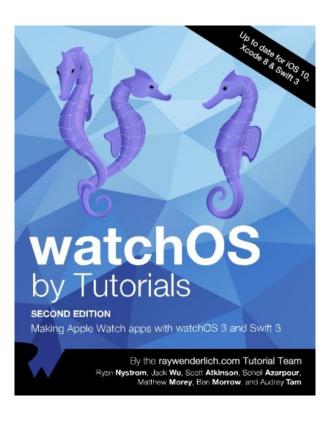
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SECOND EDITION

Making Apple Watch apps with watchOS 3 and Swift 3

By the **raywenderlich.com Tutorial Team** Ryan **Nystrom**, Jack **Wu**, Scott **Atkinson**, Soheil **Azarpour**, Matthew **Morey**, Ben **Morrow**, and Audrey **Tam**

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About the Author

The Tutorial Team is a group of app developers and authors who write tutorials on the popular website raywenderlich.com. We take pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun.

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Make Apple Watch apps with Swift 3!

With the announcement of watchOS 3, Apple is clearly striving to make the Apple watch as independent of your iPhone as possible. Now you can build apps that interact even more deeply with the rich features and hardware features of watchOS 3. In this book, you'll learn how to make native apps for watchOS 3 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 iOS developers who already know the basics of iOS and Swift 3 development but want to learn how to make Apple Watch apps for watchOS 3.

Topics Covered in watchOS 3 by Tutorials

- Hello, Apple Watch!: Dive straight in and build your first watchOS 2 app.
- Designing Great Watch Apps: Make your apps stand out from the rest by making them glanceable, actionable and responsive.
- Layout: Learn the layout system you'll use to build the interfaces for your watchOS apps.
- Tables: Tables are the staple ingredient of almost any watchOS app learn how to use them!
- Digital Crown and Gesture Recognition: Explore the rich set of physical interactions with the Watch, including the Digital Crown, pan gestures and force touch!
- Snapshot API: Glances are out, snapshots are in. Learn how to make your app appear in the new Dock and update the icon dynamically!
- Notifications: Get a complete overview of what watchOS has to offer support for several different types of notifications!
- Complications: Learn how to make small elements of your app visible on the watch face.
- And much more: Audio and Video, Core Motion, Handoff, HealthKit, Core Location, Networking, Haptic Feedback, 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.

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0 of 0 people found the following review helpful. Great book for both iOS and watchOS developers/enthusiasts By Amazon Customer As an iOS developer, this book helped me transition into the watchOS world seamlessly. This book help reflect how UITableViews differ from iOS, and details many features described in WWDC 2015/2016 in greater depth and detail.

I particularly liked the animations chapter which showed the various animations that the watchOS supports. Would recommend this book to anyone interested in watchOS, and even those who are interest in iOS, since much of the architectural and code design decisions factor into many areas of iOS development.

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