

iOS

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1 AppDelegate

1.1 UIWindow()

To launch the app programmatically, we need in the AppDelegate in didFinishLaunchingWithOptions:

```
1 func application(_ application: UIApplication,
2     didFinishLaunchingWithOptions launchOptions: [UIApplication.
3     LaunchOptionsKey: Any]?) -> Bool {
4     // Override point for customization after application launch.
5
6     window = window ?? UIWindow()
7     window?.rootViewController = UINavigationController()
8     window?.makeKeyAndVisible()
9     return true
10 }
```