**EXPERIMENT – 2**

1. **Create Single View App using sceneKit.**

import UIKit

import SceneKit

import ARKit

class ViewController: UIViewController, ARSCNViewDelegate {

@IBOutlet var sceneView: ARSCNView!

override func viewDidLoad() {

super.viewDidLoad()

sceneView.delegate = self

sceneView.showsStatistics = true

let scene = SCNScene(named: “art.scnassets/ship.scn")!

sceneView.scene = scene

}

override func viewWillAppear(\_ animated: Bool) {

super.viewWillAppear(animated)

let configuration = ARWorldTrackingConfiguration()

sceneView.session.run(configuration)

}