

Design Patterns to Simplify Mac Accessibility

Session 127

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These are confidential sessions—please refrain from streaming, blogging, or taking pictures

Agenda

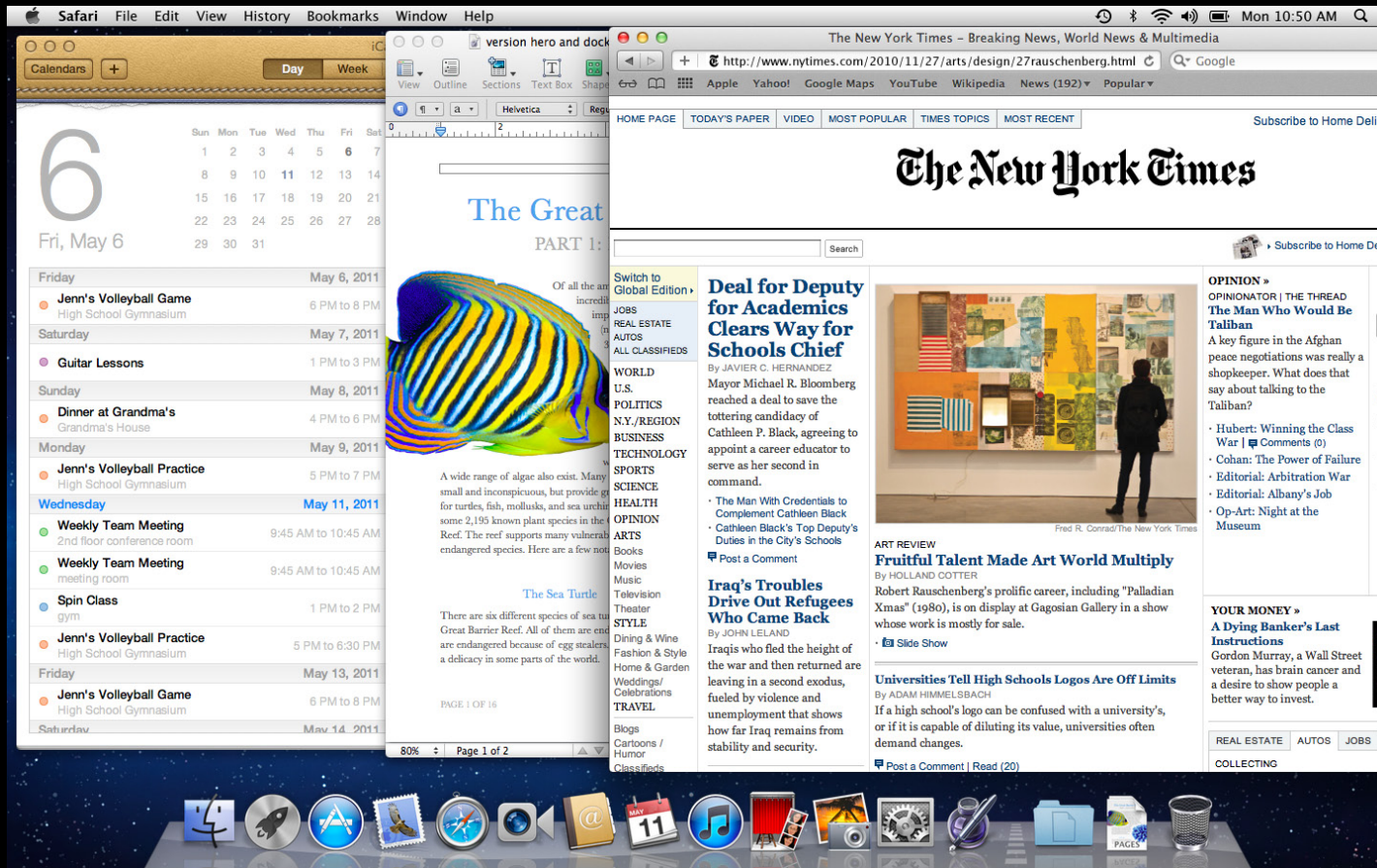
Overview

Lion Update

Design Patterns



Graphical User Interface

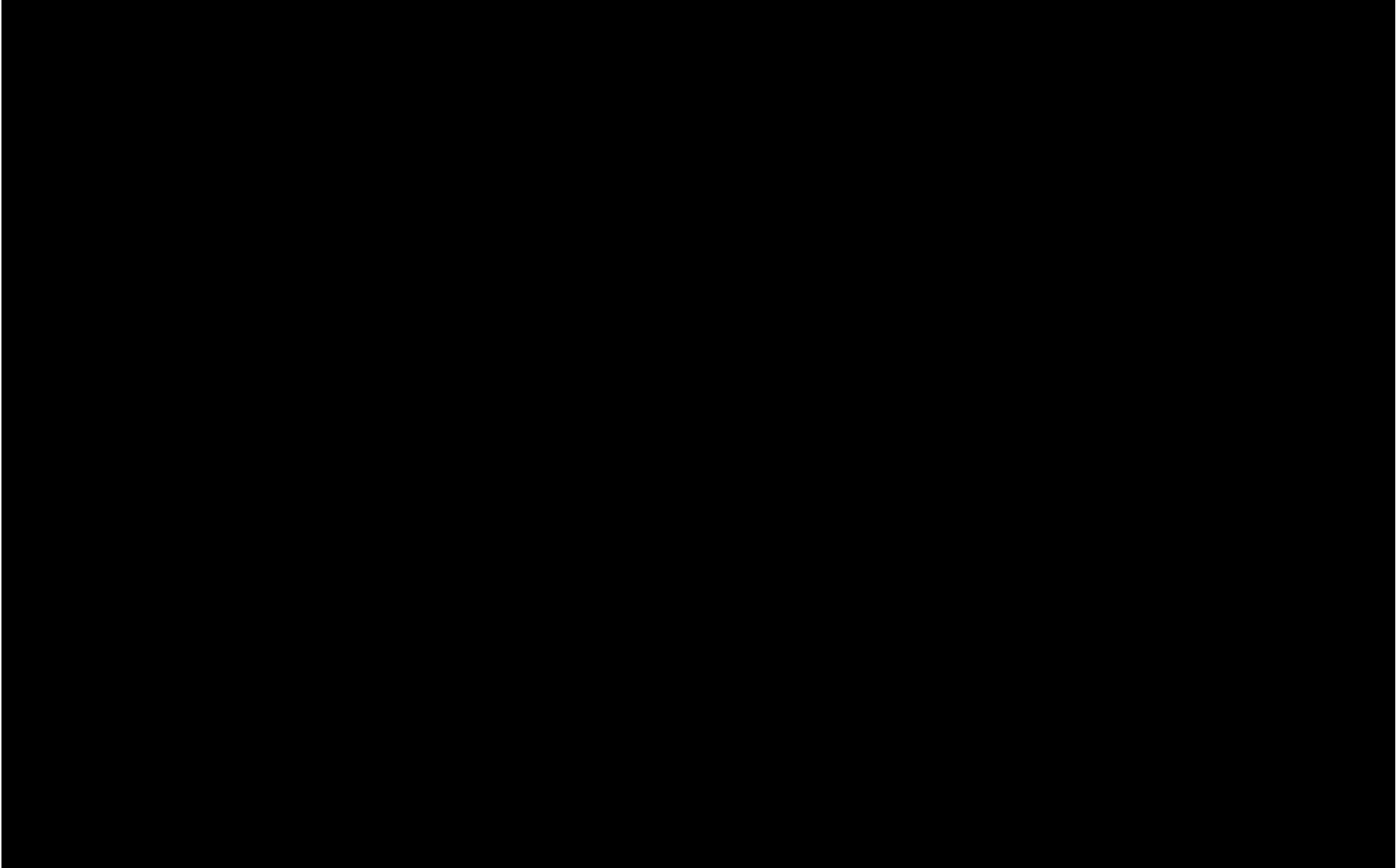


VoiceOver













Accessibility Benefits

- Provide **everyone** a great user experience
- Automated user interface scripting
 - Internal testing
 - Power users
 - Development tools
- Section 508: Sales into government and education accounts

Provide **everyone** a great user experience



VoiceOver



Framework
and Tools



Your Application

Lion Update

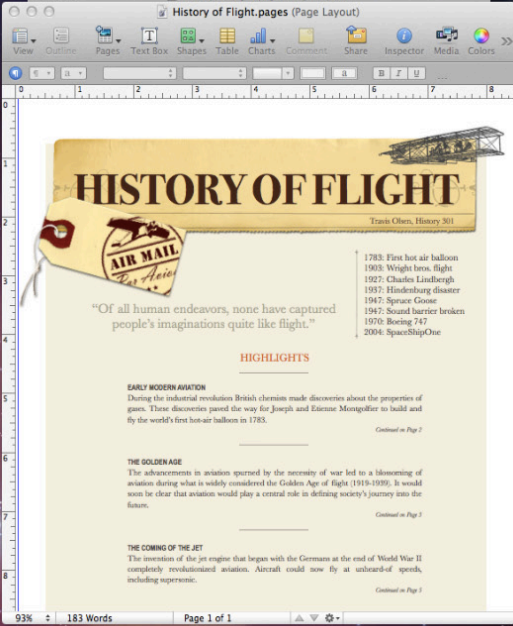
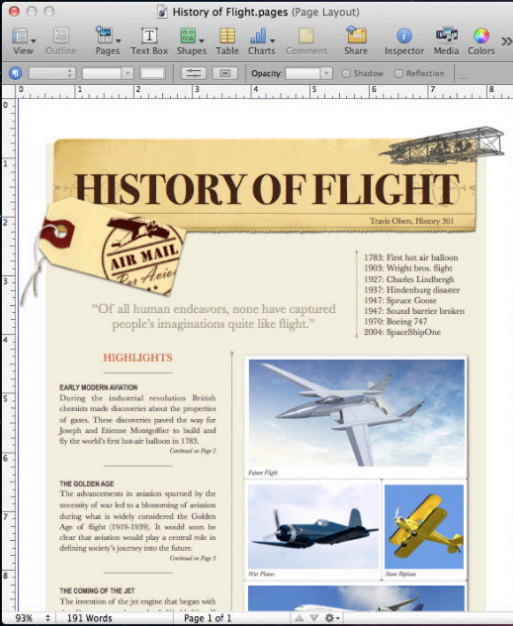
Lion Technologies



- New user features accessible
- New framework features give you more for free
- New Accessibility Inspector

Versions

New



Current Document

Done

Restore

Yesterday 6:46 AM

May 2011

Yesterday

Today

Autocorrect and Look Up



We've had a good tume|
time x

Mac OS X **Lion** Release Notes

Communication Framework

The
App
asso
inter
draw

Dictionary
li-on | 'lɪən | noun
1 a large tawny-colored cat that lives in prides, found in Africa and northwestern India. The male has a flowing shaggy ...

Apple
Lion
Trademarked name for Mac OS X version 10.7, the eighth major release of the operating system for Macintosh computers. ...

Wikipedia
Lion
The lion (*Panthera leo*) is one of the four big cats in the genus *Panthera*, and a member of the family Felidae. With some males ...

Images by Yahoo!

Feedback
For more information, visit [apple.com](#).
you
to pr
tech
input, and will try to acknowledge it, but we might not
significant replies. Please use this address for feedback

Full Screen



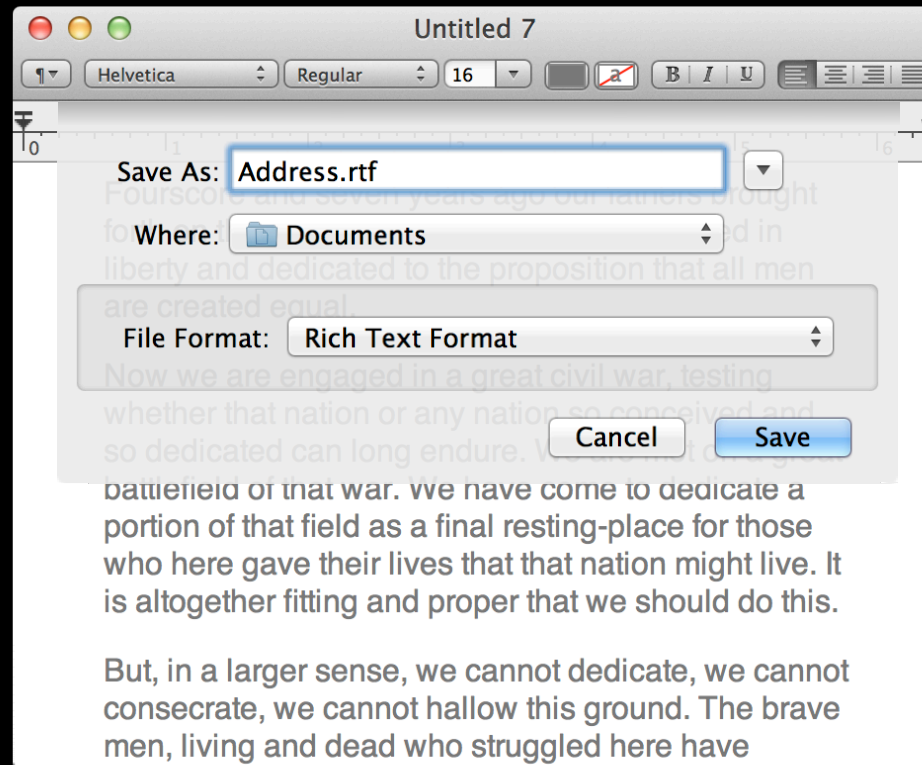
The screenshot shows a presentation software interface in full screen mode. The top menu bar includes options like New, Play, View, Guides, Themes, Masters, Text Box, Shapes, Table, Charts, Comment, Share, Mask, Alpha, Group, Ungroup, Front, Back, Inspector, Media, Colors, and Fonts. On the left, a vertical slide thumbnail pane shows 17 slides, with slide 13 selected. The main stage area displays three images of suspension bridges: the Verrazano-Narrows Bridge at night, the Golden Gate Bridge from a high angle, and the Clifton Bridge. Below the images is a caption: "From left to right: Verrazano-Narrows Bridge, USA; Golden Gate Bridge, USA; Clifton Bridge, England". The bottom status bar shows a zoom level of 111%.

Sandboxing

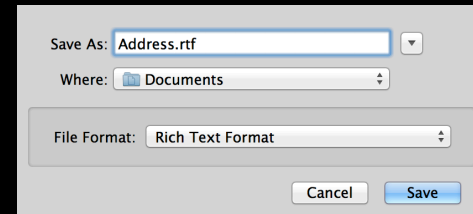
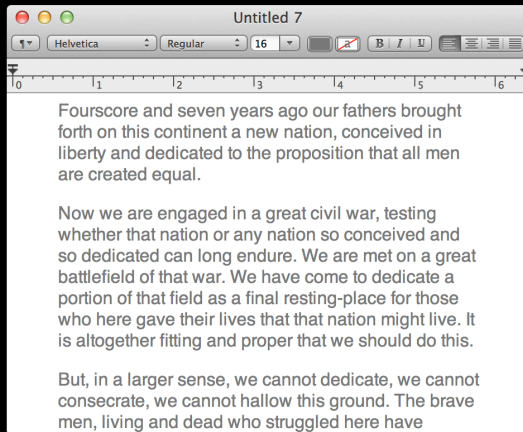
New



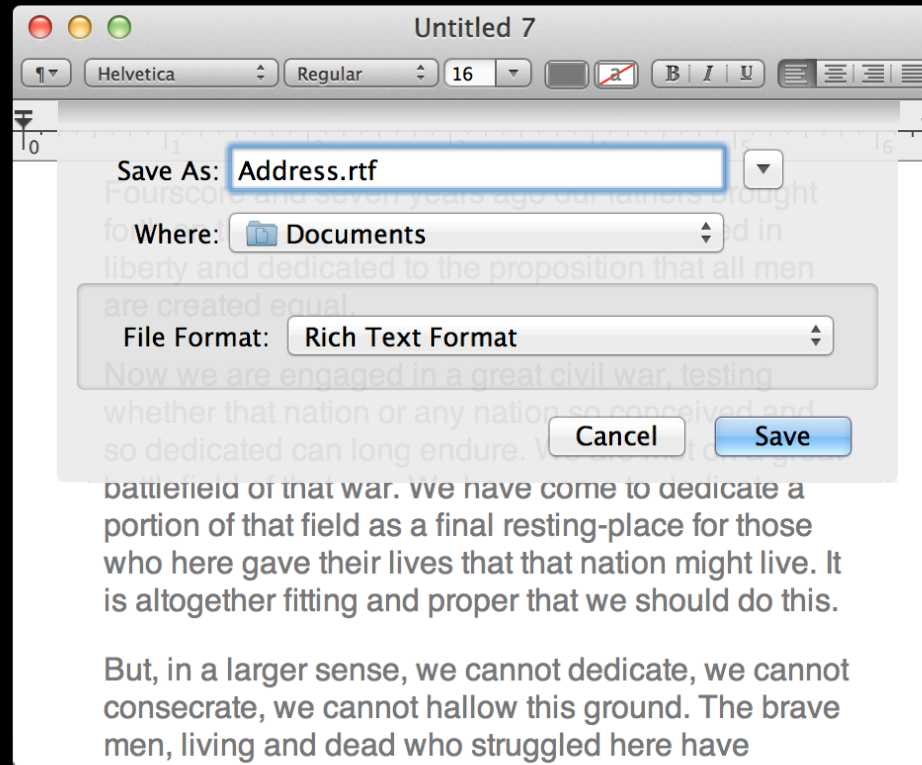
Sandboxing



Sandboxing

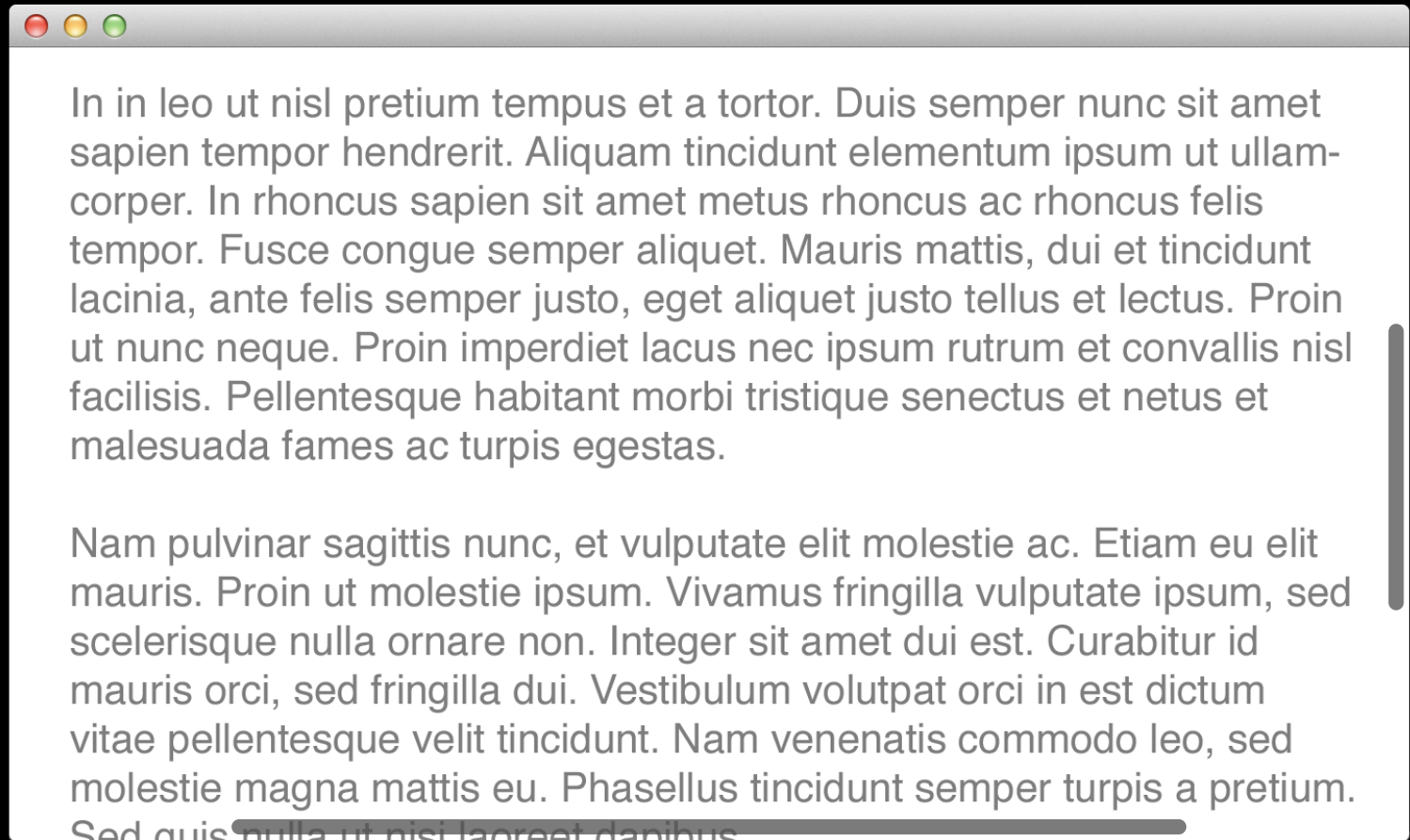


Sandboxing

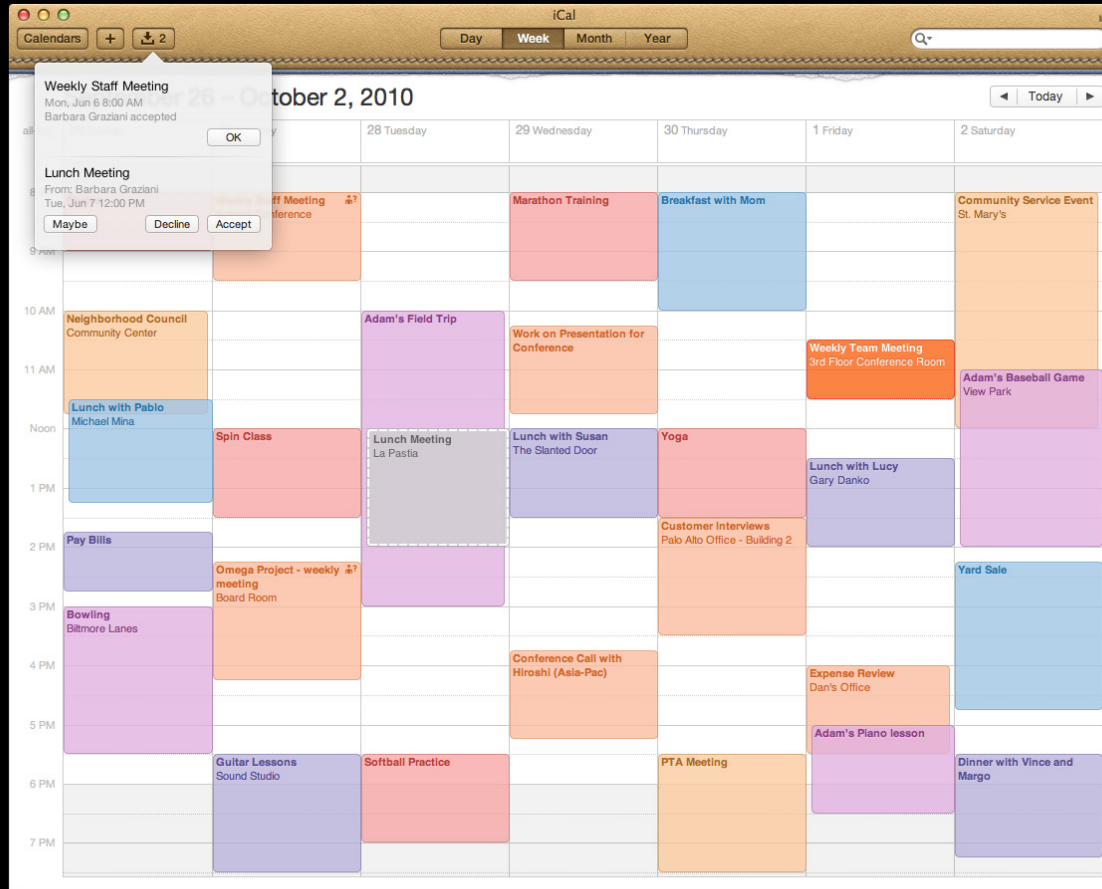


Overlay Scrollers

New

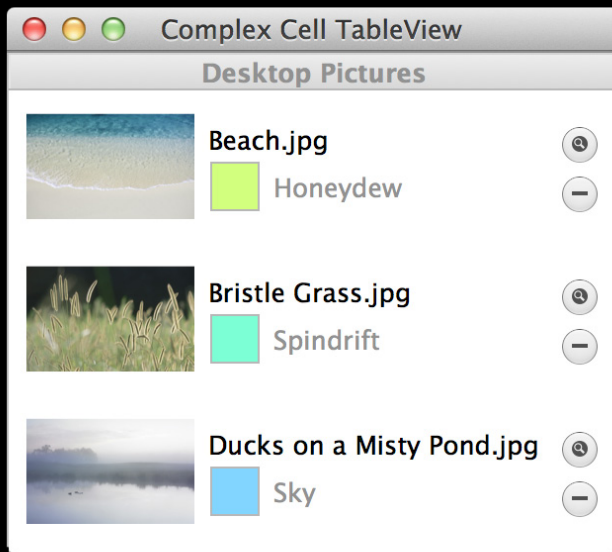


Popovers



View-based Table Views

New



- Use for complex table cells
- Connect the textField outlet to the primary text field
 - NSTableView has built-in outlet
 - Add outlet to custom views used as table cell views
- Use the table row insert / move / remove methods where appropriate

Identifiers



- NSUserInterfaceItemIdentification protocol
 - (NSString *) identifier
 - (void) setIdentifier:(NSString *)id
- Implemented by NSWindow, NSView, NSCell and others
- Set in Interface Builder or in code
- Reported to accessibility clients as AXIdentifier
- Particularly useful for automated UI testing

Accessibility Inspector

New

- Redesigned, simplified user interface
- Retained functionality of previous version
- Added new navigation features



Demo

Accessibility Inspector

Lion Technologies

- New user features accessible
- New framework features give you more for free
- New Accessibility Inspector
- Check AppKit release notes for more details

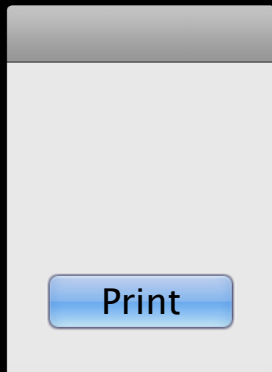
Design Patterns to Simplify Mac Accessibility

Design Patterns

For simplifying Mac accessibility

- Implied versus explicit information
- Approaches for building a custom view
- Accessibility client needs drive requirements
- Requirements drive a short list of things to consider





Attribute Name Attribute Value

AXRole	"AXButton"
AXRoleDescription	"button"
AXParent	window UI element
AXWindow	window UI element
AXTopLevelUIElement	window UI element
AXEnabled	YES
AXFocused	NO
AXTitle	"Print"
AXPosition	(1084, 227)
AXSize	32 x 23

Actions

AXPress

A Simple Custom View



A Simple Custom View

Click to select



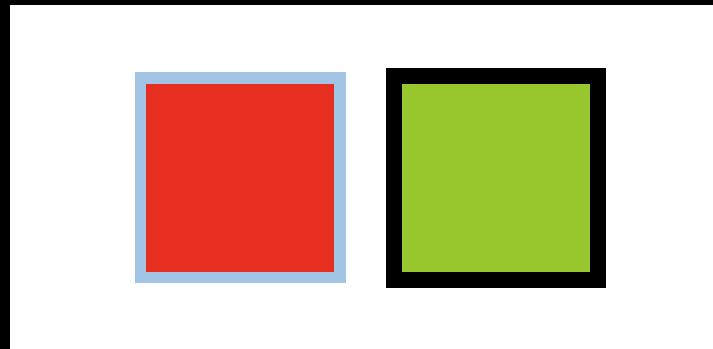
A Simple Custom View

Click to select



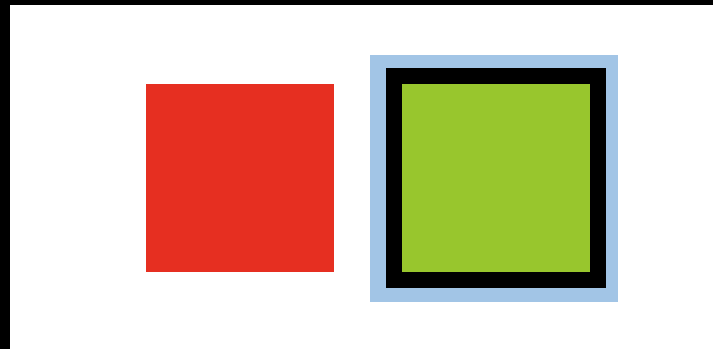
A Simple Custom View

Handles full keyboard navigation



A Simple Custom View

Handles full keyboard navigation



Approach 1

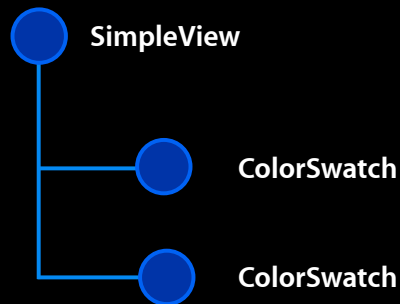
View handles everything



- Drawing
 - Draw background, then draw each square
- Event handling
 - Calculate which color was hit based on the mouse location

Approach 2

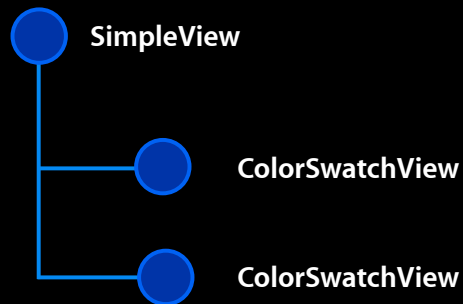
Objects used for substructure



- Drawing
 - Subelements know their own bounds
 - Draw background, then tell each swatch to draw itself
- Event Handling
 - Hit test each color swatch object

Approach 3

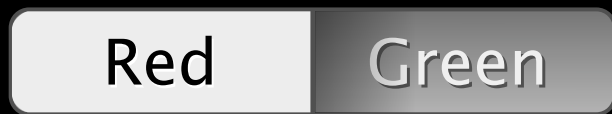
Compose three custom views



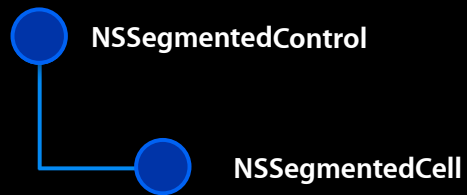
- Many things already handled
 - Hit testing
 - Keyboard focus
 - Basic accessibility support

Approach 4

Use framework classes where possible



- The custom view is essentially reinventing NSSegmentedControl
- Easiest path to accessible user interfaces

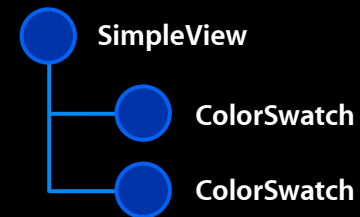


Comparing Approaches

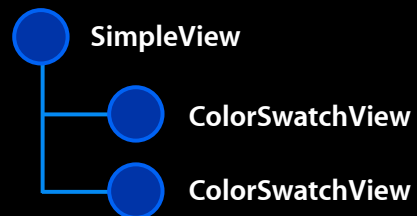
Approach 1
View handles everything



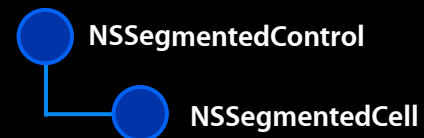
Approach 2
Objects used for substructure



Approach 3
Compose three custom views

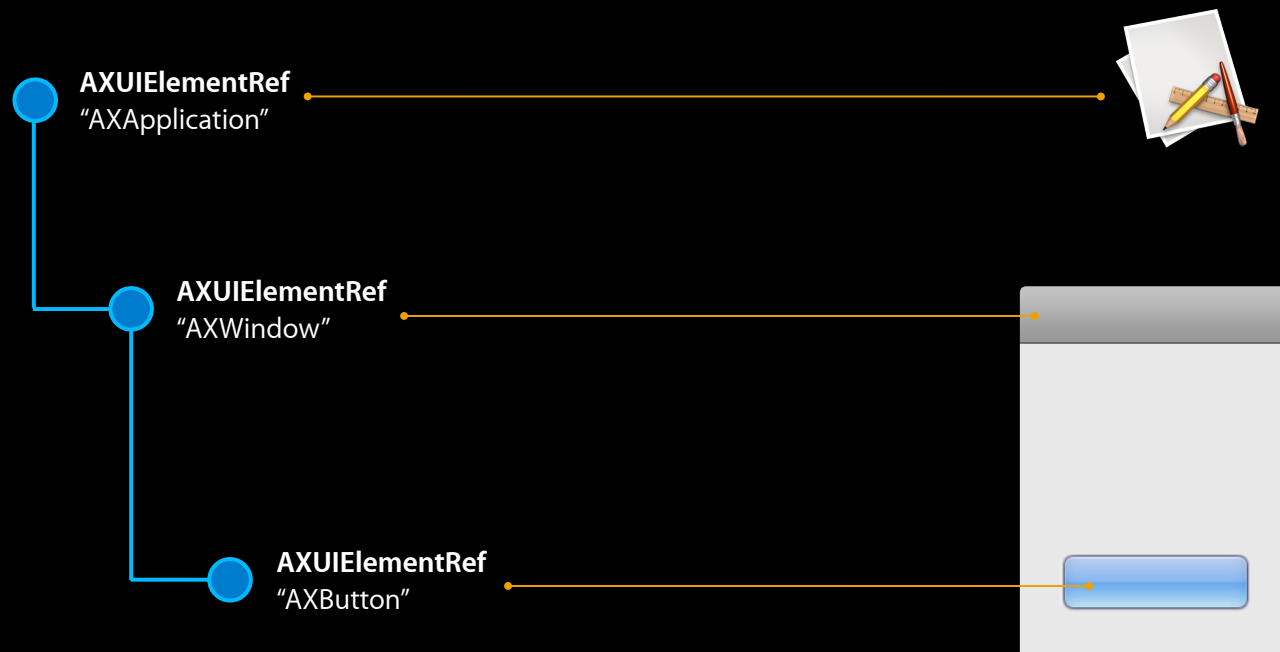


Approach 4
Use framework class



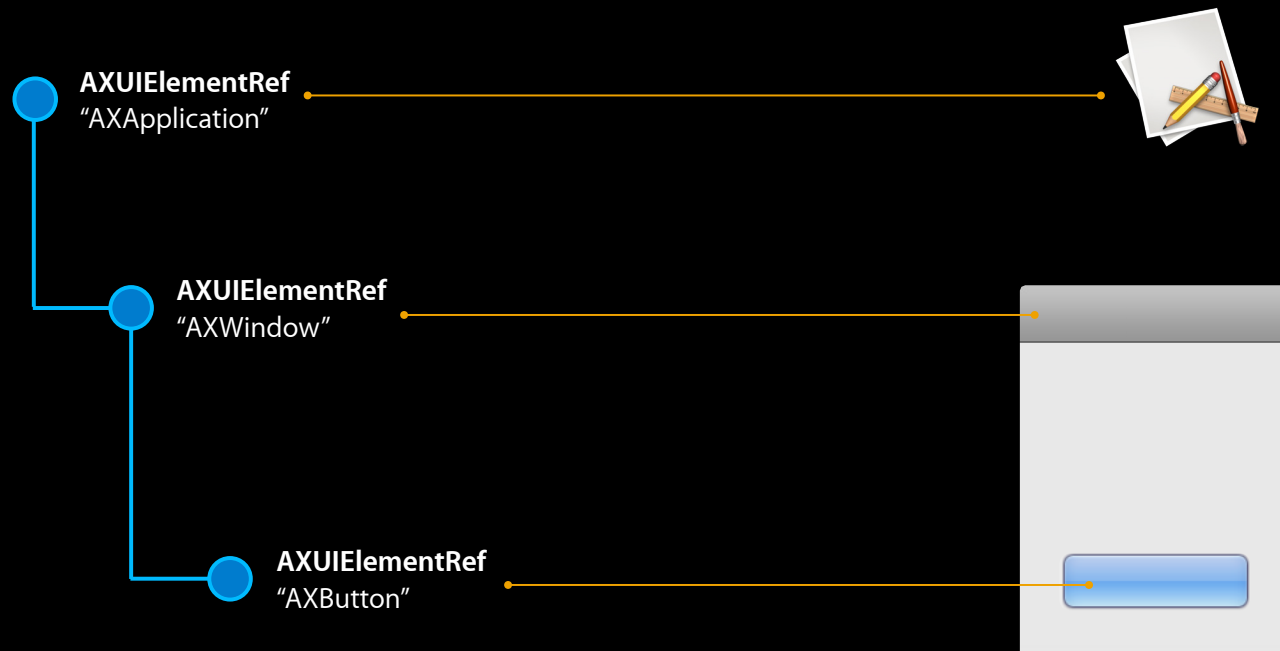
Apps Vend a Hierarchy of UI Elements

Each node in tree represents a UI element



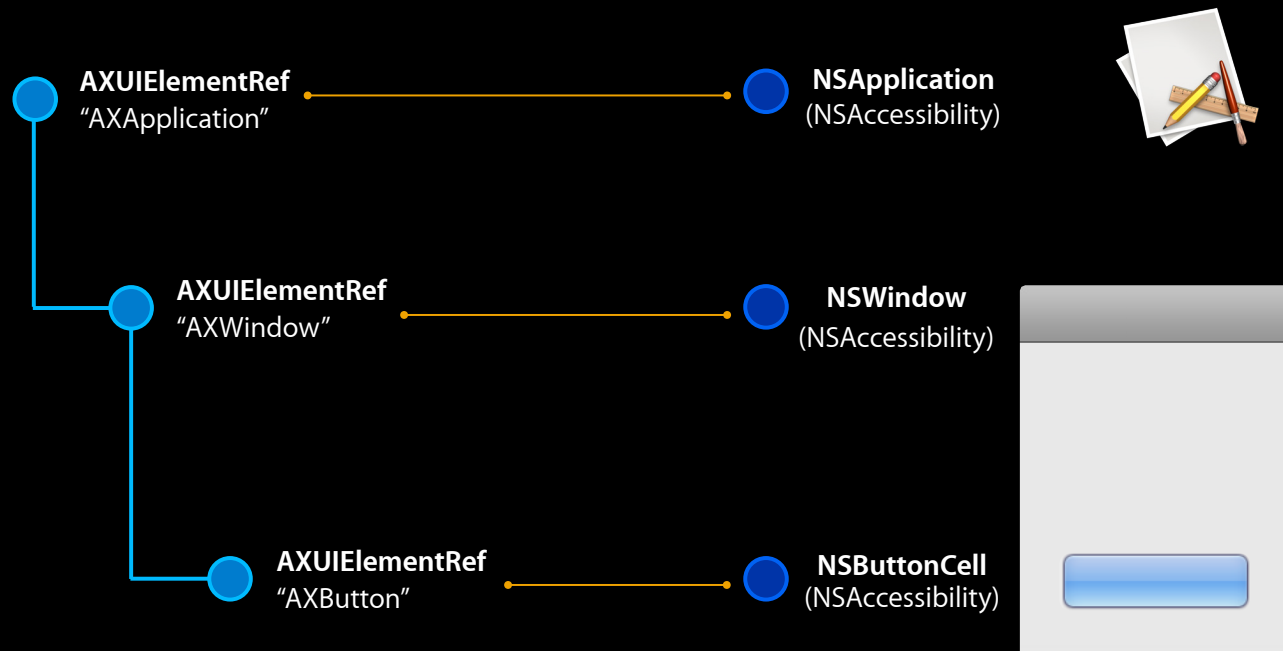
Apps Vend a Hierarchy of UI Elements

A node can support attributes, actions, and notifications



Each Node Represents an Object

Each object implements the NSAccessibility protocol



NSAccessibility Protocol

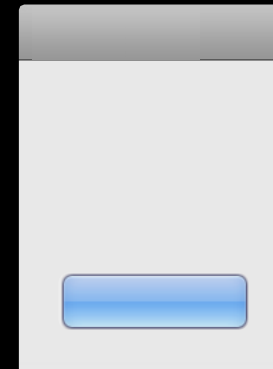
- (NSArray *)accessibilityAttributeNames;
- (id)accessibilityAttributeValue:(NSString *)attribute;
- (BOOL)accessibilityIsAttributeSettable:(NSString *)attribute;
- (void)accessibilitySetValue:(id)value
forAttribute:(NSString *)attribute;
- (NSArray *)accessibilityParameterizedAttributeNames;
- (void)accessibilityAttributeValue:(id)attribute
forParameter:(id)parameter;

NSAccessibility Protocol

```
- (NSArray *)accessibilityActionNames;  
  
- (NSString *)accessibilityActionDescription:(NSString *)action;  
  
- (void) accessibilityPerformAction:(NSString *)action;  
  
- (id)accessibilityHitTest:(NSPoint)point;  
  
- (id)accessibilityFocusedUIElement;  
  
- (BOOL)accessibilityIsIgnored;  
  
NSAccessibilityPostNotification(id element, NSString *notification)
```

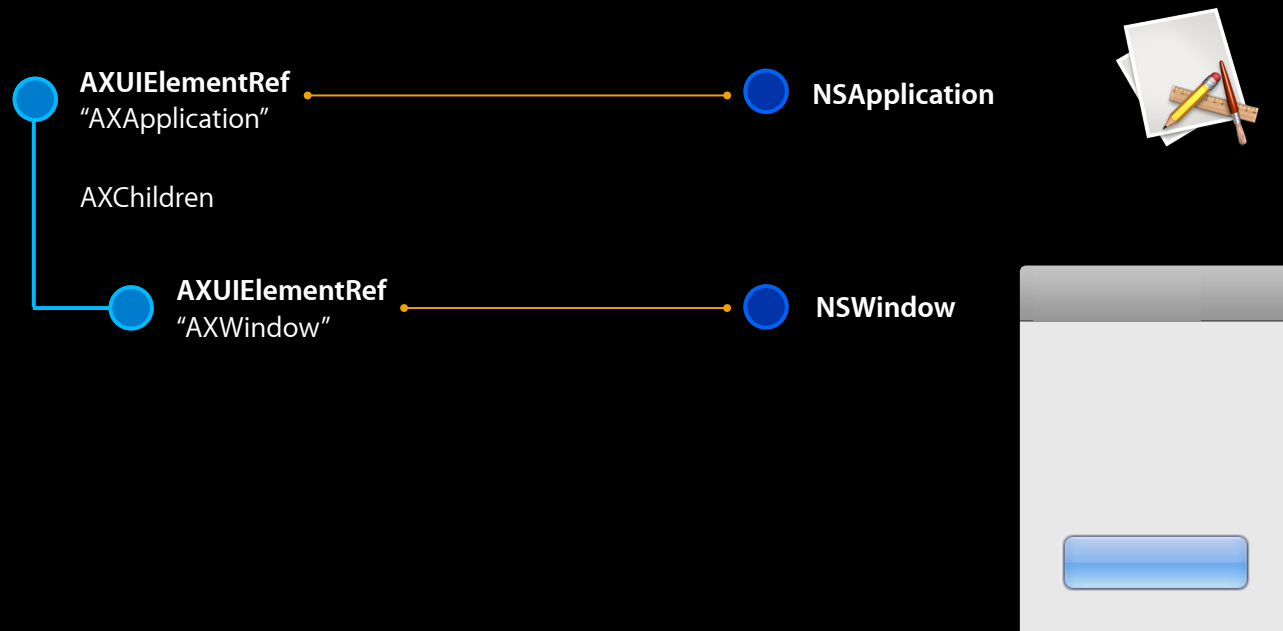

Clients Can Access Root of Tree

Top-down navigation via AXChildren attribute



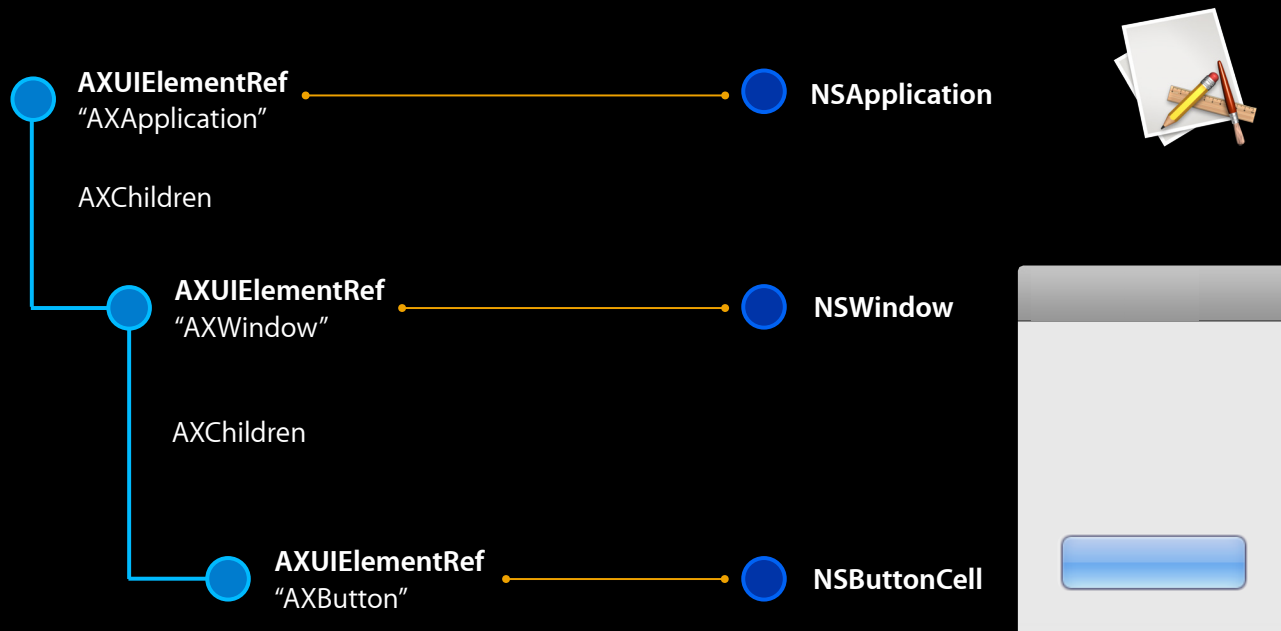
Clients Can Access Root of Tree

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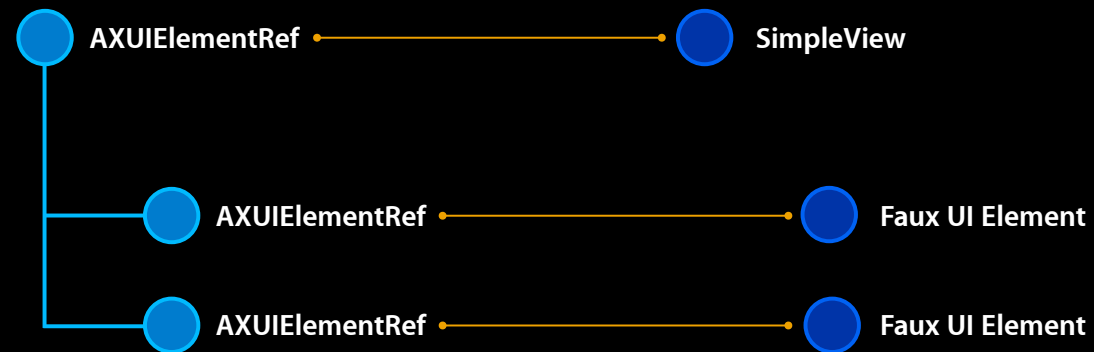


Things to Keep in Mind

- Every element needs a backing object
- Every element needs to know its children

Approach 1

View handles everything



Approach 2

Objects used for substructure

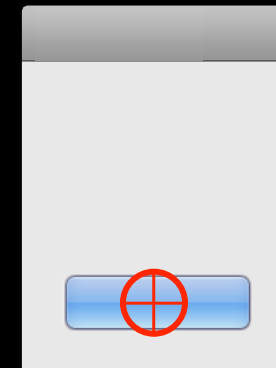


Backing Object Design Choices

- Approach 1
 - Use 'faux' UI element objects
 - Create and return autoreleased objects to respond to accessibility requests
 - These objects are often 'dumb', relying on parent or ancestor for key pieces of information
- Approach 2
 - Accessibility structure matches subelement object structure

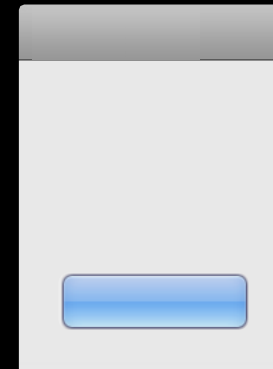
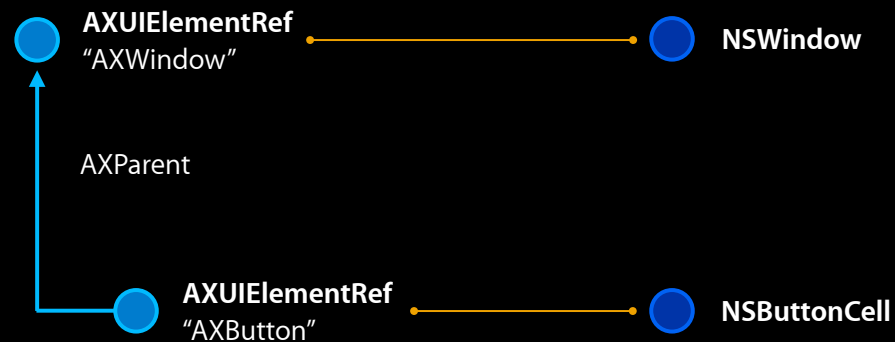
Clients Can Access by Hit Testing

Bottom-up navigation via AXParent attribute



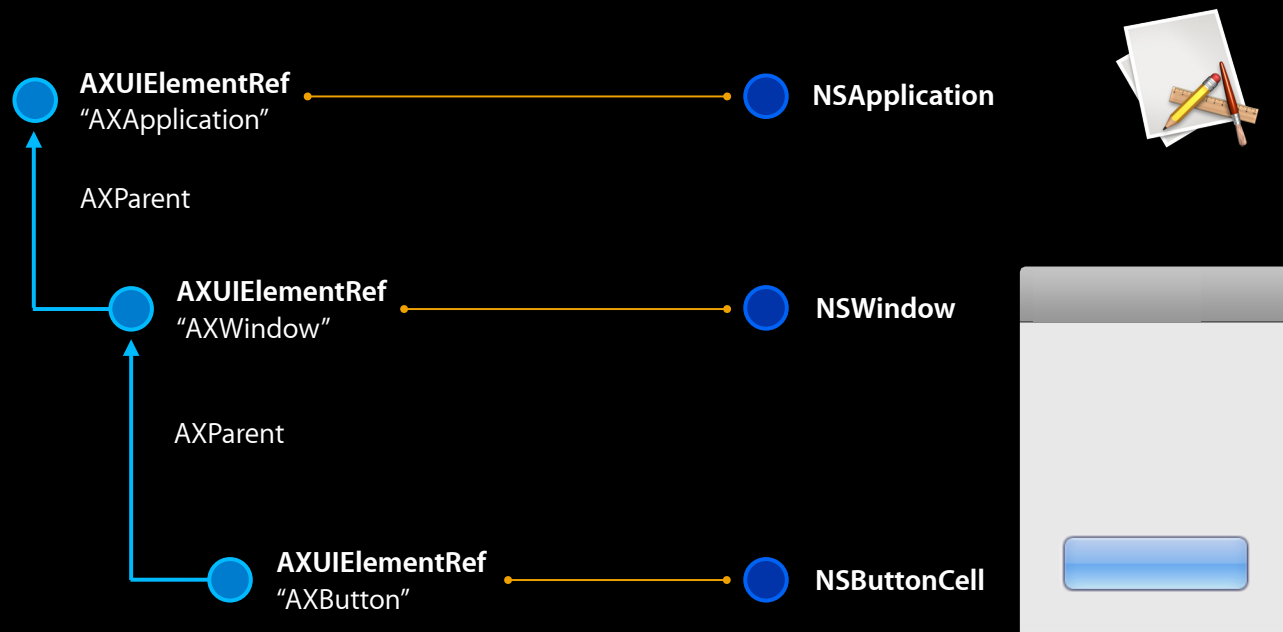
Clients Can Access by Hit Testing

Bottom-up navigation via AXParent attribute



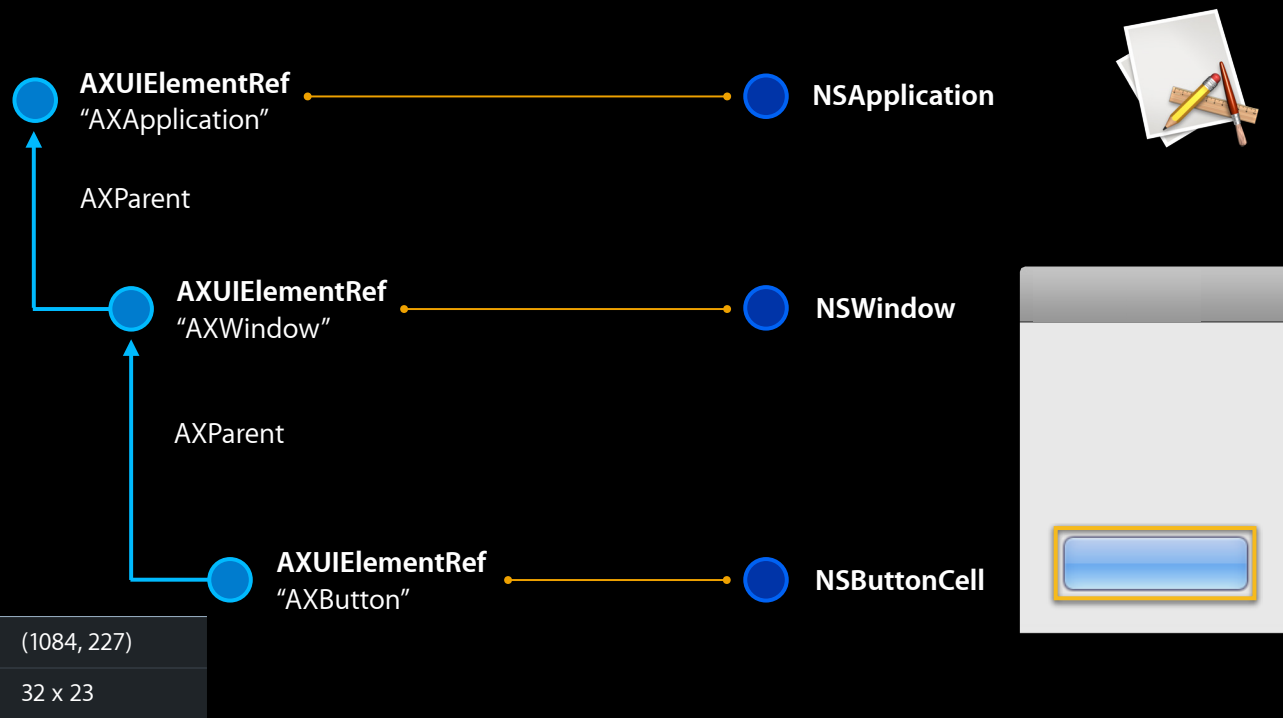
Clients Can Access By Hit Testing

Bottom-up navigation via AXParent attribute



Clients Can Access Size and Position

Returned in screen coordinates

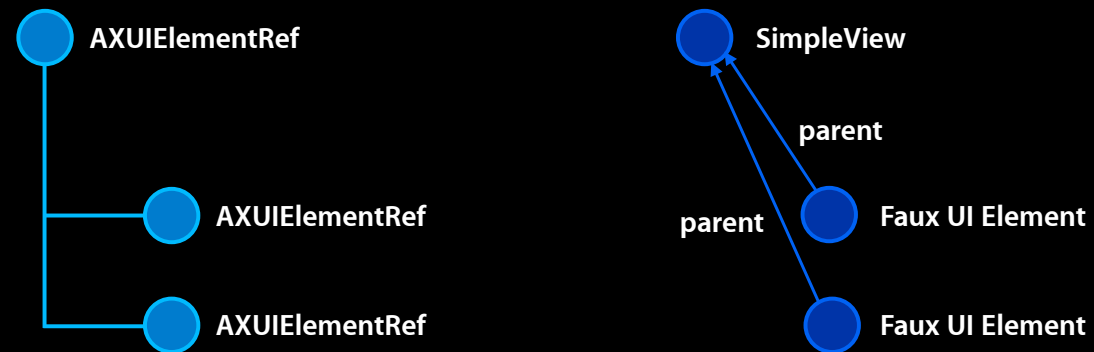


Things to Keep in Mind

- Every element needs a backing object
- Every element needs to know its children and its parent
- Every element needs to know its screen bounds

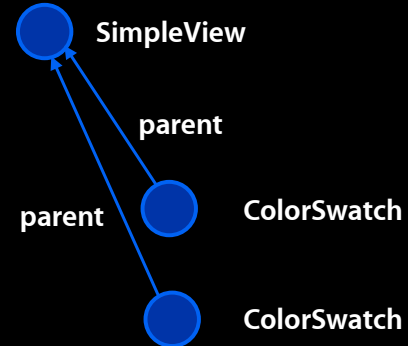
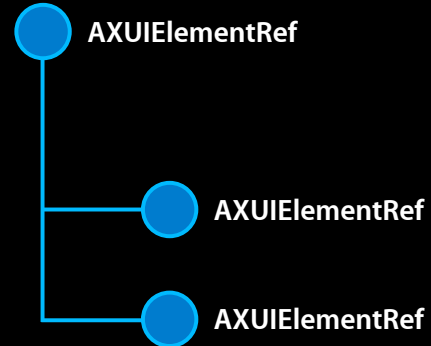
Approach 1

View handles everything



Approach 2

Objects used for substructure



Geometry Design Choices

- Approach 1
 - Factor subelement bounds into a method
 - `(CGRect)boundsOfSubelement:(NSInteger)partNumber`
- Approach 2
 - Subelements know their own bounds
- Use the same mechanism for:
 - View drawing
 - Hit testing
 - Accessibility reporting of size and position
 - Accessibility hit testing

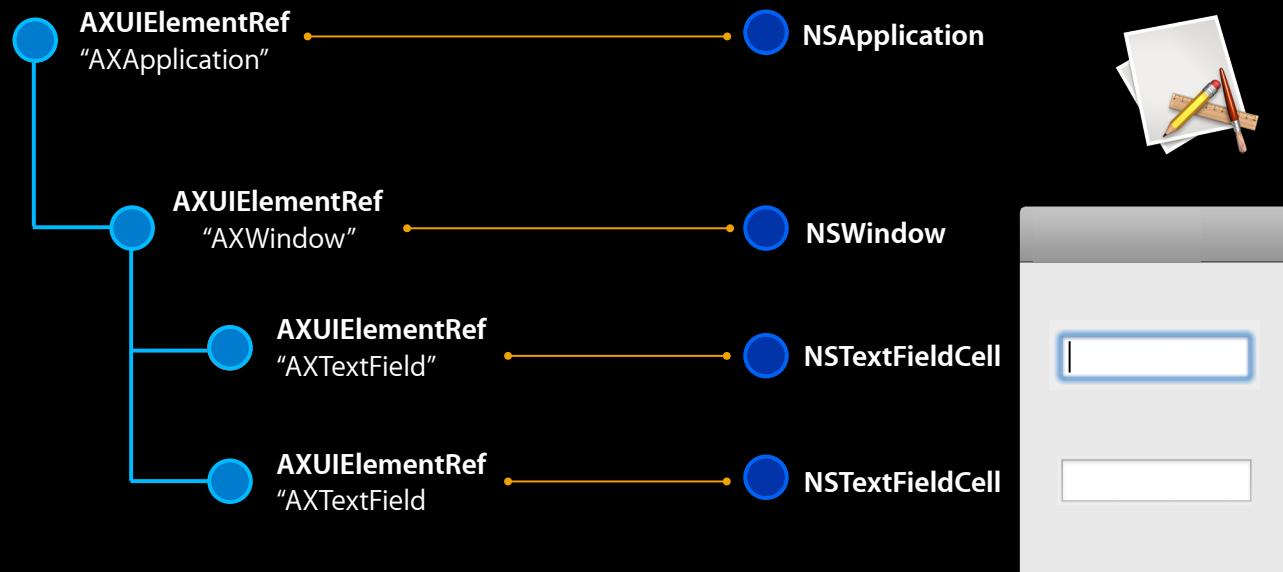
References Up The Hierarchy

Need to know parent and containing view

- These requirements exist regardless of approach taken
- An accessibility parent is always required
 - Designs sometimes do not include a parent backpointer
- Bounds are reported in screen coordinates
 - A UI element's containing view is needed to convert local bounds

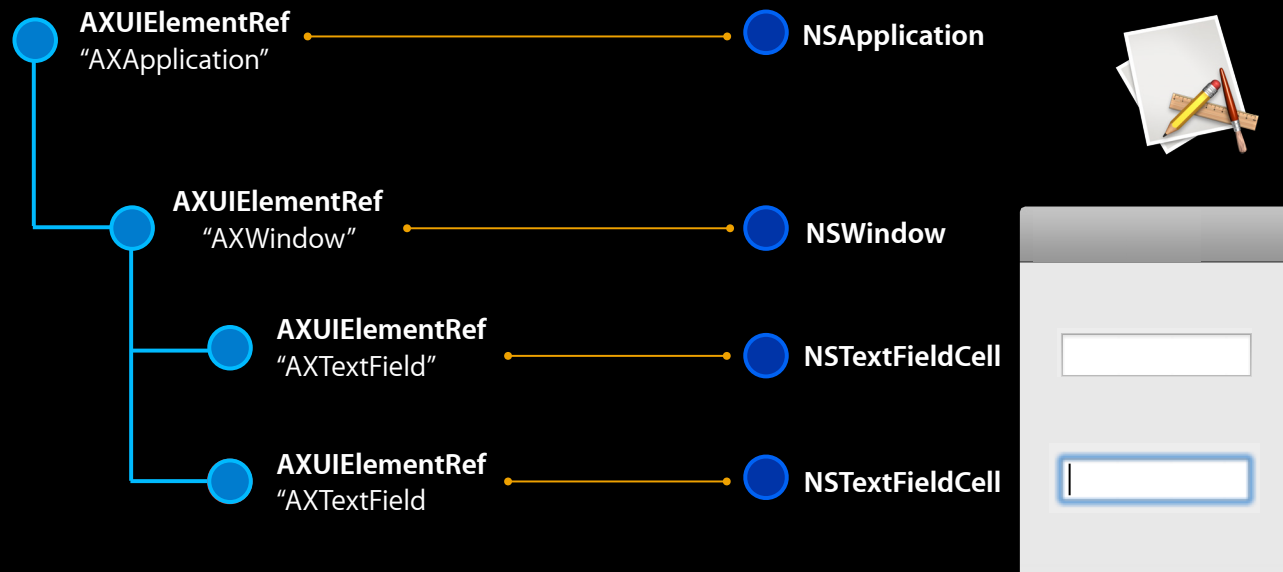
Clients Rely on Keyboard Focus

By notification and querying the application



Clients Rely on Keyboard Focus

By notification and querying the application



Things to Keep in Mind

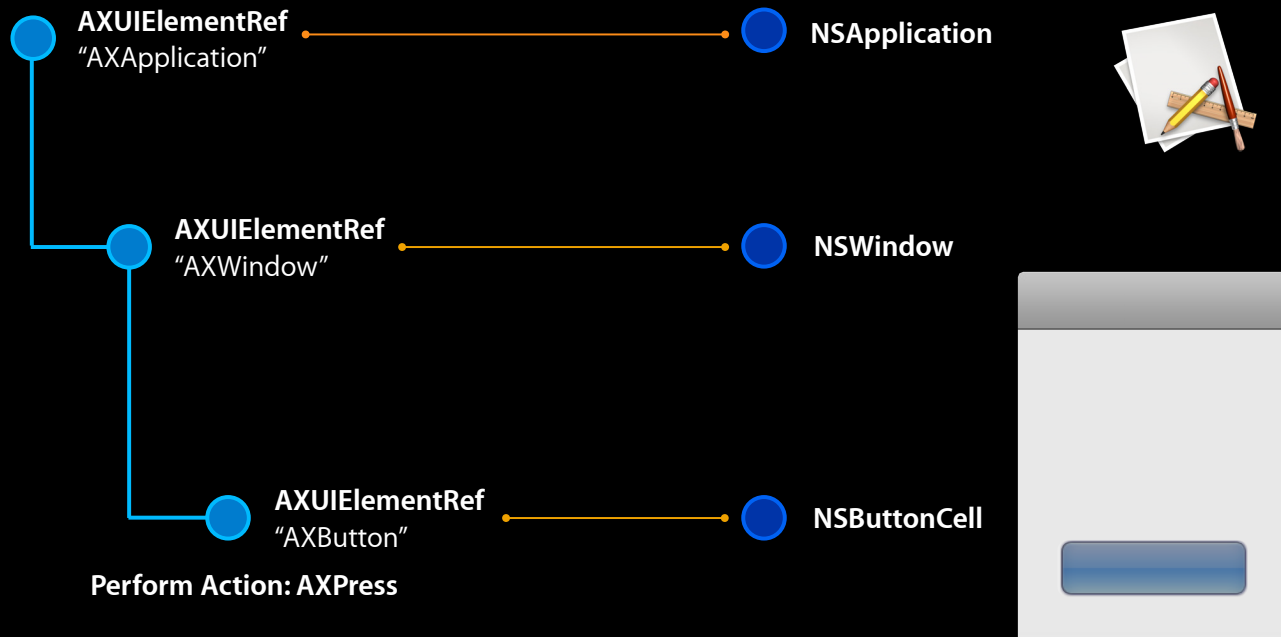
- Every element needs a backing object
- Every element needs to know its children and its parent
- Every element needs to know its rectangle
- Keyboard focus is incredibly important

Changes in Focus

- For views, focus follows the first responder automatically
- Focus for subelements of a view is done in your code
 - Send notification that focused UI element has changed
 - Send zoom rectangle update notification
- Best to have a single control point where focus change happens

Clients Can Interact with Your App

Performing actions and setting attribute values



Things to Keep in Mind

- Every element needs a backing object
- Every element needs to know its children and its parent
- Every element needs to know its rectangle
- Keyboard focus is incredibly important
- Not all interaction has an NSEvent

Handling Actions and Setting Attributes

- Factor things like triggering behavior and changing selection into general methods
- Call the general methods from both event handling methods and accessibility actions and attribute setters

Review

- When possible use standard controls and views
- Keep a handful of things in mind when building custom views
 - Every element needs a backing object
 - Every element needs to know its children and its parent
 - Every element needs to know its rectangle
 - Keyboard focus is incredibly important
 - Not all interaction has an NSEvent

Resources

- Sample code
 - ImageMap
 - Dicey
 - Sketch+Accessibility
- Documentation
 - Accessibility Roles and Attributes Reference
 - Accessibility Programming Guidelines for Cocoa

More Information

Bill Dudney

Application Frameworks Evangelist
dudney@apple.com

Documentation

Mac OS X Dev Center
<http://developer.apple.com/devcenter/mac>

Apple Developer Forums

<http://devforums.apple.com>

Related Sessions

What's New in Cocoa

Presidio
Tuesday 10:15AM

View Based NSTableView Basic to Advanced

Nob Hill
Thursday 10:15AM

Labs

Accessibility Lab

App Frameworks Lab D
Thursday 4:30-6:00PM

