ATLS 4120/5120: Mobile Application Development
Week 6: App Lifecycle

Open up one of your previous projects such as beatles (beatles reset).
Run the app and change some of the UI controls.
Hit the home button and then go back into the app.
It keeps the data you had from last time.
Is that always the behavior you want?
What if you want it to reset?

Create a method in ViewController.swift that will reset the UI.

```
    func refreshUI(){
        titleLabel.text="The Beatles"
        imageControl.selectedSegmentIndex = -1
        capitalSwitch.on = false
        beatlesImage.image=UIImage(named: "beatles_abbey_road.png")
    }
```

Now go into AppDelegate.swift. Look at the class reference for `UIApplicationDelegate`

Prior to iOS 4.0, applications were either active, inactive, or not running. In iOS 4.0 and later, applications can also be running in the background or suspended.

Find the method `applicationWillEnterForeground.`
This method is called as part of the transition from the background to the inactive state.
That's a great place to reset fields as the app comes from the background to the foreground.

```
    func applicationWillEnterForeground(application: UIApplication!) {
        // Called as part of the transition from the background to the
inactive state; here you can undo many of the changes made on entering the
background.
       let vc = application.keyWindow!.rootViewController as! ViewController
       vc.refreshUI()
    }
```

The first line is defining an instance of our ViewController class by accessing the applications root view controller(type UIViewController) and casting it as ViewController, a subclass of UIViewController. Then we call the refresh() method.

Also works to reset these in
`func applicationDidBecomeActive(application: UIApplication!)` This method is called to let your application know that it moved from the inactive to active state.

Snapshot: refresh ui