Lesson 2: iOS Human Interface Guidelines, Part 2

Key Terms and Definitions

Term	Definition
Routing	Transit options for a route in a map app other than walking or driving.
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Passbook	A digital way of keeping track of physical tokens such as coupons, boarding passes, tickets, and membership cards.
Store Kit Framework	Provides classes that allow an app to request payment from a user for an in-
Store Kit Framework	app purchase.
iCloud	Stores contacts, calendars, photos, music, books, and apps in the cloud, a
	virtual storage space, so that any iOS device can access the content.
In-App Purchase	A purchase made from within an app by a user and can include an upgraded
	app version, subscriptions, or additional virtual content.
Game Center	A social gaming area that lets users organize multiplayer games, view leader
	boards and achievements, and add friends.
Multitasking	Allows more than one app to be running with one app being in the foreground
	while the others run in the background.
Notification Center	The location for all notifications.
Local Notification	A notification from an app that may either be in the foreground or background.
Push Notifications	A notification from an app remote server to all devices with that app.
rusii Notifications	A notification from an appremote server to an devices with that app.
iAd	Advertisements that show up within an app.
	The state of the s
Voiceover	Increases accessibility for visually impaired users or users with learning
	challenges.
Edit Menu	Gives users the opportunity to select, copy and paste.
Undo and Redo	Shaking the device starts the Undo process and allows users to undo what was
	typed, redo previously undone typing, or cancel altogether.
Input Views	Allows a developer to design a custom input view instead of using the system-
Chahua hau	provided onscreen keyboard.
Status bar	This bar is seen in the upper edge of the screen and contains only necessary information about the device and the current environment.
Navigation bar	The navigation bar is for navigation in a hierarchal information structured app.
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Toolbar	This bar holds the controls related to views or objects.
Tab bar	Provides access to different views or subtasks.

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Term	Definition
Activity Indicator	A control that shows that activity is taking place.
Date Picker	A control that shows components of date and time.
Contact Add Button	A control that allows a vicerta add an existing contact to a tout field
Contact Add Button	A control that allows a user to add an existing contact to a text field.
Detail Disclosure	A control that gives more information about the functionality of an item.
Button	
Info Button	A control that is used for configuration information about an app.
Label	A control that displays static text or text that the user is not able to edit.
Network Activity	A control that show that network activity is occurring for more than a few
Indicator	seconds.
Page Control	A control that shows users the number of open views by displaying a dot for each open view in an app.
Picker	A control that allows the user to make a choice from a set of values, like a
Tieker	generic version of the date picker.
Progress View	A control that shows progress of a task (downloading email, for example).
Refresh Control	A control that gives users an indication that the content is being refreshed.
Segmented Control	A control that is like a button but has multiple segments that offer choices.
Slider	A control that allows adjustments to be made within a range of allowed values (setting the brightness of the screen, for example).
Stepper	A control that is used to make small adjustments to a value by providing a plus and minus sign.
Switch	A control that allows a user to select On or Off.
Text Field	A control to accept a small amount of input from the user.
Alerts	A temporary view that gives the user important information about an app or a device.
Action Sheet	A temporary view that appears due to an action that the user performed.
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Modal Views	A temporary view that contains both text and the controls necessary to
	complete a task.