

The following Voluntary Product Accessibility information refers to **Xcode version 7 developer toolset** for OS X. For more information on accessibility features in OS X and Xcode, visit Apple’s accessibility web site at <http://www.apple.com/accessibility/>

**Summary Table
Voluntary Product Accessibility Template**

Criteria	Supporting Features	Remarks and explanations
Section 1194.21 Software Applications and Operating Systems	Please refer to the attached VPAT	
Section 1194.22 Web-based internet information and applications	Not Applicable	
Section 1194.23 Telecommunications Products	Not Applicable	
Section 1194.24 Video and Multi-media Products	Not Applicable	
Section 1194.25 Self-Contained, Closed Products	Not Applicable	
Section 1194.26 Desktop and Portable Computers	Not Applicable	
Section 1194.31 Functional Performance Criteria	Please refer to the attached VPAT	
Section 1194.41 Information, Documentation, and Support	Please refer to the attached VPAT	

Subpart B -- Technical Standards
Section 1194.21 Software Applications and Operating Systems

Criteria	Supporting Features	Remarks and explanations
<p>(a) When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.</p>	<p>Partially supported</p>	<p>Xcode is a software development tool, and many features for software creation in Xcode are accessible without having to use a mouse, by using keyboard controls, and accessible via VoiceOver.</p> <p>Using the standard Help menu, search for “Key Bindings” for information on using and customizing Xcode’s keyboard navigation.</p> <p>When editing an interface file (xib/nib file), the menu item “Editor -> Show Document Outline” will make keyboard navigation easier.</p>
<p>(b) Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated features of any operating system that are identified as accessibility features where the application programming interface for those accessibility features has been documented by the manufacturer of the operating system and is available to the product developer.</p>	<p>Supported</p>	

<p>(c) A well defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that Assistive Technology can track focus and focus changes.</p>	<p>Partially supported</p>	<p>The focus in most of the user interface can be detected using standard OS selection, focus, or cursor position highlighting techniques. Generally, only additional convenience gestures are unavailable, with these gestures not required to perform the related task.</p>
<p>(d) Sufficient information about a user interface element including the identity, operation and state of the element shall be available to Assistive Technology. When an image represents a program element, the information conveyed by the image must also be available in text.</p>	<p>Partially supported</p>	<p>Most views and dialogs are accessible to VoiceOver and to keyboard-only users.</p>
<p>(e) When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's performance.</p>	<p>Supported</p>	

<p>(f) Textual information shall be provided through operating system functions for displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.</p>	<p>Supported</p>	
<p>(g) Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<p>Supported</p>	
<p>(h) When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.</p>	<p>n/a</p>	
<p>(i) Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.</p>	<p>Partially supported</p>	<p>Most information within the Xcode UI, such as warnings and errors, uses shapes, along with color, as indicators. Colors, or shades of grey, are optionally configurable to convey additional information, such as highlighting keywords, symbols, and cursor position within the text editor. This highlighting isn't required to perform any task.</p>
<p>(j) When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.</p>	<p>Supported</p>	

<p>(k) Software shall not use flashing or blinking text, objects, or other elements having a flash or blink frequency greater than 2 Hz and lower than 55 Hz.</p>	<p>Supported</p>	
<p>(l) When electronic forms are used, the form shall allow people using Assistive Technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.</p>	<p>Supported</p>	

Subpart C -- Functional Performance Criteria
Section 1194.31 Functional Performance Criteria

Criteria	Supporting Features	Remarks and explanations
(a) At least one mode of operation and information retrieval that does not require user vision shall be provided, or support for Assistive Technology used by people who are blind or visually impaired shall be provided.	Partially supported	Users who are visually impaired and rely on a screen magnifier or custom-display alterations can successfully operate Xcode. Most of the user interface and behaviors of the software are navigable via VoiceOver.
(b) At least one mode of operation and information retrieval that does not require visual acuity greater than 20/70 shall be provided in audio and enlarged print output working together or independently, or support for Assistive Technology used by people who are visually impaired shall be provided.	Partially supported	See 1194.31(a).
(c) At least one mode of operation and information retrieval that does not require user hearing shall be provided, or support for Assistive Technology used by people who are deaf or hard of hearing shall be provided	Supported	

<p>(d) Where audio information is important for the use of a product, at least one mode of operation and information retrieval shall be provided in an enhanced auditory fashion, or support for assistive hearing devices shall be provided.</p>	<p>Not Applicable</p>	
<p>(e) At least one mode of operation and information retrieval that does not require user speech shall be provided, or support for Assistive Technology used by people with disabilities shall be provided.</p>	<p>Supported</p>	
<p>(f) At least one mode of operation and information retrieval that does not require fine motor control or simultaneous actions and that is operable with limited reach and strength shall be provided.</p>	<p>Partially supported</p>	<p>Xcode can be used with Sticky Keys to avoid simultaneous actions.</p>

Subpart D -- Information, Documentation, and Support
Section 1194.41 Information, Documentation, and Support

Section 1194.41 a) Product support documentation provided to end-users shall be made available in alternate formats upon request, at no additional charge	Supported	Online documentation can be found at https://developer.apple.com/library/
Section 1194.41 (b) End-users shall have access to a description of the accessibility and compatibility features of products in alternate formats or alternate methods upon request, at no additional charge.	Supported	Information about Apple’s built-in access technologies is available at http://www.apple.com/accessibility/
1194.41 (c) Support services for products shall accommodate the communication needs of end-users with disabilities.	Supported	Discussion groups for Apple developers are available at https://forums.developer.apple.com/

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