

PATENT OWNER

EXHIBIT 2002

# iOS Simulator User Guide

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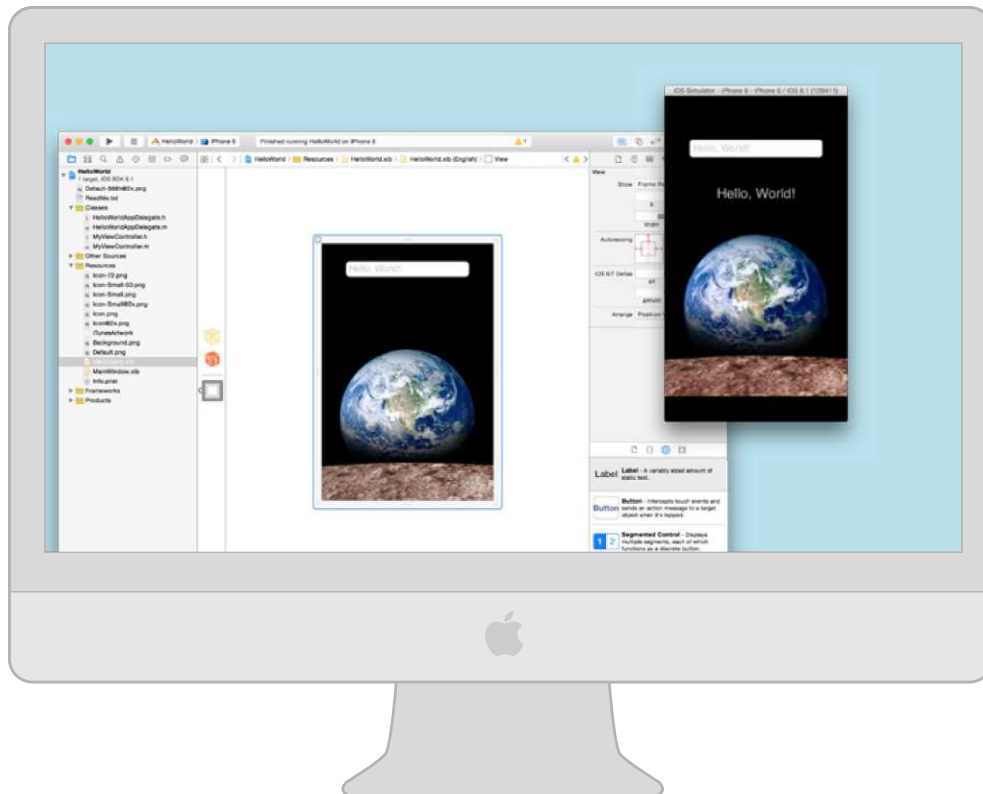
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# About iOS Simulator

**Important:** This is a preliminary document for an API or technology in development. Apple is supplying this information to help you plan for the adoption of the technologies and programming interfaces described herein for use on Apple-branded products. This information is subject to change, and software implemented according to this document should be tested with final operating system software and final documentation. Newer versions of this document may be provided with future betas of the API or technology.

iOS Simulator allows you to rapidly prototype and test builds of your app during the development process. Installed as part of the Xcode tools along with the iOS SDK, iOS Simulator runs on your Mac and behaves like a standard Mac app while simulating an iPhone, iPad, or Apple Watch environment. Think of the simulator as a preliminary testing tool to use before testing your app on an actual device.

iOS Simulator enables you to simulate different iOS and Apple Watch devices and several versions of the iOS operating system. Each combination of a simulated device and software version is considered its own simulation environment, independent of the others, with its own settings and files. These settings and files exist on every device you test within a simulation environment.



## At a Glance

By simulating the operation of your app in iOS Simulator, you can:

- Find major problems in your app during design and early testing
- Test your app using developer tools that are available only for iOS Simulator
- Learn about the Xcode development experience and the iOS development environment before becoming a member of the iOS Developer Program

This guide walks you through iOS Simulator, starting with the basics of how to use it and moving on to the tools found within iOS Simulator that can assist you in testing and debugging your apps.