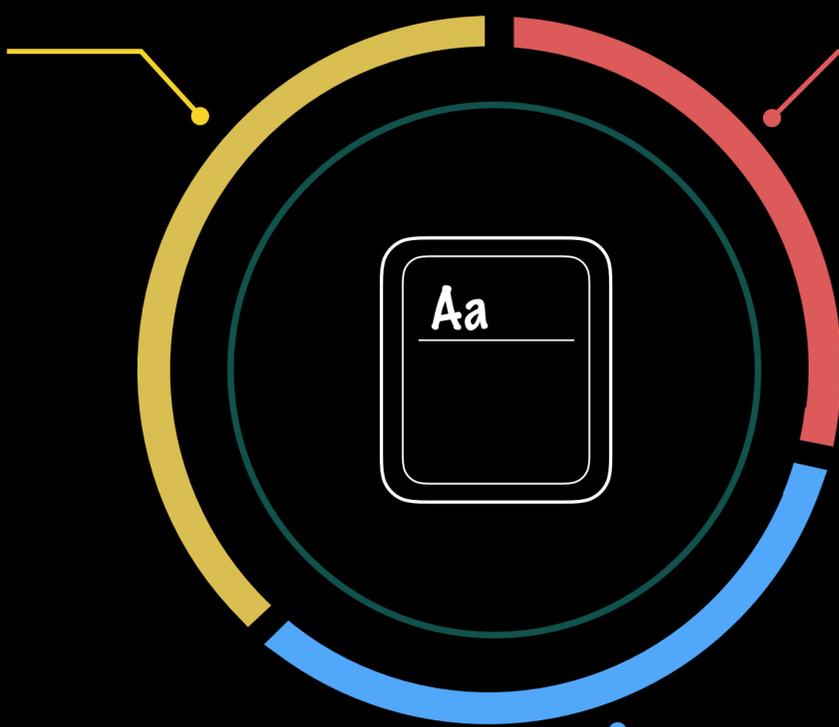


What traits are



Size classes

What traits are



How traits work

Size classes

Traits

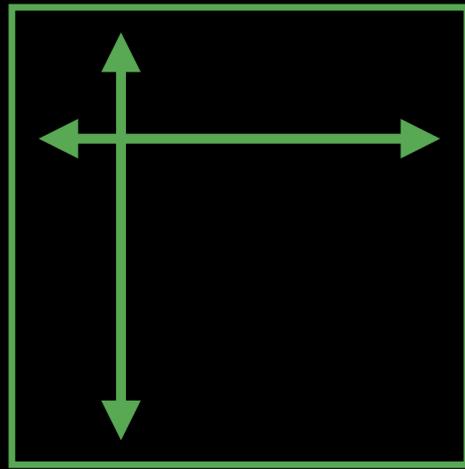




```
[horizontalSizeClass = Compact,  
  verticalSizeClass = Regular,  
  displayGamut = P3]
```

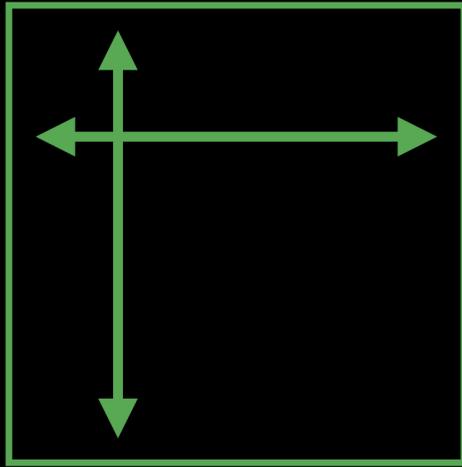
# Trait Examples

# Trait Examples

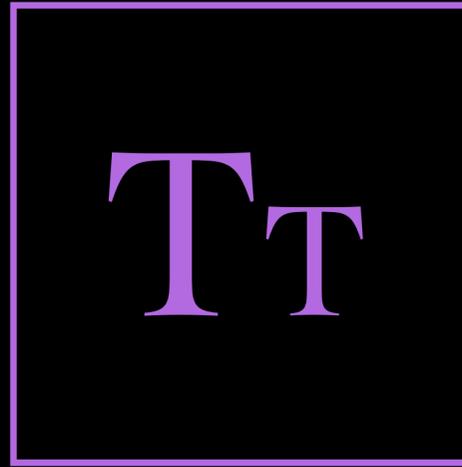


Size Classes

# Trait Examples

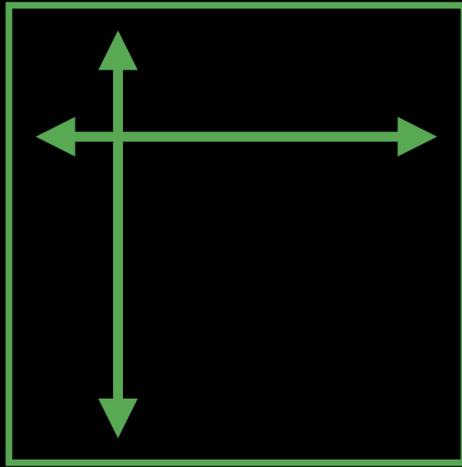


Size Classes

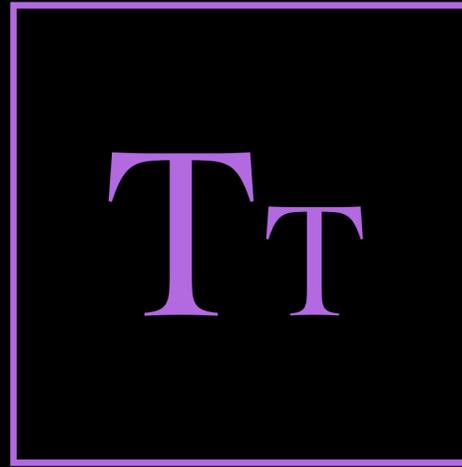


Dynamic Type

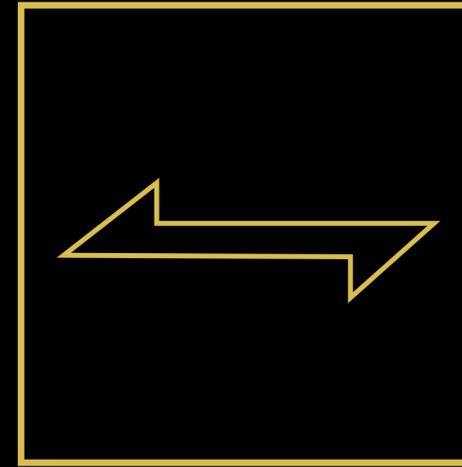
# Trait Examples



Size Classes

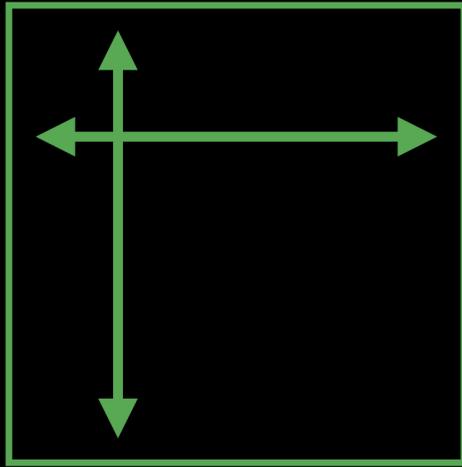


Dynamic Type

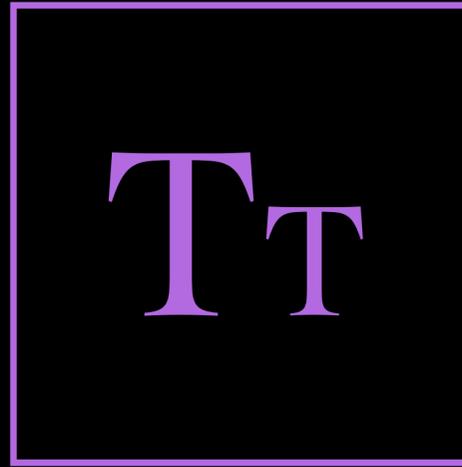


Layout Direction

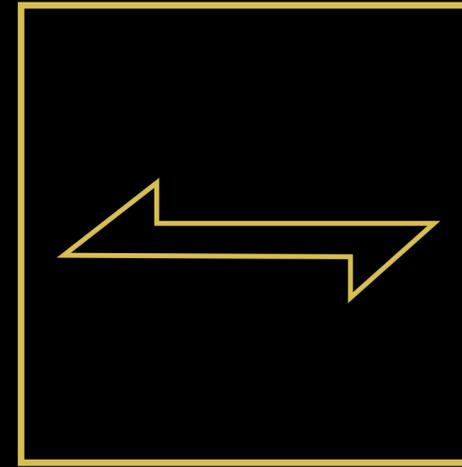
# Trait Examples



Size Classes



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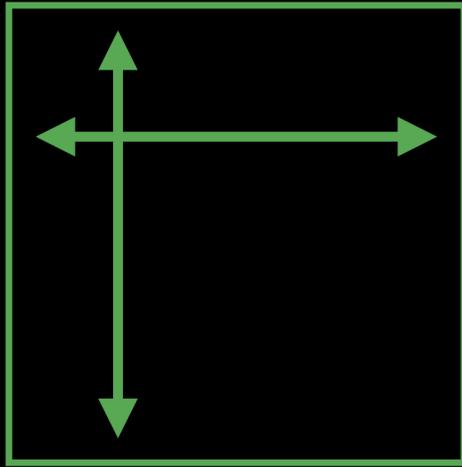


Layout Direction

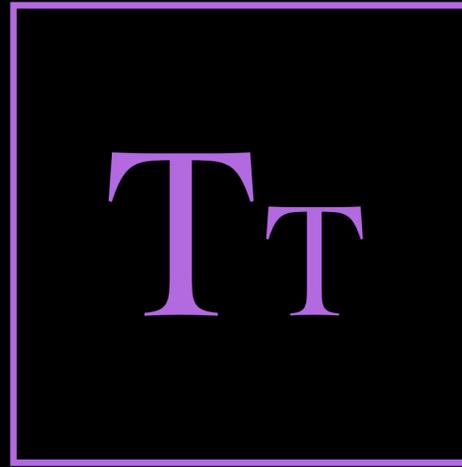
LAYOUT

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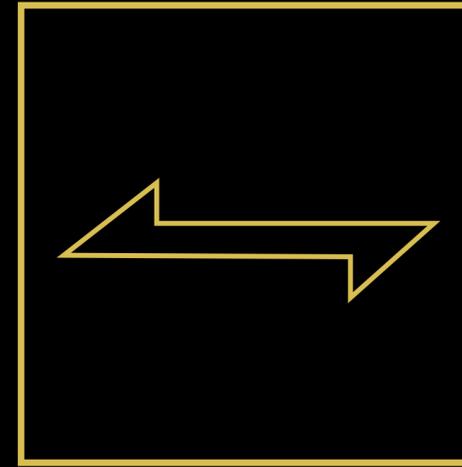
# Trait Examples



Size Classes



Dynamic Type



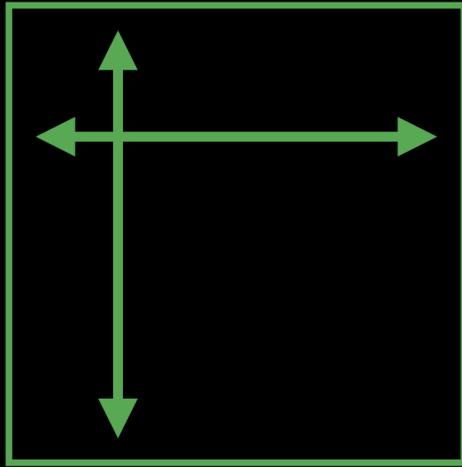
Layout Direction

LAYOUT

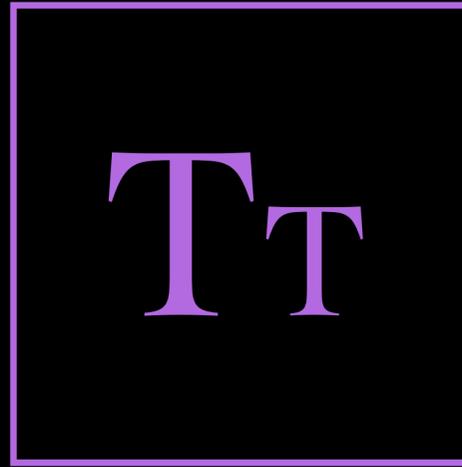
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APPEARANCE

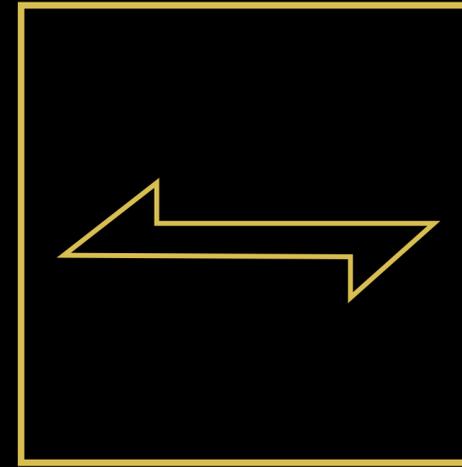
# Trait Examples



Size Classes



Dynamic Type

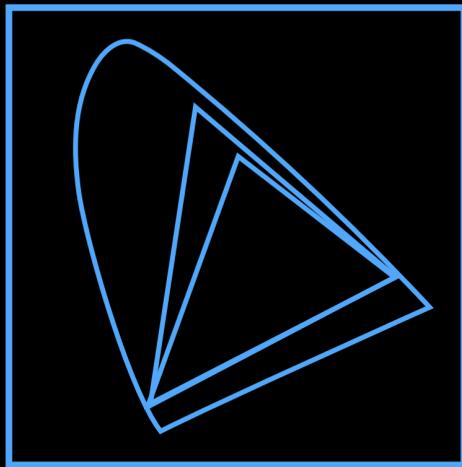


Layout Direction

LAYOUT

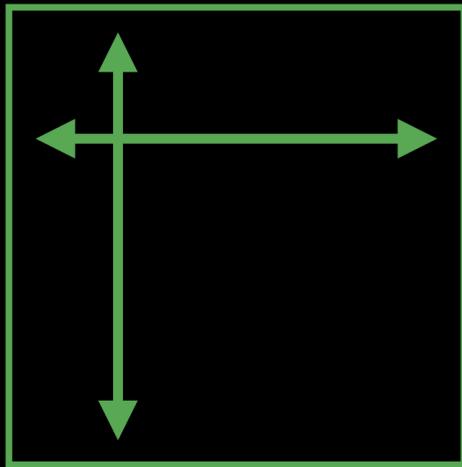
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APPEARANCE

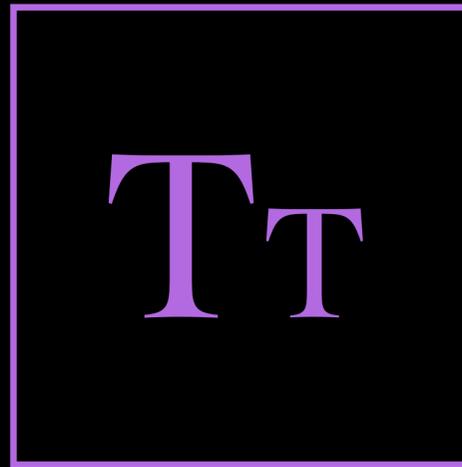


Display Gamut

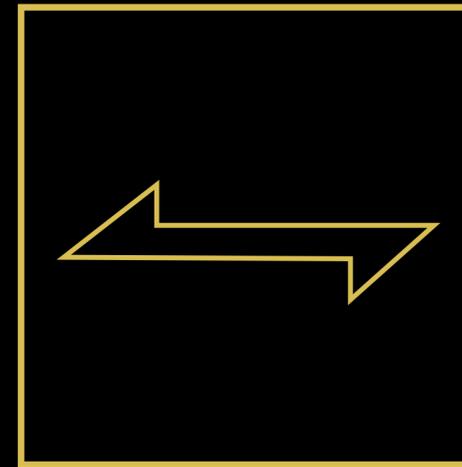
# Trait Examples



Size Classes



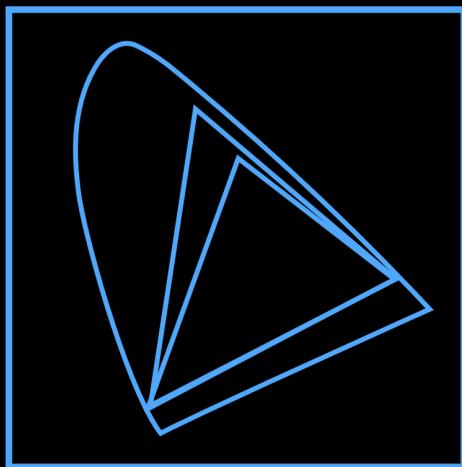
Dynamic Type



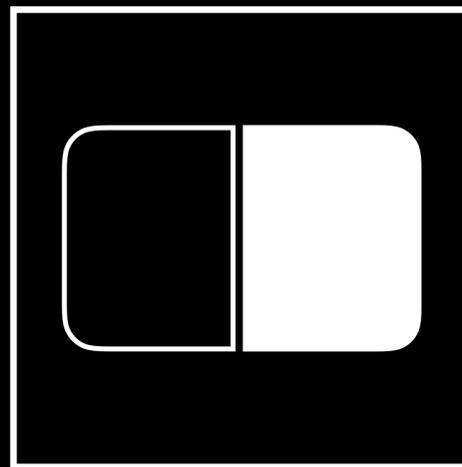
Layout Direction

LAYOUT

APPEARANCE

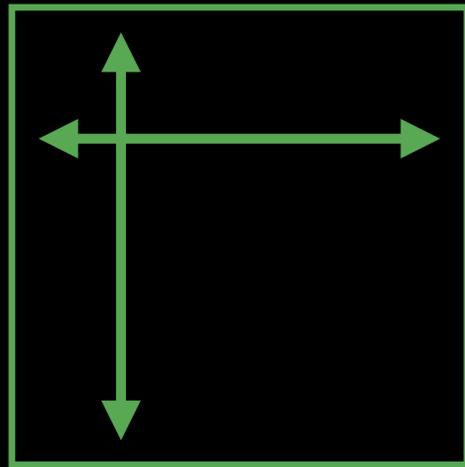


Display Gamut

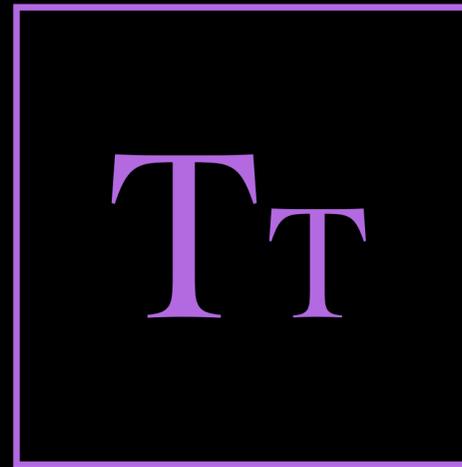


Interface Style

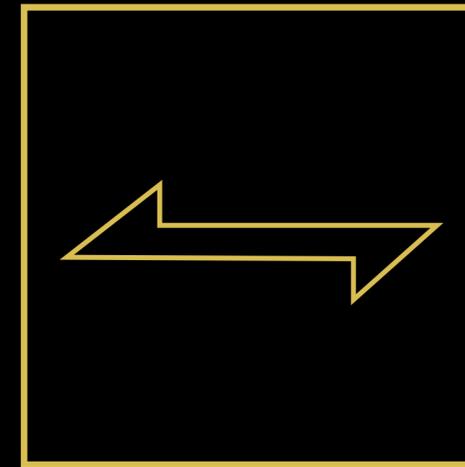
# Trait Examples



Size Classes



Dynamic Type

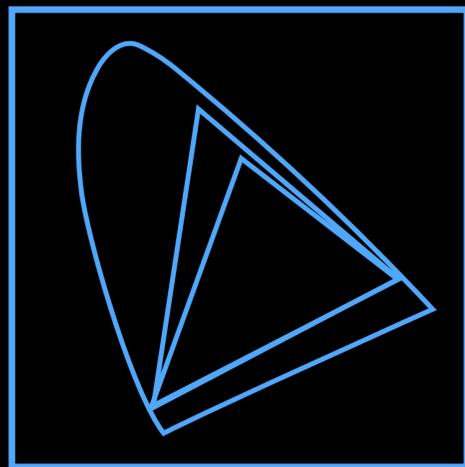


Layout Direction

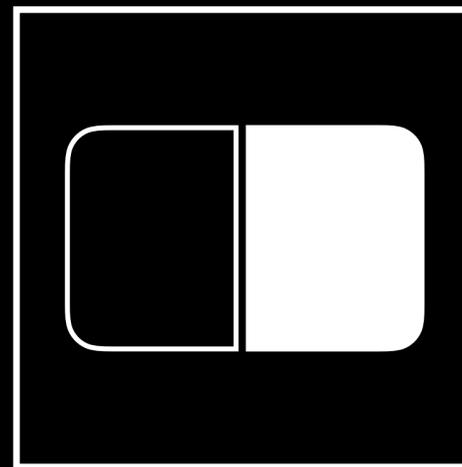
LAYOUT

APPEARANCE

CAPABILITIES

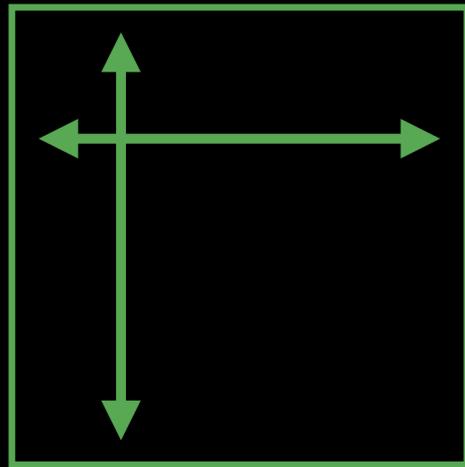


Display Gamut

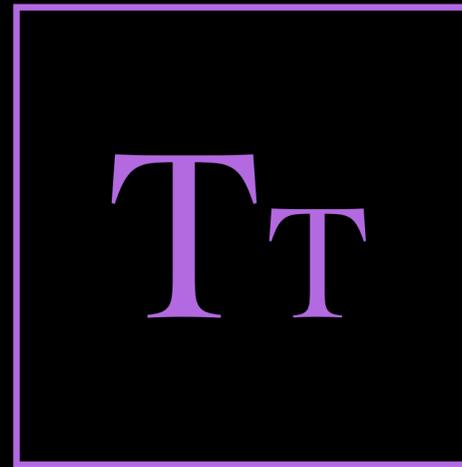


Interface Style

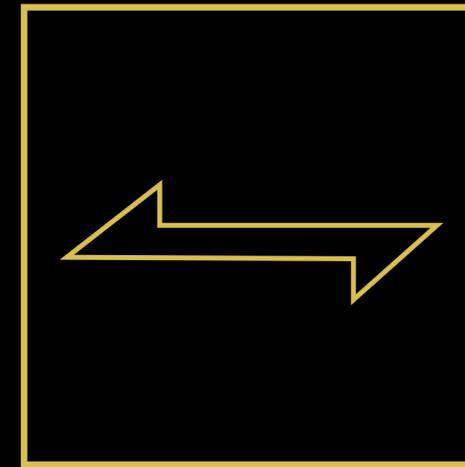
# Trait Examples



Size Classes



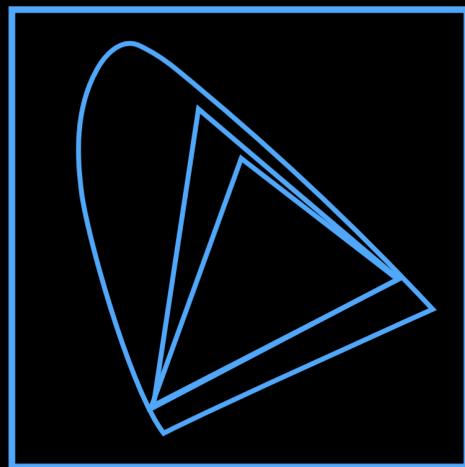
Dynamic Type



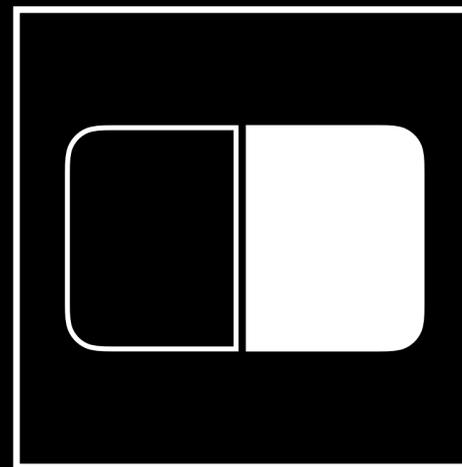
Layout Direction

LAYOUT

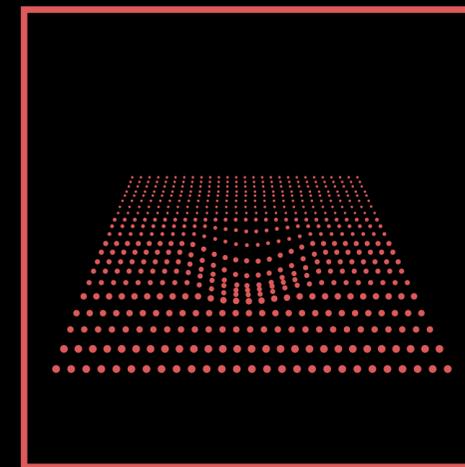
APPEARANCE



Display Gamut



Interface Style

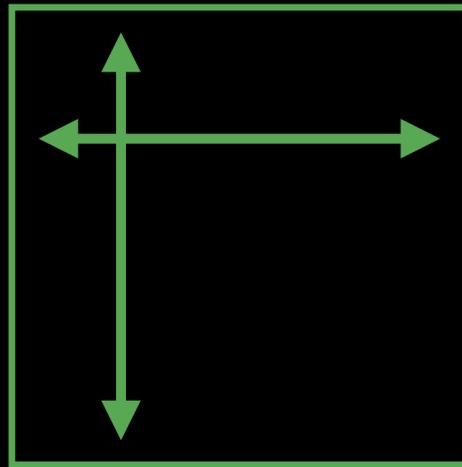


3D Touch

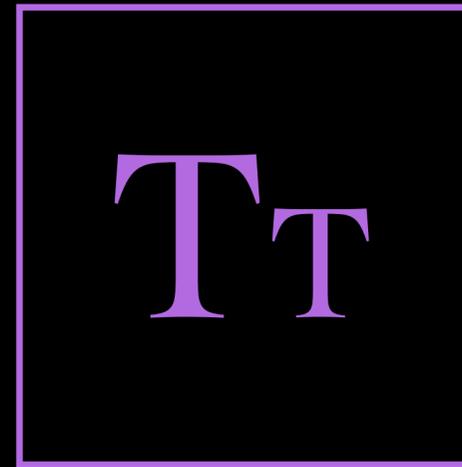
CAPABILITIES

# Trait Examples

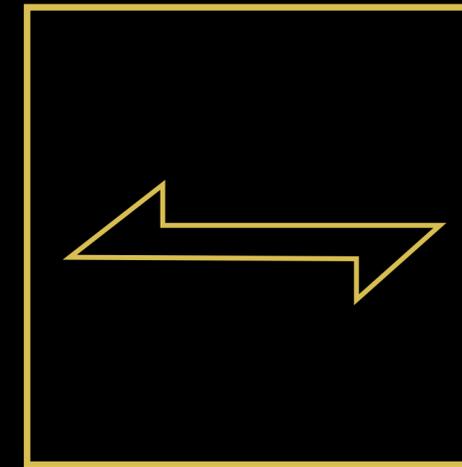
## UITraitCollection



Size Classes



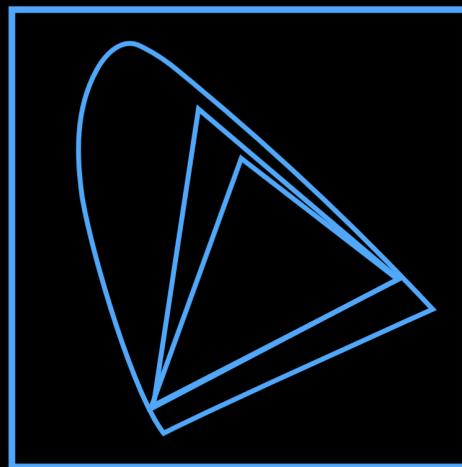
Dynamic Type



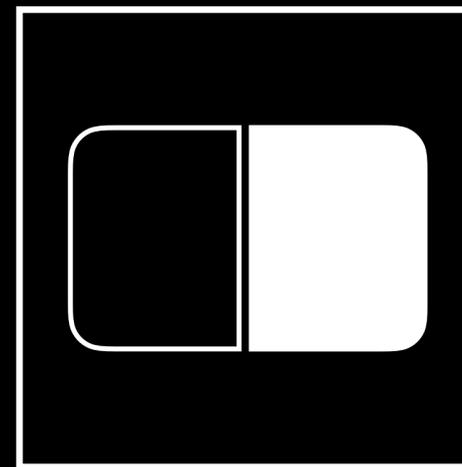
Layout Direction

LAYOUT

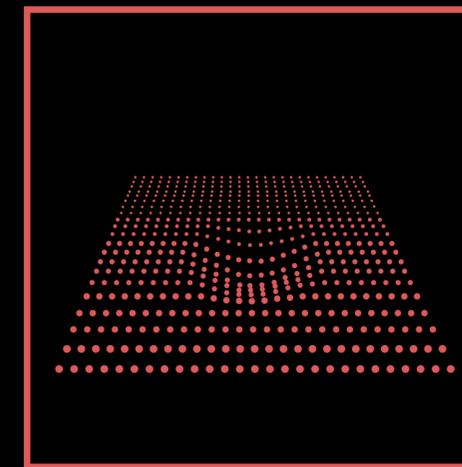
APPEARANCE



Display Gamut



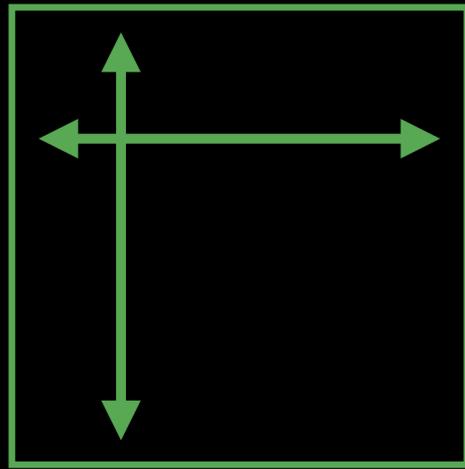
Interface Style



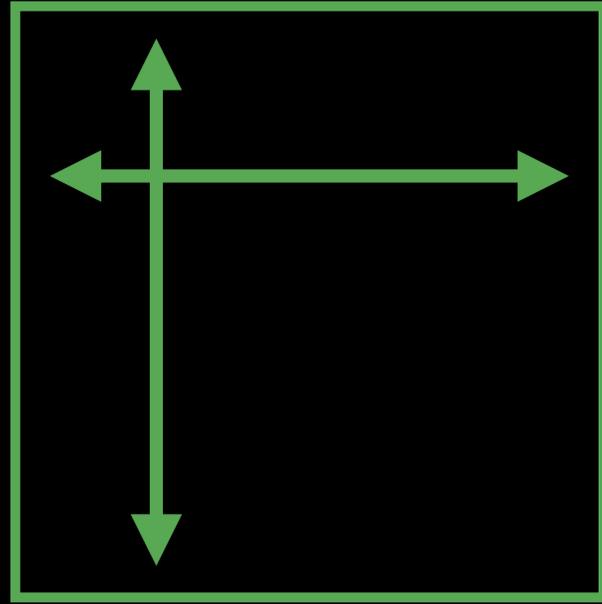
3D Touch

CAPABILITIES

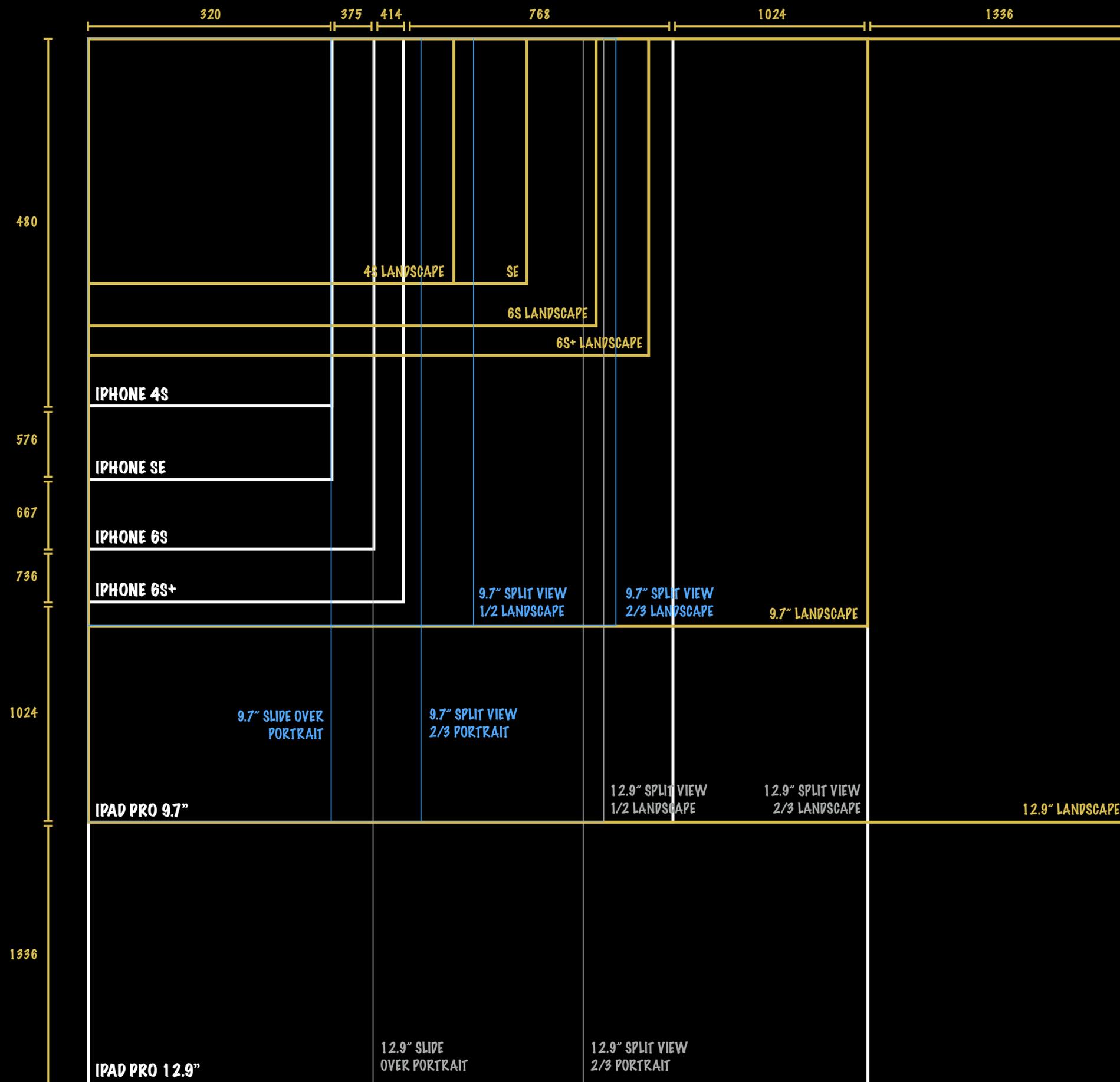
# Trait Examples



Size Classes

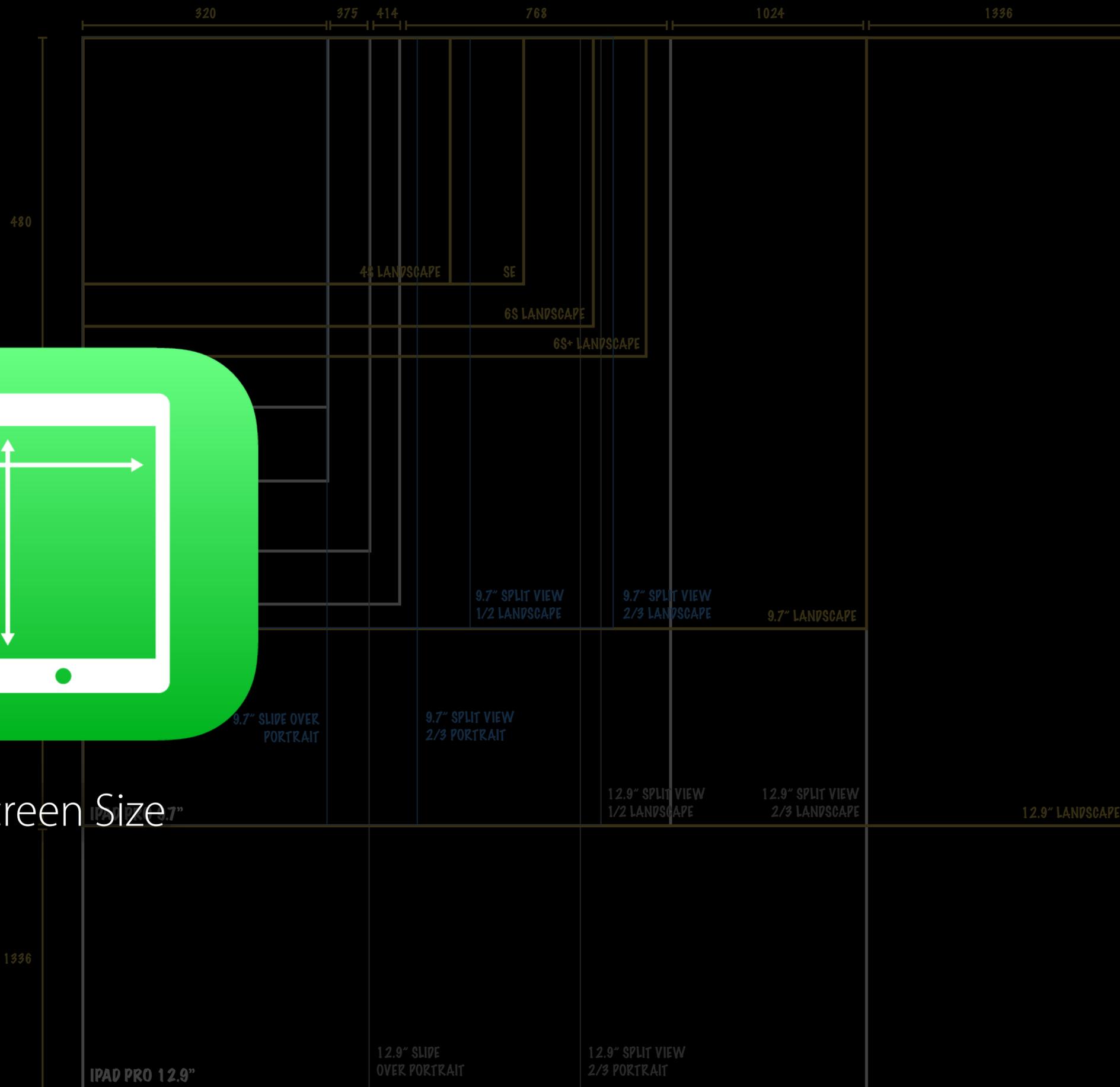


Size Classes





# Screen Size







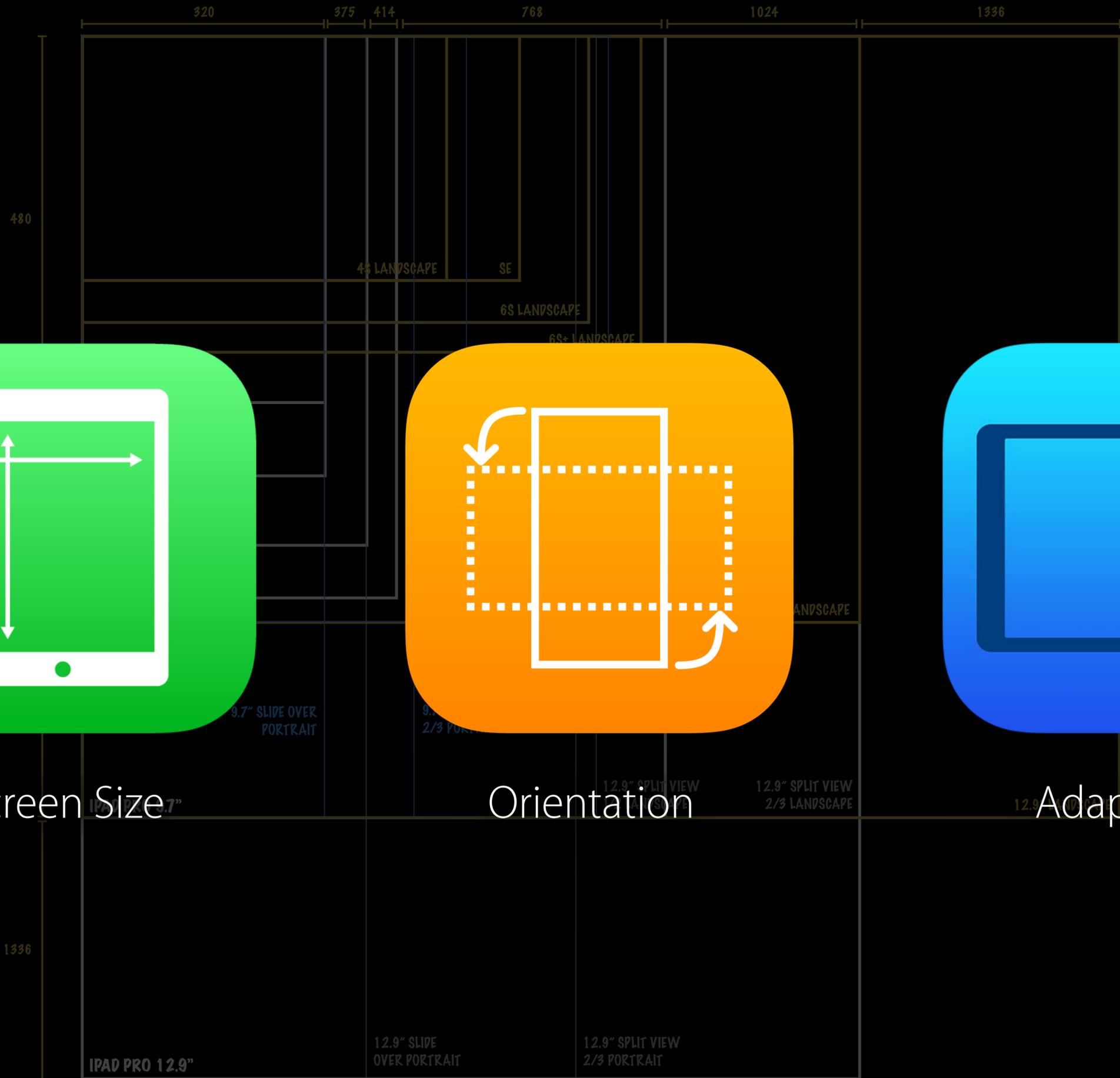
Screen Size



Orientation



Adaptation



Takeaway

Base layout on available space, not device, orientation, or adaptation

# Reacting to Available Space

# Reacting to Available Space



Coarse Changes

# Reacting to Available Space



Coarse Changes

Fine Changes

# Reacting to Available Space



Coarse Changes

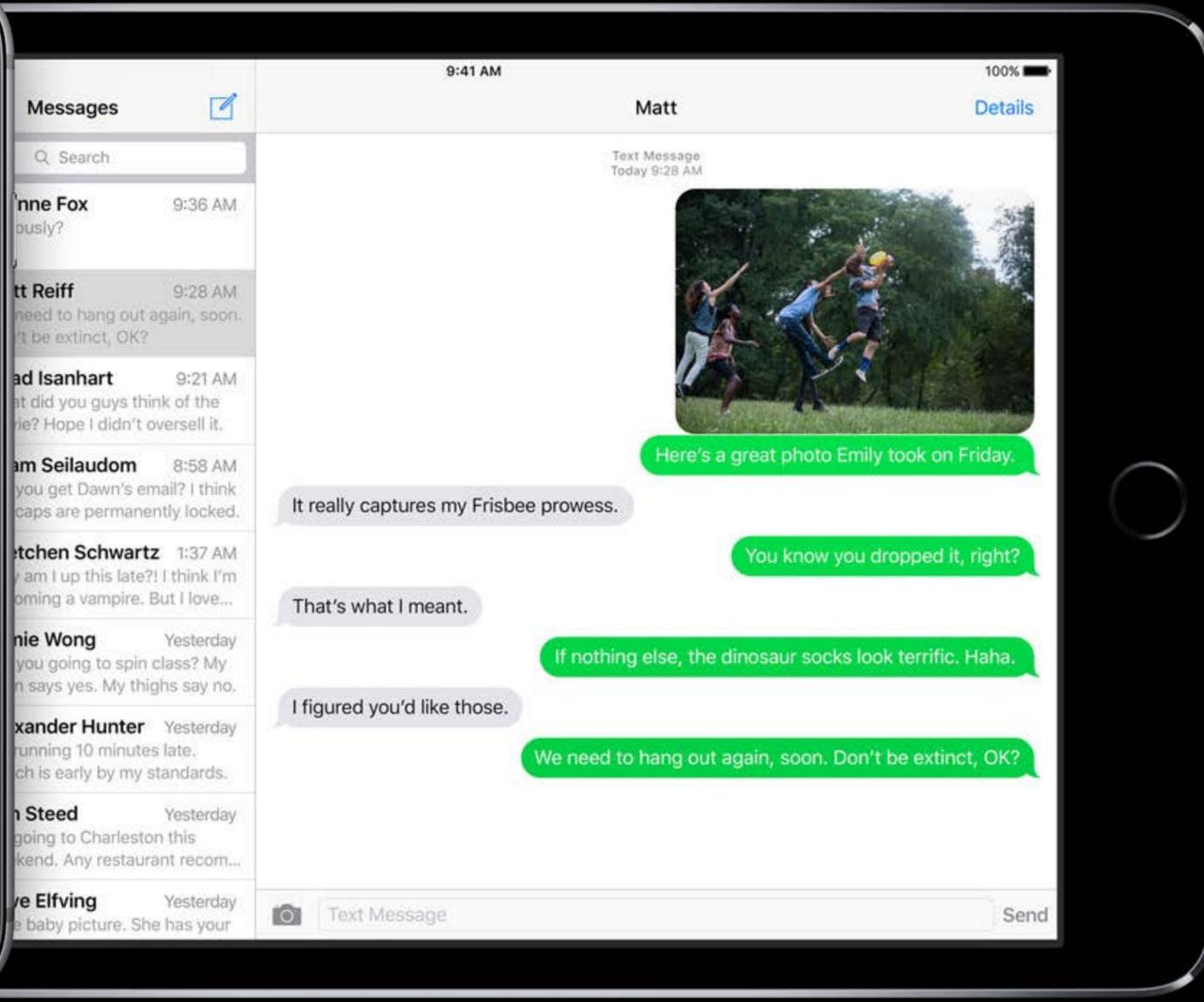
Fine Changes

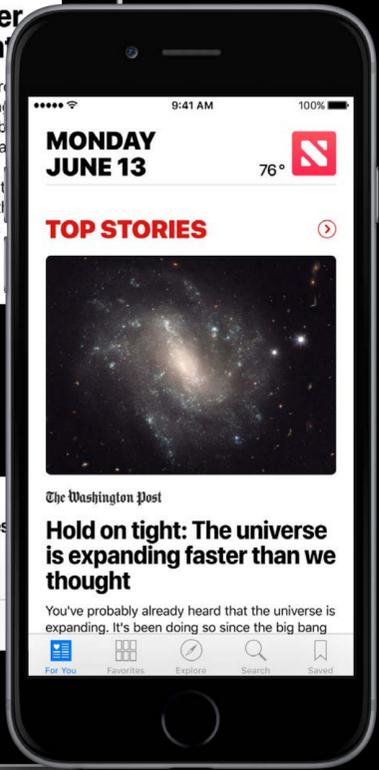
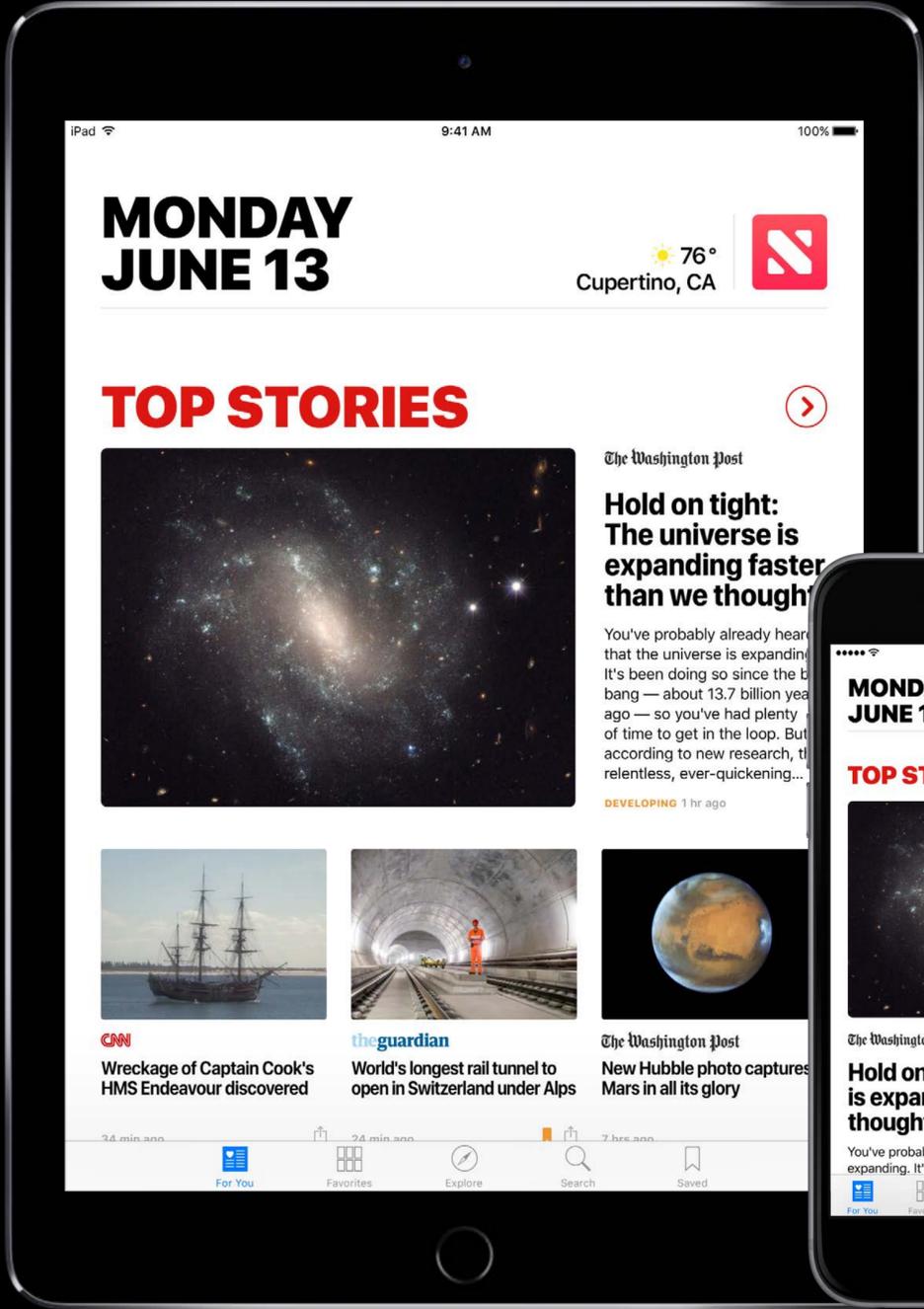
“All problems in computer science can be solved by another level of indirection”

David Wheeler

Takeaway

Size classes express experience





# The Specifics of Size Classes

# The Specifics of Size Classes



# The Specifics of Size Classes

`horizontalSizeClass`



`verticalSizeClass`



# The Specifics of Size Classes

`horizontalSizeClass`



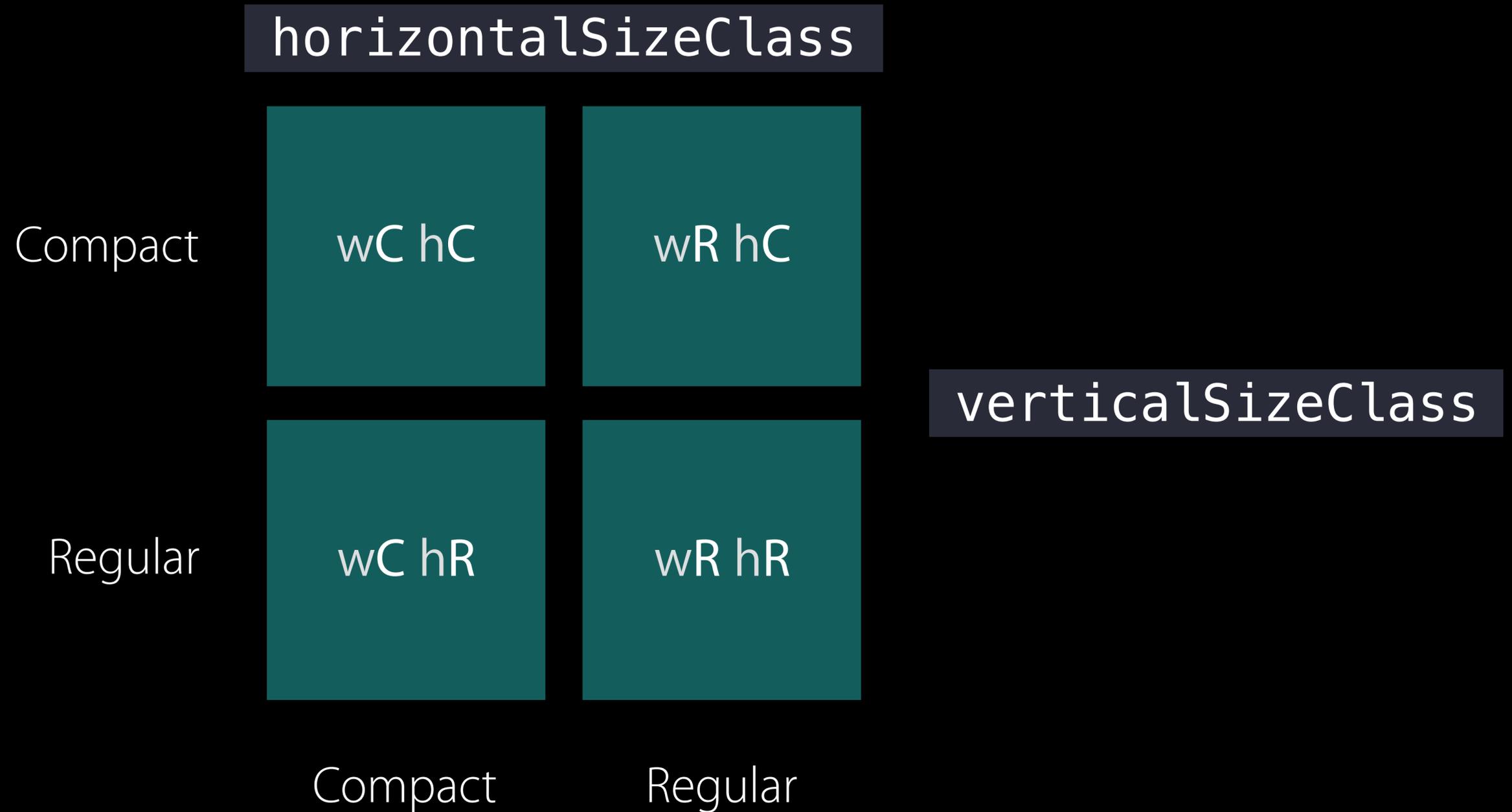
`verticalSizeClass`



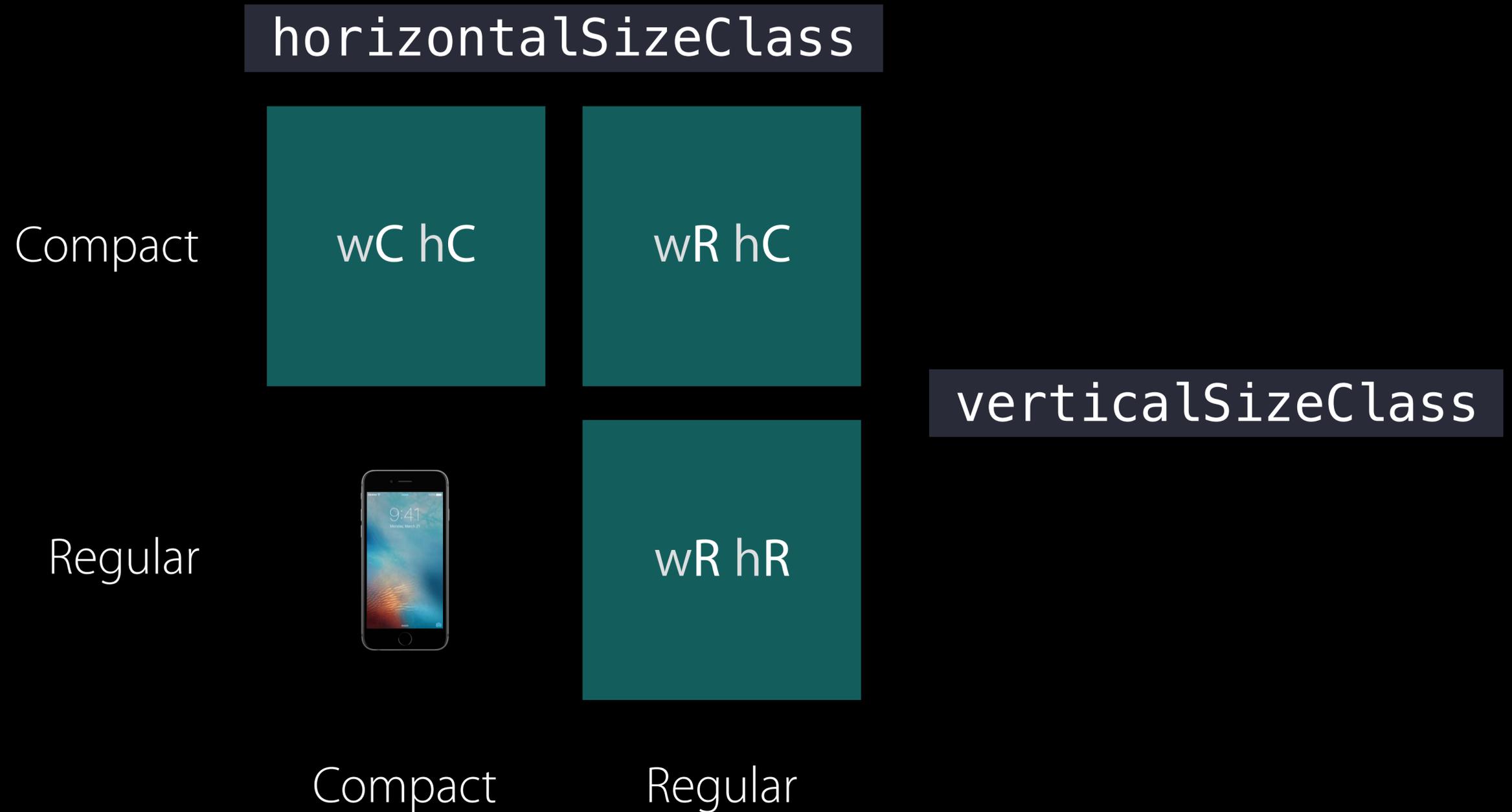
Compact

Regular

# The Specifics of Size Classes



# The Specifics of Size Classes



# The Specifics of Size Classes

horizontalSizeClass

Compact

wC hC

wR hC

Regular



Compact

Regular

verticalSizeClass

# The Specifics of Size Classes

`horizontalSizeClass`

Compact



wR hC



Regular



Compact



Regular

`verticalSizeClass`

# The Specifics of Size Classes

`horizontalSizeClass`

Compact



Regular



`verticalSizeClass`

Compact

Regular

How Does This Help Me?

# How Does This Help Me?

Only think about four combinations

# How Does This Help Me?

Only think about four combinations

- But most commonly just two

# How Does This Help Me?

Only think about four combinations

- But most commonly just two
- Width is most common

# How Does This Help Me?

Only think about four combinations

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System decides what combination applies

# How Does This Help Me?

Only think about four combinations

- But most commonly just two
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System decides what combination applies

- Size class can change dynamically

# How Does This Help Me?

Only think about four combinations

- But most commonly just two
- Width is most common

System decides what combination applies

- Size class can change dynamically
- If you use size classes, system can do the work for you

# Dynamic Size Class Changes

View Controller structure



# Dynamic Size Class Changes

View Controller structure



# Dynamic Size Class Changes

Presentations



# Dynamic Size Class Changes

Presentations



# Dynamic Size Class Changes

Presentations



# Fine Grain Changes

# Fine Grain Changes

Use Auto Layout to specify changes within a size class



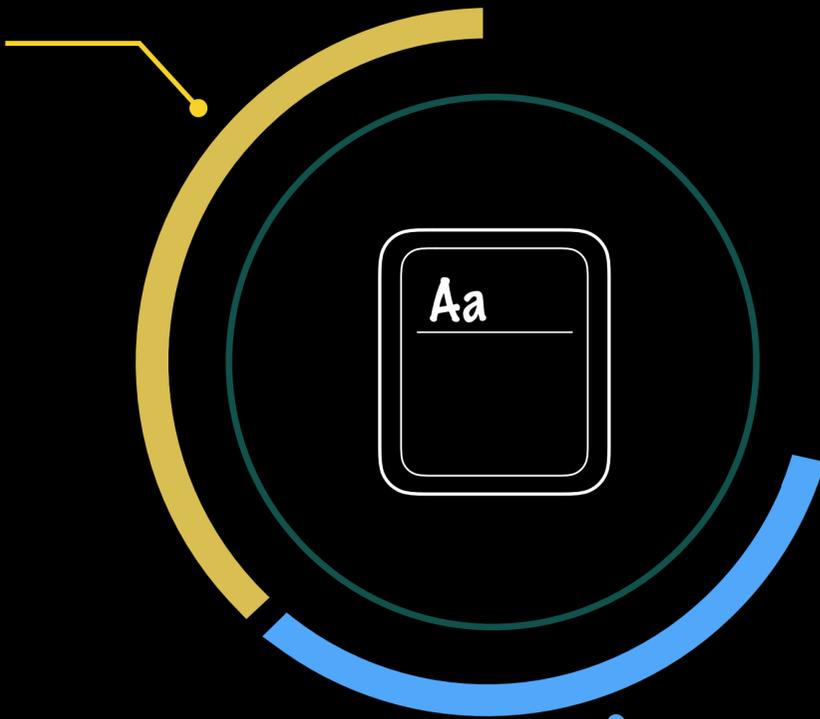
# Fine Grain Changes

Use Auto Layout to specify changes within a size class



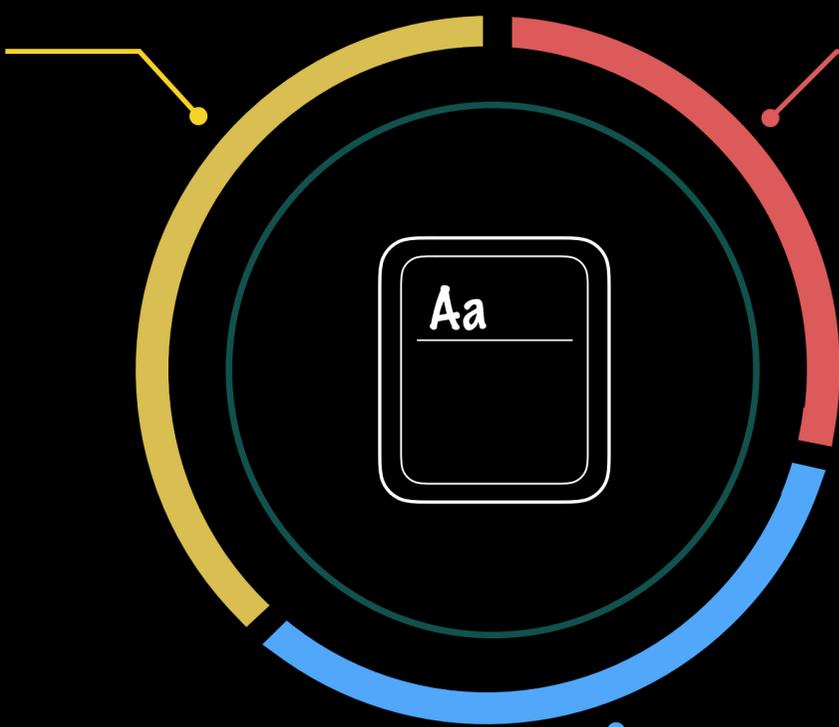
Medium grain changes?

What traits are



Size classes

What traits are



How traits work

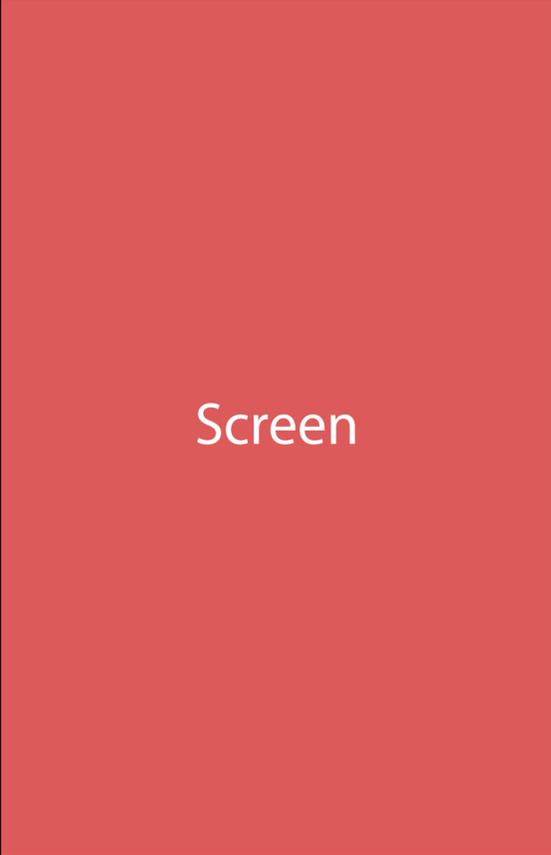
Size classes

# Propagating Changes

UITraitEnvironment

# Propagating Changes

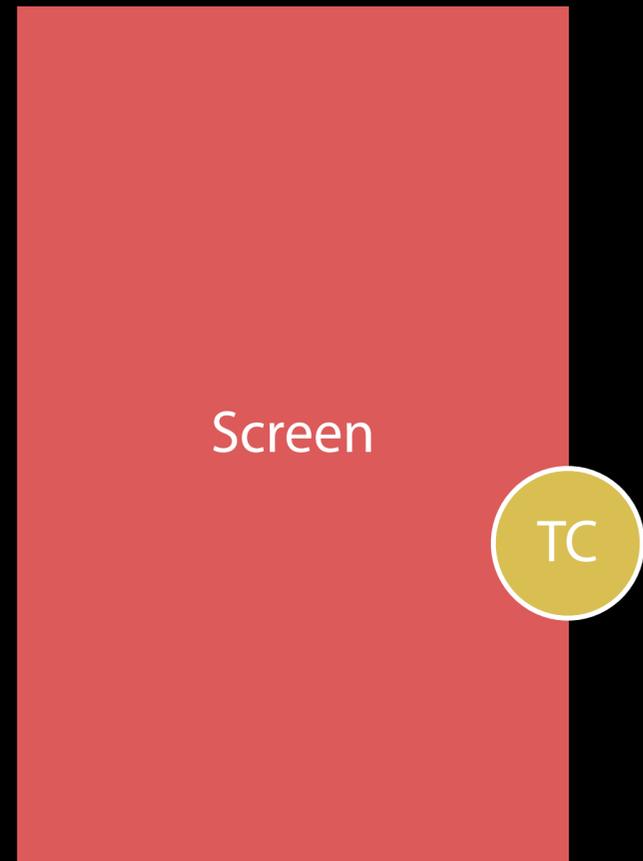
UITraitEnvironment



Screen

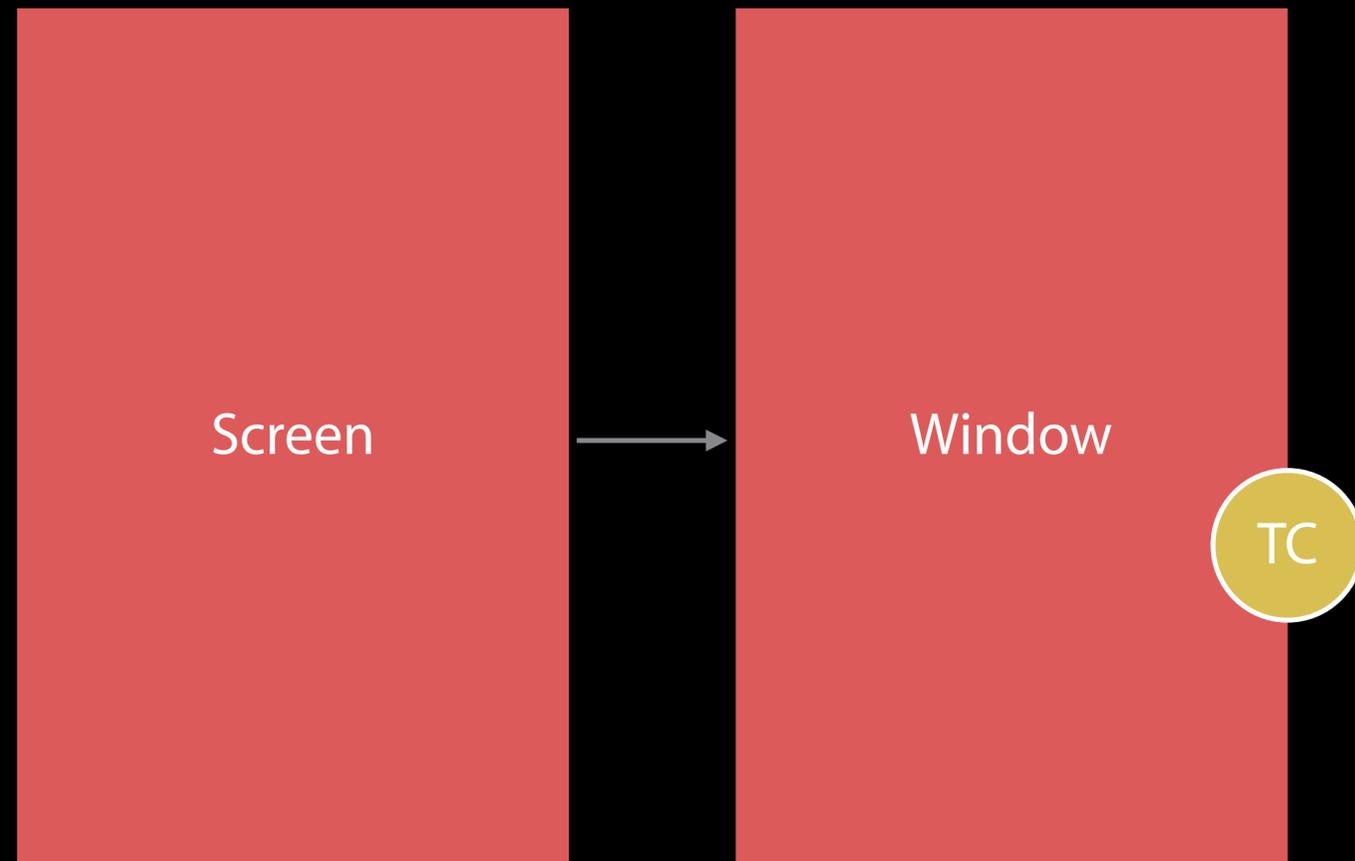
# Propagating Changes

UITraitEnvironment



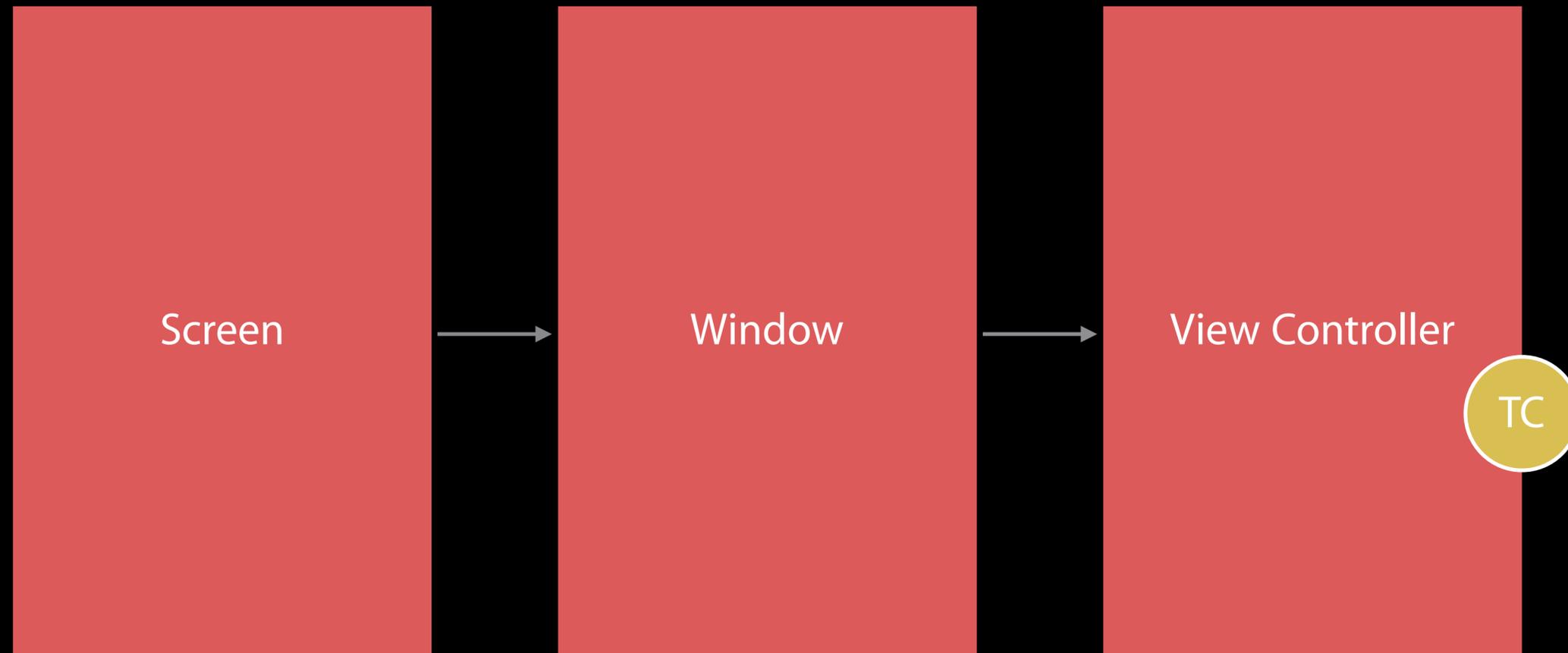
# Propagating Changes

UITraitEnvironment



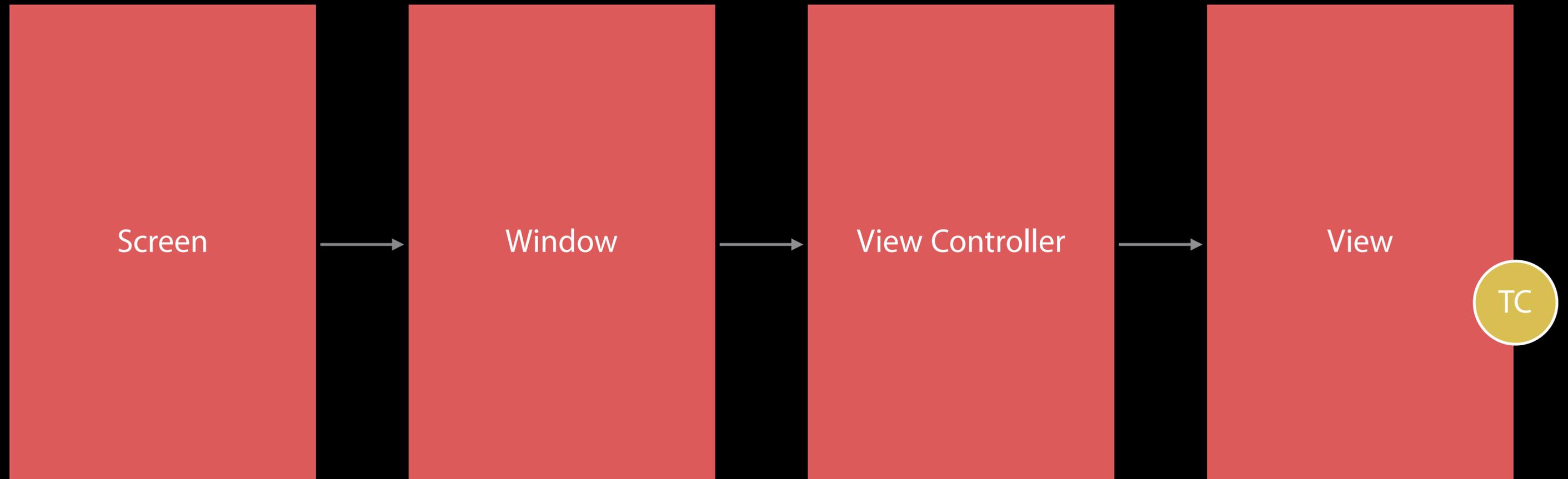
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UITraitEnvironment



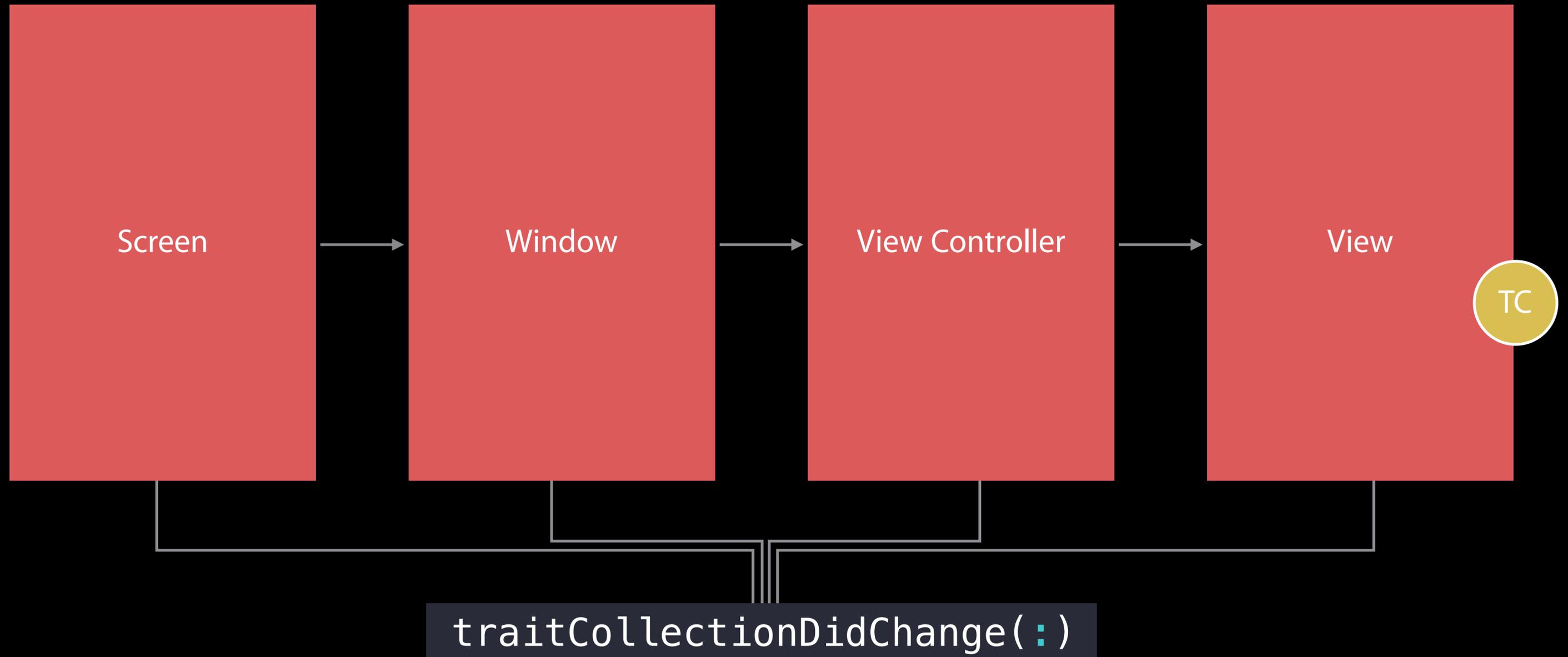
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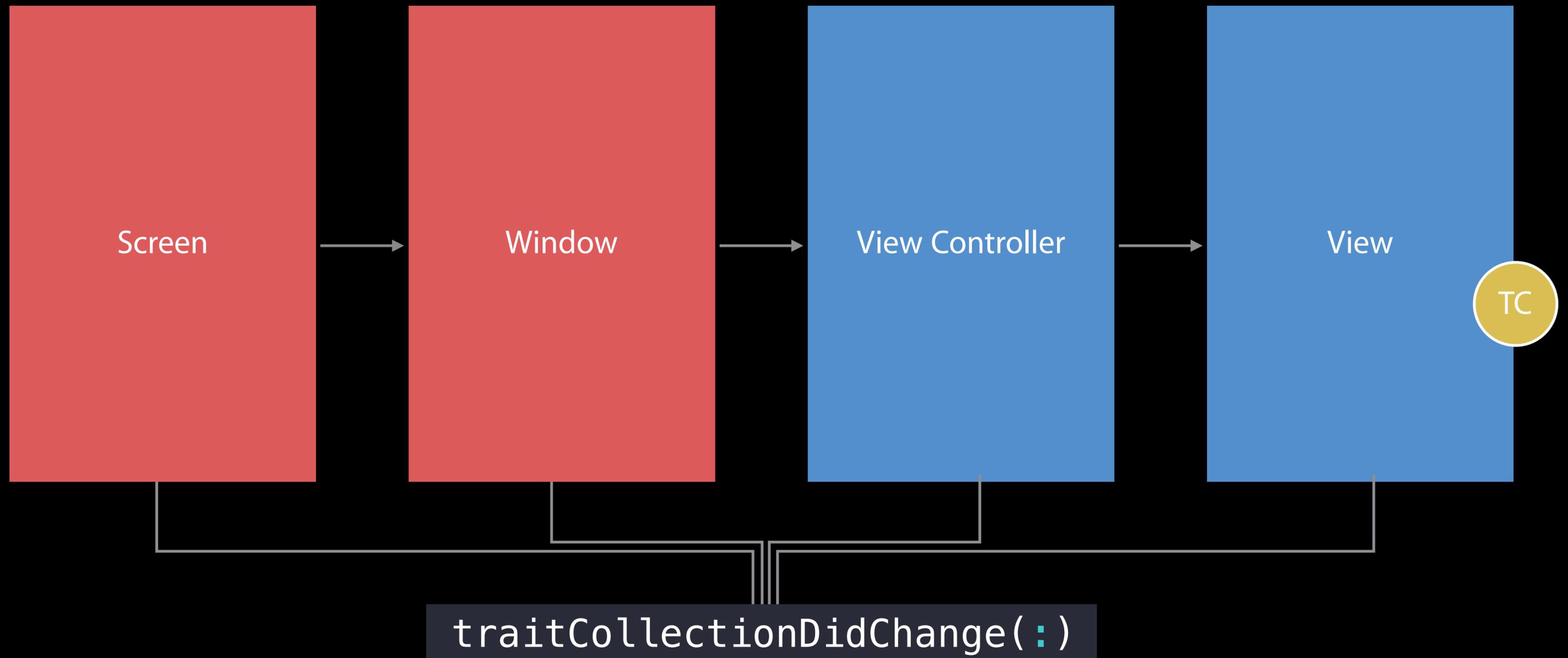
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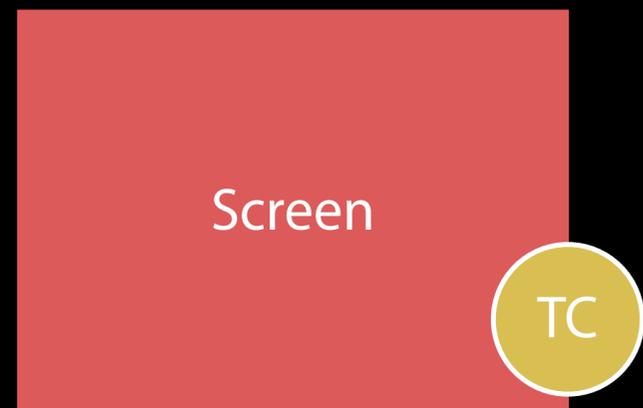
# Propagating Changes

UITraitEnvironment



# Propagating Changes

Traits can change during propagation



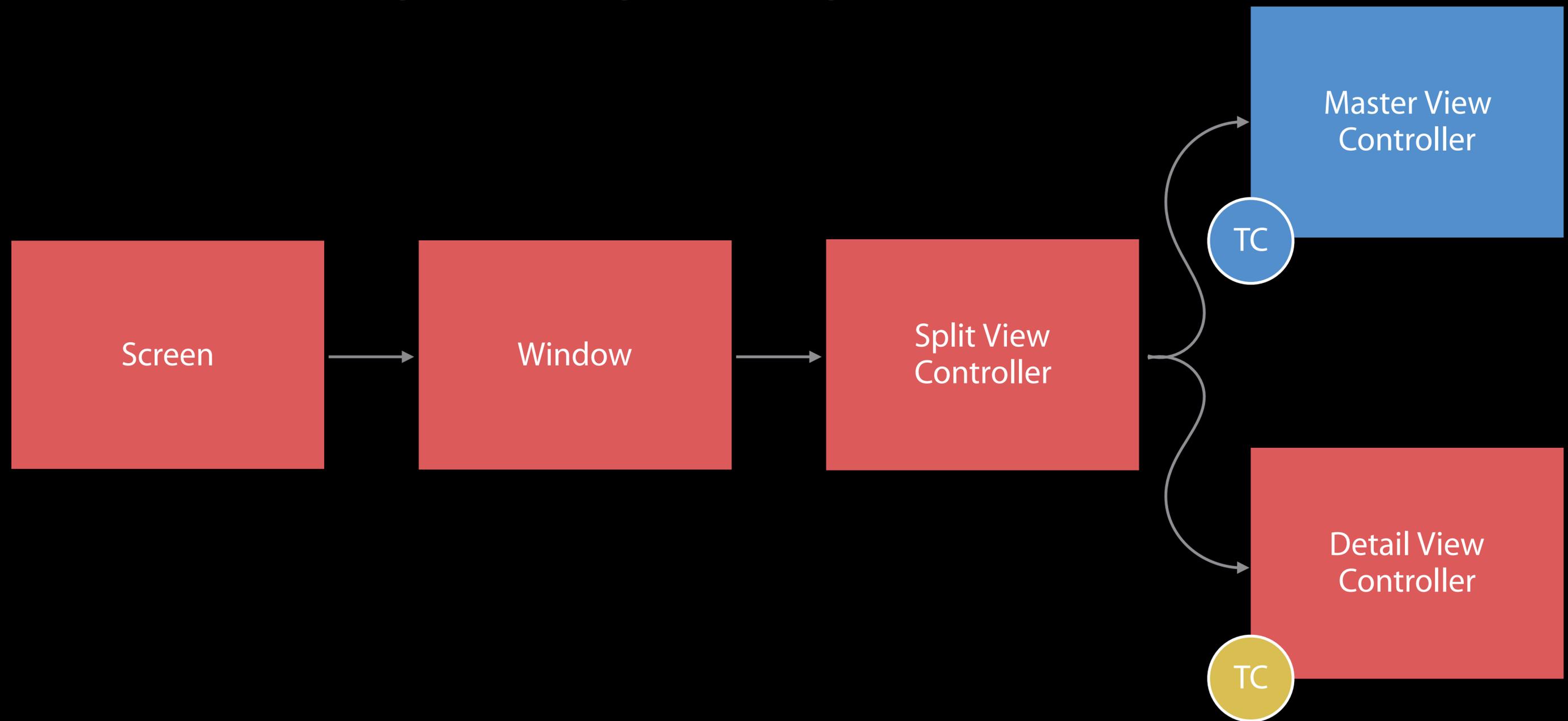
# Propagating Changes

Traits can change during propagation



# Propagating Changes

Traits can change during propagation



```
override func traitCollectionDidChange(_ previousTraits: UITraitCollection?) {
    super.traitCollectionDidChange(previousTraits)

    if previousTraits?.horizontalSizeClass != traitCollection.horizontalSizeClass {
        switch traitCollection.horizontalSizeClass {
        case .compact:
            setupConstraintsForCompactEnvironment()
        case .unspecified: fallthrough
        case .regular:
            setupConstraintsForRegularEnvironment()
        }
    }
}
```

```
override func traitCollectionDidChange(_ previousTraits: UITraitCollection?) {
```

```
    super.traitCollectionDidChange(previousTraits)
```

```
    if previousTraits?.horizontalSizeClass != traitCollection.horizontalSizeClass {
```

```
        switch traitCollection.horizontalSizeClass {
```

```
        case .compact:
```

```
            setupConstraintsForCompactEnvironment()
```

```
        case .unspecified: fallthrough
```

```
        case .regular:
```

```
            setupConstraintsForRegularEnvironment()
```

```
        }
```

```
    }
```

```
}
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        }
    }
}
```

```
traitCollectionDidChange(:)
```

# traitCollectionDidChange(:)

Called for each `UITraitEnvironment`

# traitCollectionDidChange(:)

Called for each `UITraitEnvironment`

Override and check for specific trait changes

# traitCollectionDidChange(:)

Called for each `UITraitEnvironment`

Override and check for specific trait changes

Some systems react to `traitCollectionDidChange(:)` for you

# traitCollectionDidChange(:)

Called for each `UITraitEnvironment`

Override and check for specific trait changes

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- `UIAppearance`

# Takeaways

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Traits describe environment

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- Layout, appearance, capabilities

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Size classes describe experience

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Traits describe environment

- Layout, appearance, capabilities

Override `traitCollectionDidChange:` to react to trait changes

Size classes describe experience

System is going to do most of the work for you

*Demo*

Brent Shank

# Recap

Building adaptive apps in Interface Builder

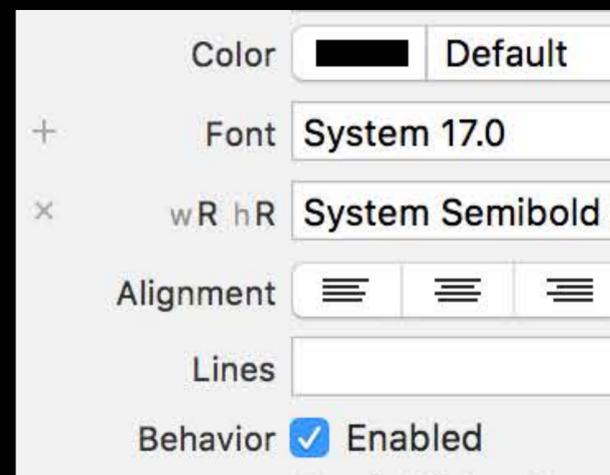
# Recap

Building adaptive apps in Interface Builder



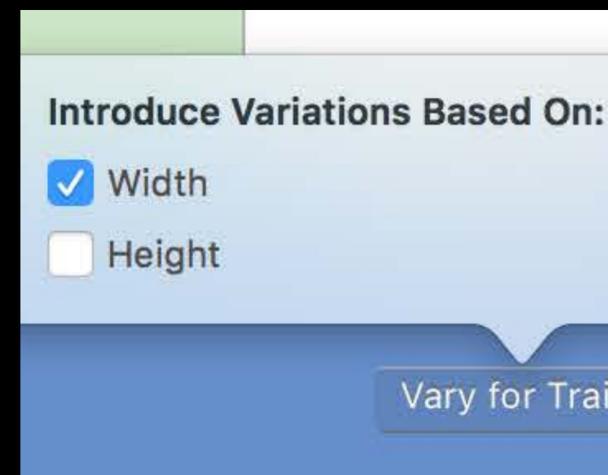
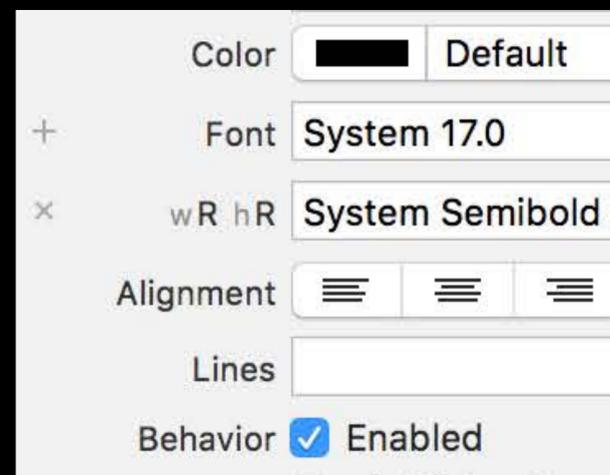
# Recap

## Building adaptive apps in Interface Builder



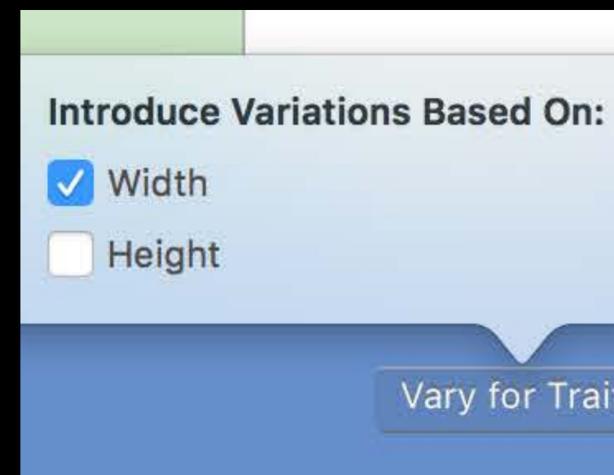
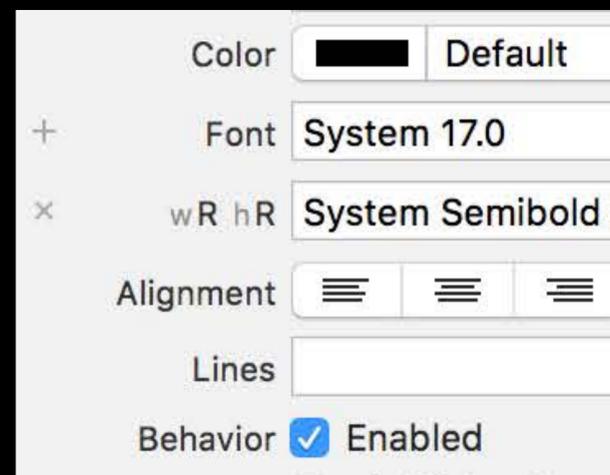
# Recap

## Building adaptive apps in Interface Builder



# Recap

## Building adaptive apps in Interface Builder



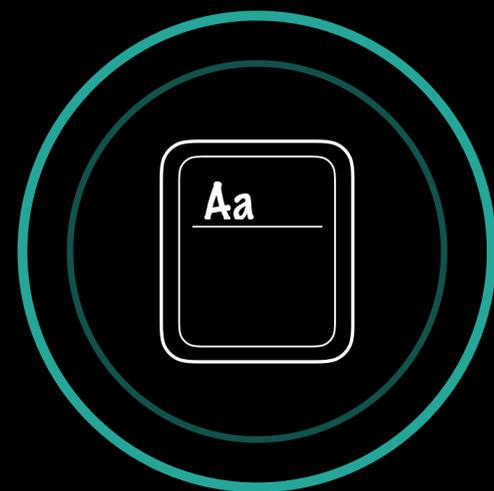
# Summary

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Traits describe environment

Override `traitCollectionDidChange:` to react to trait changes

Size classes describe experience



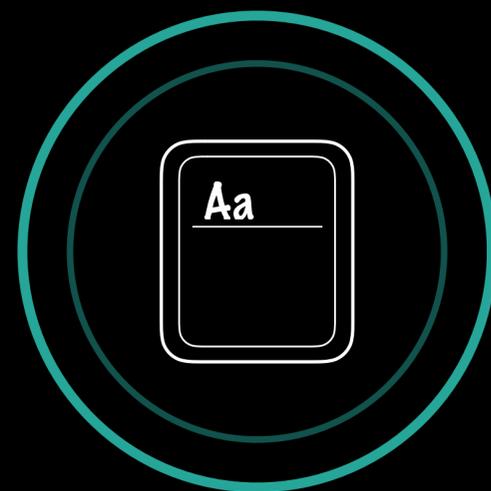
# Summary

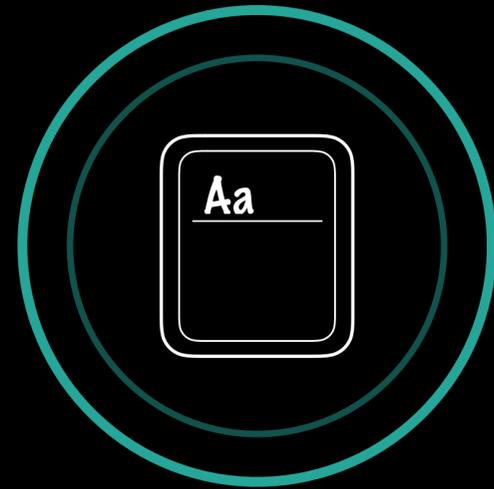
Traits describe environment

Override `traitCollectionDidChange:` to react to trait changes

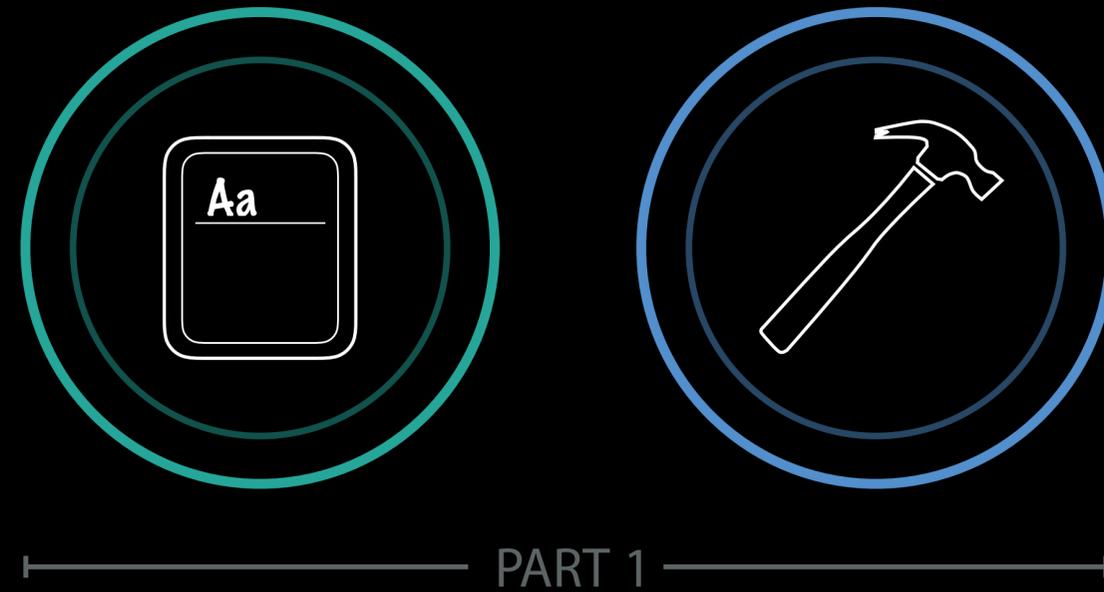
Size classes describe experience

Interface Builder lets you customize on size class and preview on specific configurations

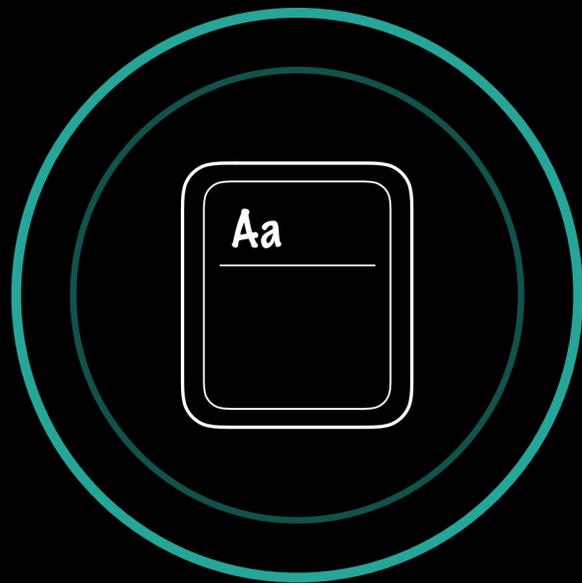




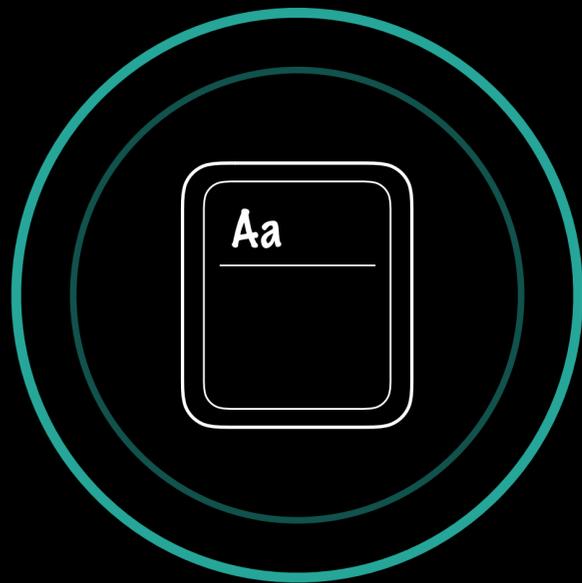
— PART 1 —



The system is going to do most of the work so you don't have to.

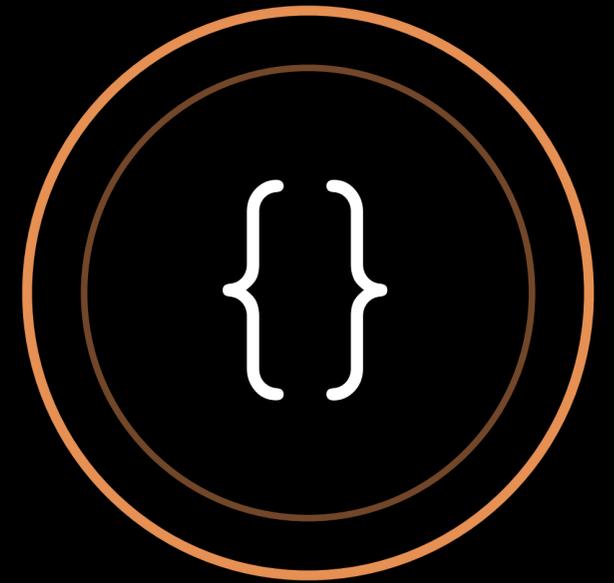
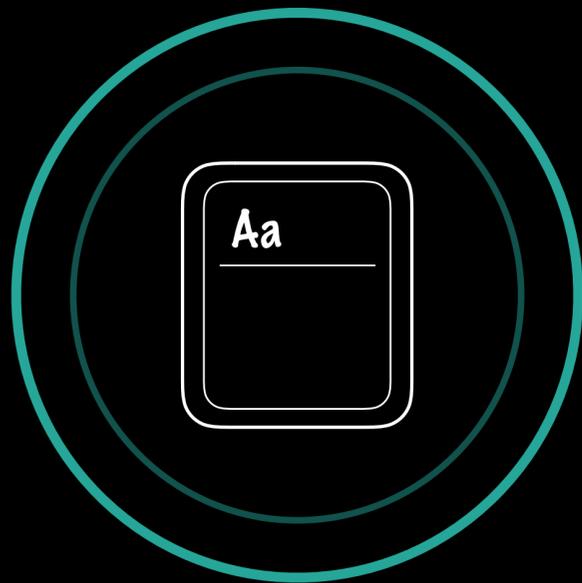


┌──────────┐ PART 1 ─────────┘



┌──────────────────┐ PART 1 ───────────────────┐

┌──────────────────┐ PART 2 ───────────────────┐



┌──────────┴──────────┐ PART 1 ┌──────────┴──────────┐

┌──────────┴──────────┐ PART 2 ┌──────────┴──────────┐

# Related Sessions

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Making Apps Adaptive, Part 2

Presidio

Friday 9:00AM

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What's New In Auto Layout

Presidio

Friday 3:00PM

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# Labs

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Interface Builder and Auto Layout Lab

Developer Tools  
Lab B

Thursday 3:00PM

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Interface Builder and Auto Layout Lab

Developer Tools  
Lab C

Friday 9:00AM

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