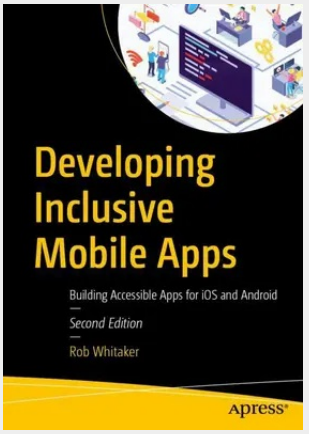
Whitaker

Developing Inclusive Mobile Apps

Building Accessible Apps for iOS and Android



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By failing to consider those with needs different from our own, we are telling these people they are not welcome in our app, and therefore that technology as a whole is not for them. This is not hyperbole—23% of people in the US with a registered disability aren't online at all, that's three times more likely than the general population. When asked why they're not online, disabled respondents say their disability prevents them or that using the internet is too hard.

To help your apps combat the issue of digital exclusion, this book covers considerations and tools mobile developers, or anyone creating mobile experiences, can use to make mobile work better for those with disabilities—mental or physical—and how to create a better experience for everyone.

Software is not made up of cold, unthinking algorithms. Software is a craft in the truest sense of the word, and one of the greatest tools you can have as a craftsperson is empathy for the people who will be using your app. Each one of whom is an individual with different abilities, experiences, knowledge, and circumstances.

For this New Edition:

This second edition reflects a major shift toward modern development practices, embracing SwiftUI and Jetpack Compose in place of UIKit and XML. It aligns with the latest platform behaviors in iOS 26 and Android 16, updates accessibility guidance to WCAG 2.2, and incorporates recent legal and technical developments including the European Accessibility Act and W3C Mobile Accessibility Task Force. New topics include App Intents, Full Keyboard Access, and machine learning in accessibility, while coverage of dark appearances and localization is streamlined. Exercises are revised for parity across platforms, with refreshed code and expanded Android content.

What You'll Learn

- Build accessible iOS and Android apps using SwiftUI and Jetpack Compose
- Apply WCAG 2.2 guidance to native mobile development
- Support assistive technologies including VoiceOver, TalkBack, Switch Access, and more
- Design for a full range of disabilities — visual, motor, cognitive, and auditory
- Meet legal accessibility requirements including the European Accessibility Act[Text Wrapping Break]

Who This Book Is For

Mobile developers working solo or as part of a team. UX designers, quality engineers, product owners, and anyone working in mobile.

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