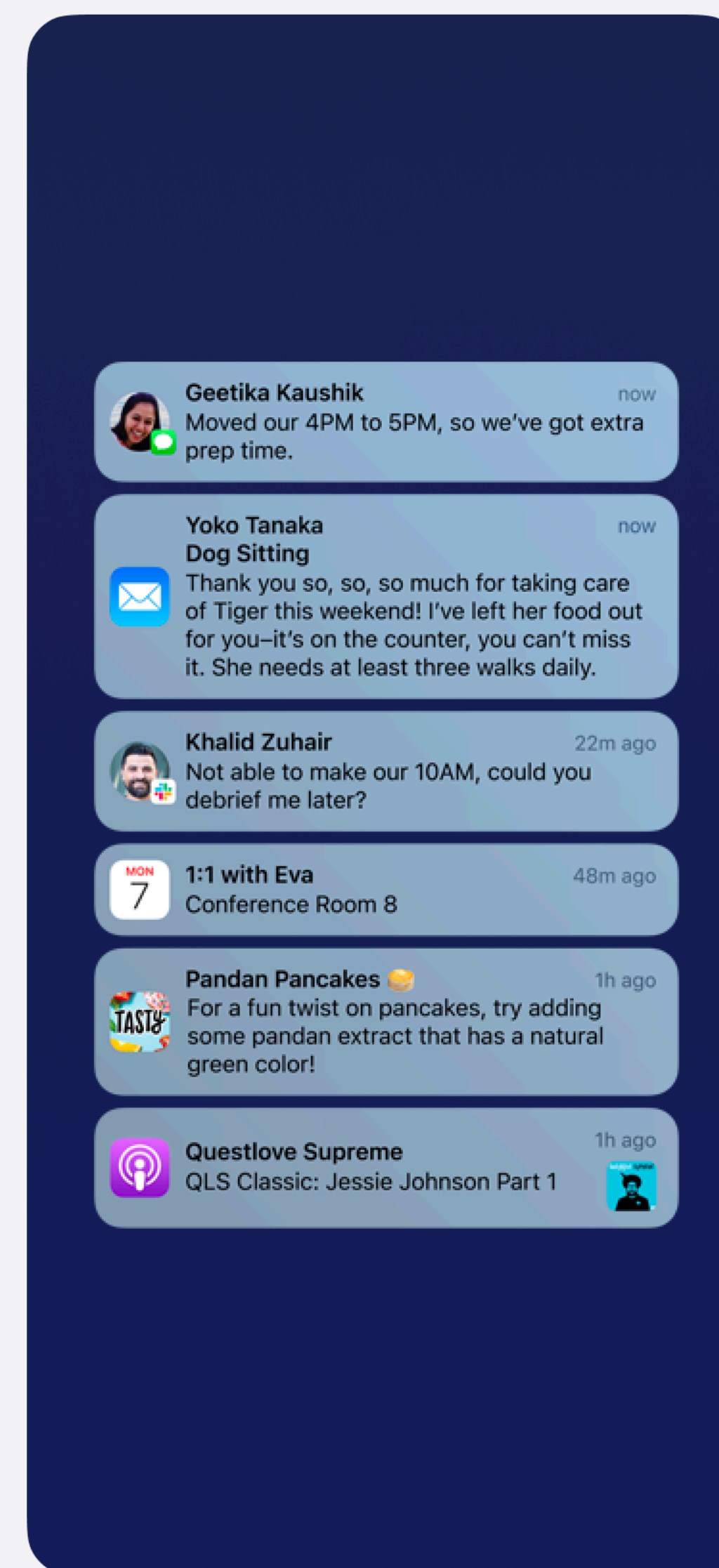
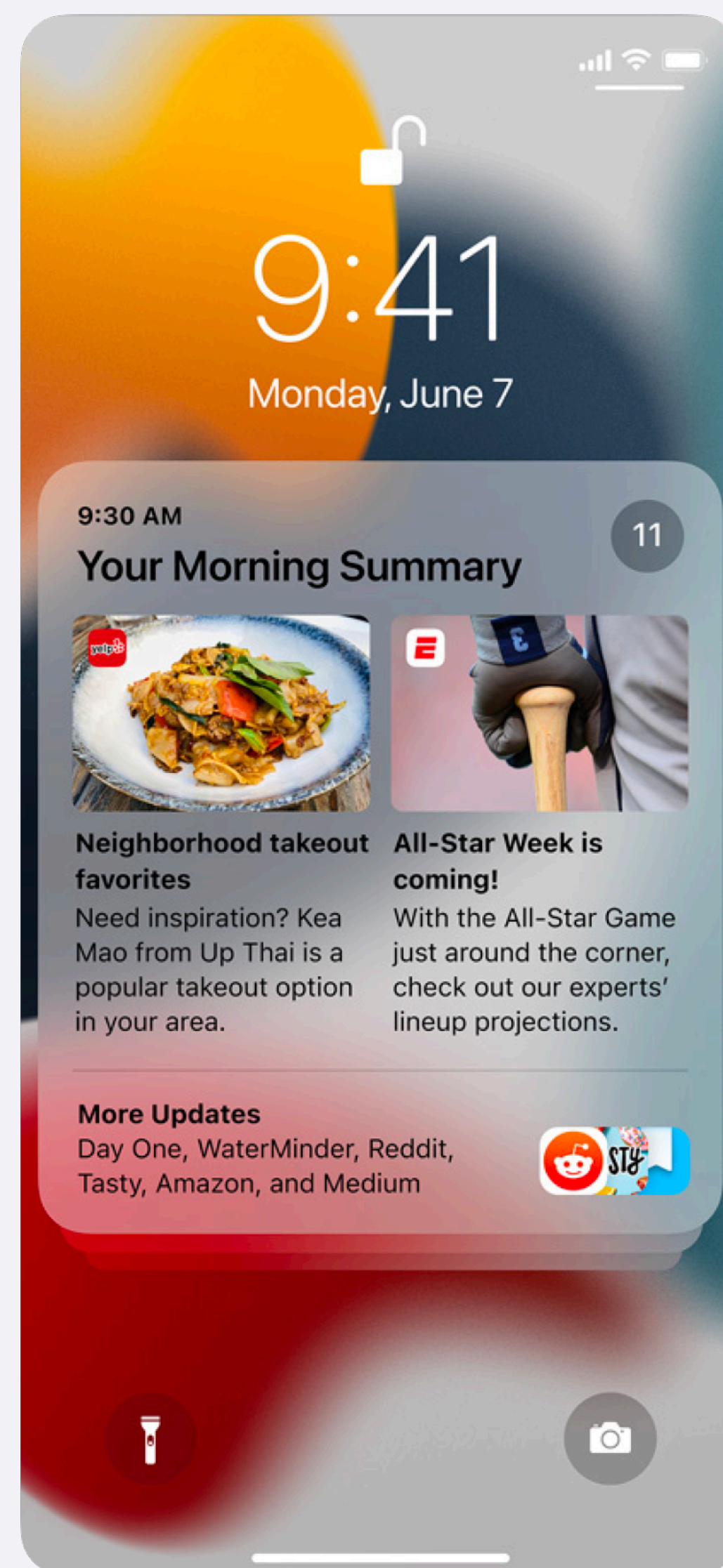
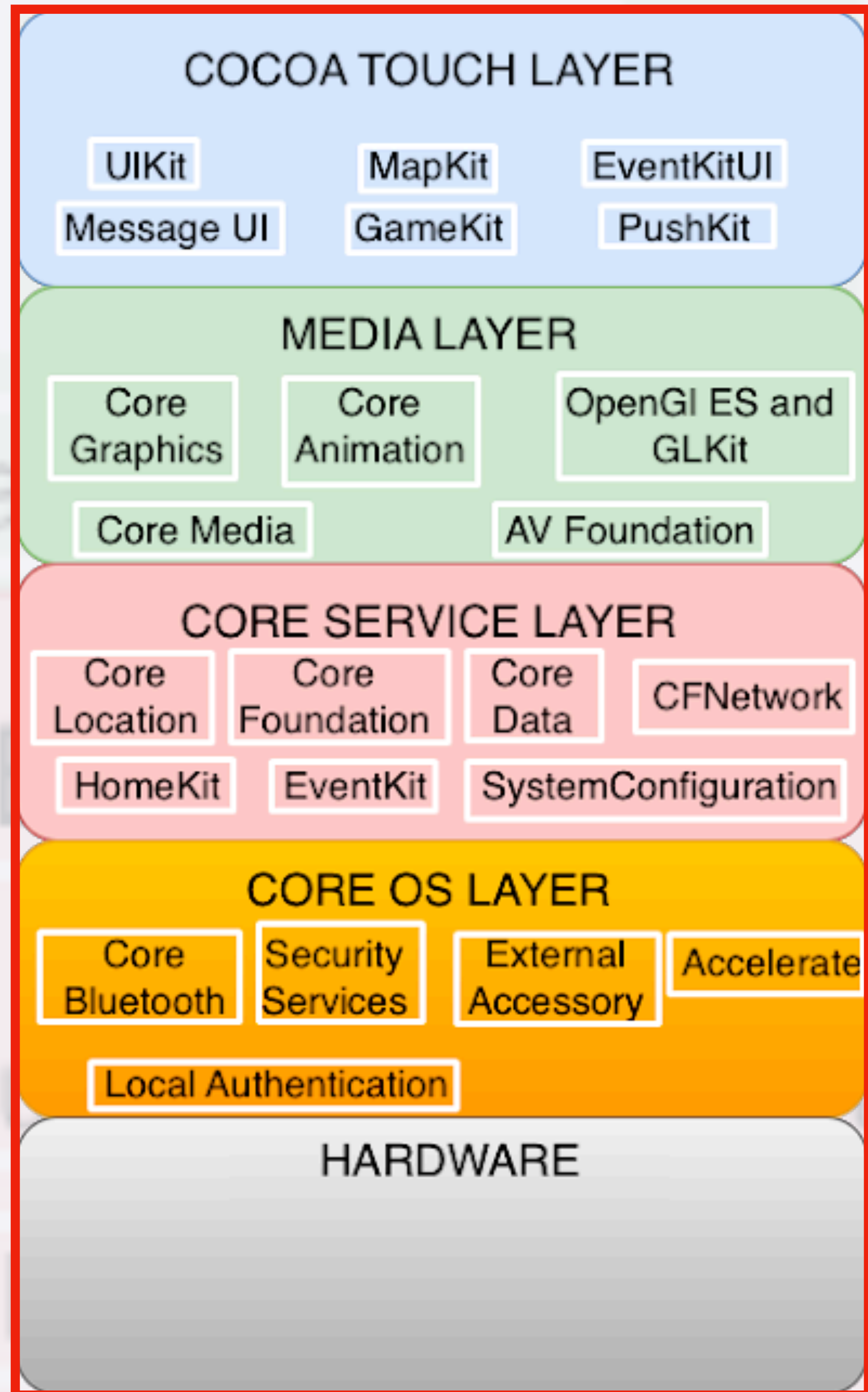


ios

25%





Сбербанк
Онлайн

Devteam

CORE OS Layer

- **Core Bluetooth Framework**
- **External Accessories Framework**
- **Accelerate Framework**
- **Security Services Framework**
- **Local Authorization Framework**
- **etc.**

CORE SERVICES Layer

- **Foundation Framework**
- **HealthKit Framework**
- **HomeKit Framework**
- **Social Framework**
- **StoreKit Framework**
- **Address Book Framework**
- **Cloud Kit Framework**
- **Core Data Framework**
- **Core Foundation Framework**
- **Core Location Framework**
- **Core Motion Framework**

MEDIA Layer

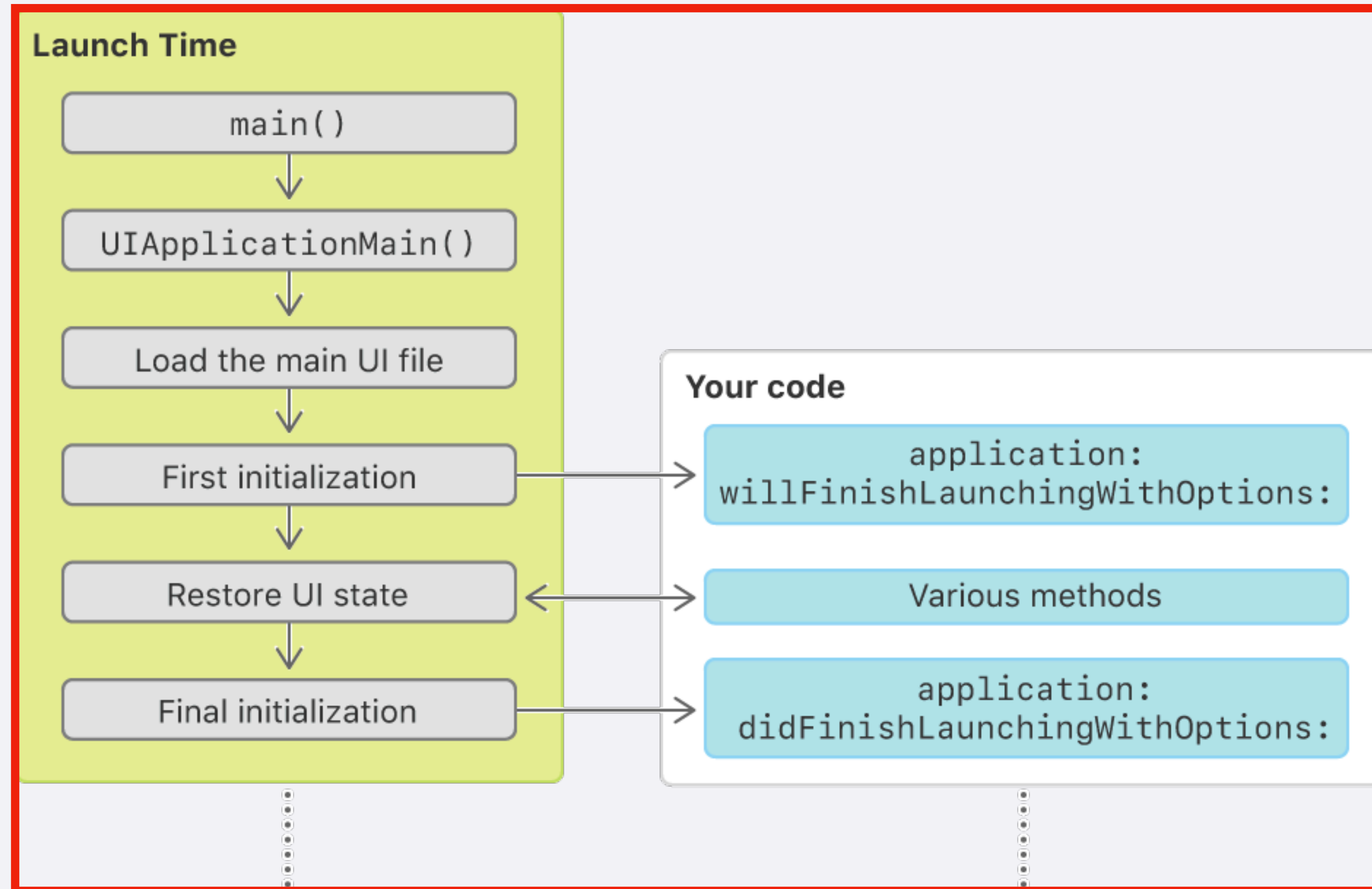
- **UIKit Graphics**
- **Core Graphics Framework**
- **Core Animation**
- **Media Player Framework**
- **AV Kit**
- **Open AL**
- **Core Images**
- **GL Kit**

COCOA TOUCH

- **EvenKit Framework**
- **GameKit Framework**
- **MapKit Framework**
- **PushKit Framework**

App lifecycle

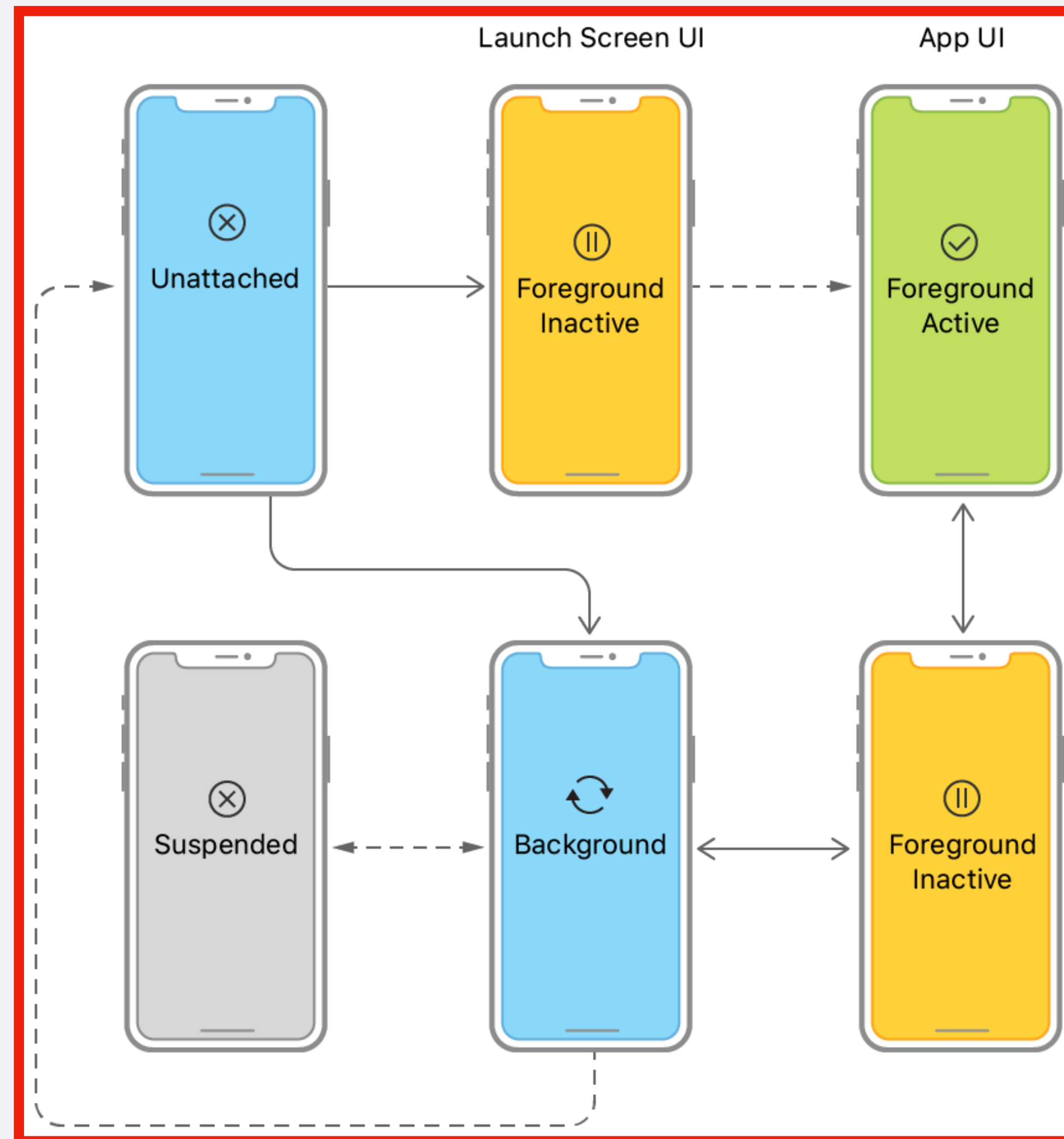
App Launch Sequence



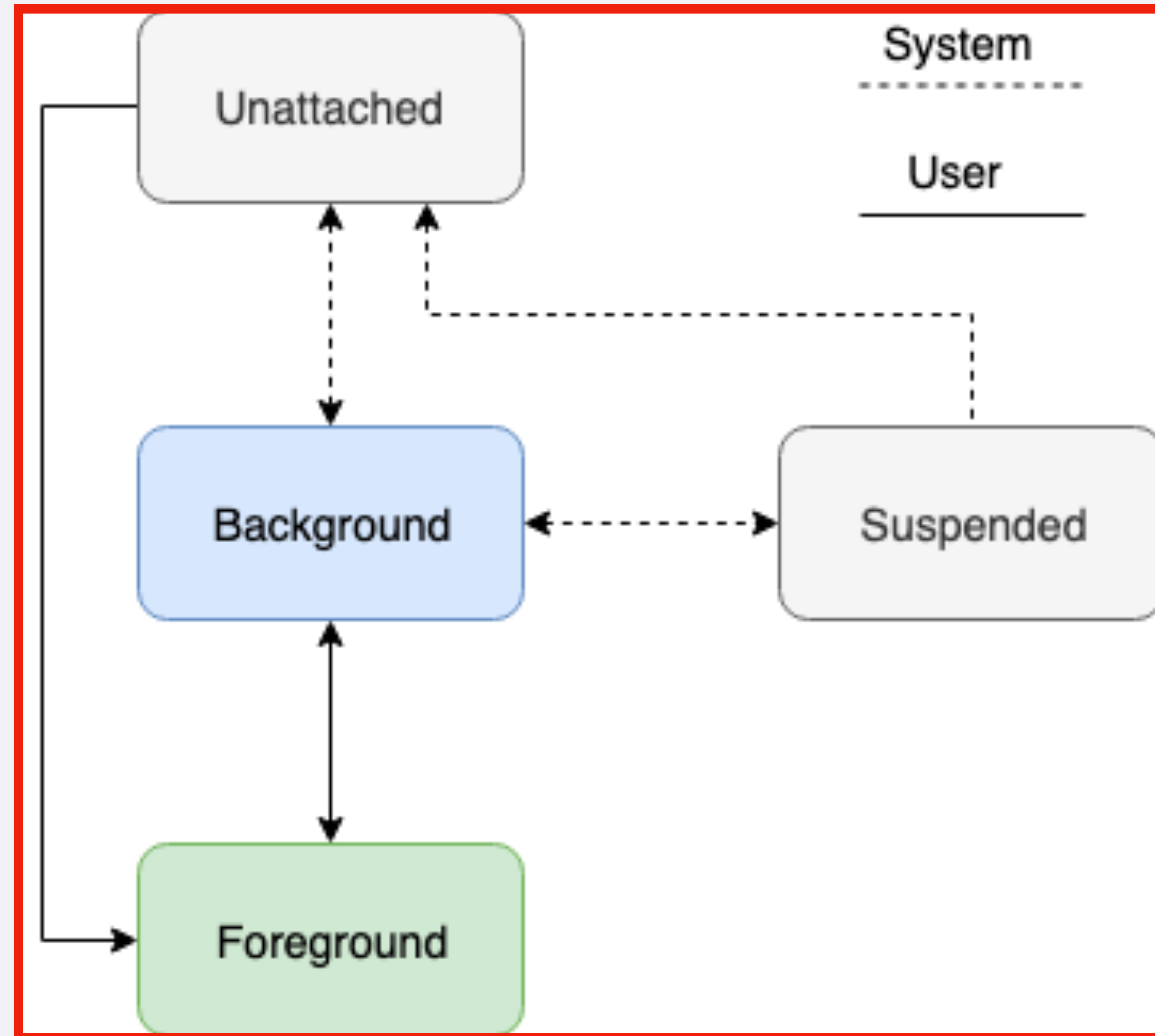
DELEGATE OBJECT

- **UISceneDelegate**
- **UIApplicationDelegate**

Scene-Based Life-Cycle Events



Scene-Based Life-Cycle Events



Scene-Based Life-Cycle Events

Property List Key

UIApplicationSceneManifest

The information about the app's scene-based life-cycle support.

Details

Name

Application Scene Manifest

Type

Dictionary

Discussion

The presence of this key indicates that the app supports scenes and does not use an app delegate object to manage transitions to and from the foreground or background.

Remove scene delegate

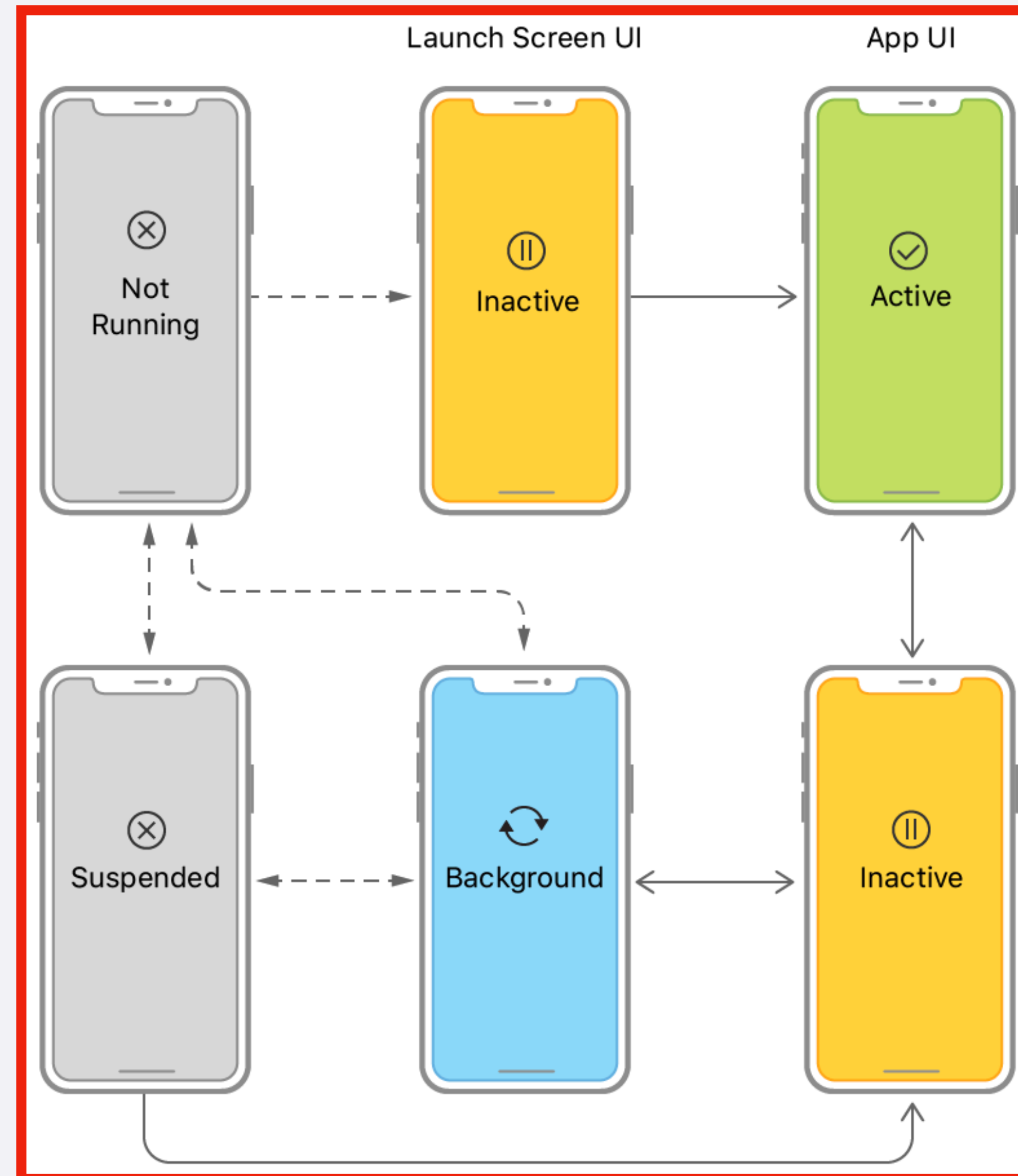
While you **should** embrace using scenes when your app is run under iOS 13 and later, you can fully opt out while you still support iOS 12 or earlier.

- Completely remove the "Application Scene Manifest" entry from Info.plist.
- If there is a scene delegate class, remove it.
- If there are any scene related methods in your app delegate, remove those methods.
- If missing, add the property `var window: UIWindow?` to your app delegate.

Your app should now only use the app delegate and under iOS 13 it should have the same life cycle as iOS 12.

Note: None of this is specific to Swift or SwiftUI.

App-Based Life-Cycle Events



App-Based Life-Cycle Events

- **Memory warnings**
- **Protected data becomes available/unavailable**
- **Handoff tasks**
- **Time changes**
- **Open URLs**