```swift
//
//  SceneDelegate.swift
//  PseudoTikTok
//
//  Created by Никита Кулагин on 23.01.2025.
//

import UIKit

class SceneDelegate: UIResponder, UIWindowSceneDelegate {

    var window: UIWindow?


    func scene(_ scene: UIScene, willConnectTo session: UISceneSession, options connectionOptions: UIScene.ConnectionOptions) {
        // Use this method to optionally configure and attach the UIWindow `window` to the provided UIWindowScene `scene`.
        // If using a storyboard, the `window` property will automatically be initialized and attached to the scene.
        // This delegate does not imply the connecting scene or session are new (see `application:configurationForConnectingSceneSession` instead).
        guard let _ = (scene as? UIWindowScene) else { return }
    }

    func sceneDidDisconnect(_ scene: UIScene) {
        // Called as the scene is being released by the system.
        // This occurs shortly after the scene enters the background, or when its session is discarded.
        // Release any resources associated with this scene that can be re-created the next time the scene connects.
        // The scene may re-connect later, as its session was not necessarily discarded (see `application:didDiscardSceneSessions` instead).
    }

    func sceneDidBecomeActive(_ scene: UIScene) {
        // Called when the scene has moved from an inactive state to an active state.
        // Use this method to restart any tasks that were paused (or not yet started) when the scene was inactive.
    }

    func sceneWillResignActive(_ scene: UIScene) {
        // Called when the scene will move from an active state to an inactive state.
```

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        // This may occur due to temporary interruptions (ex. an
incoming phone call).
    }

    func sceneWillEnterForeground(_ scene: UIScene) {
        // Called as the scene transitions from the background to
the foreground.
        // Use this method to undo the changes made on entering the
background.
    }

    func sceneDidEnterBackground(_ scene: UIScene) {
        // Called as the scene transitions from the foreground to
the background.
        // Use this method to save data, release shared resources,
and store enough scene-specific state information
        // to restore the scene back to its current state.
    }


}
```