

```

//
// AppDelegate.swift
// Smithington Public High School Library
//
// Created by Colten Seevers & Nick Kortz on 1/29/18.
// Copyright © 2018 Colten & Nick Kortz. All rights reserved.
//

import UIKit

@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?


    func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplicationLaunchOptionsKey: Any]?) -> Bool {
        // Override point for customization after application launch.
        return true
    }

    func applicationWillResignActive(_ application: UIApplication) {
        // Sent when the application is about to move from active to inactive state.
        // This can occur for certain types of temporary interruptions (such as an
        // incoming phone call or SMS message) or when the user quits the application
        // and it begins the transition to the background state.
        // Use this method to pause ongoing tasks, disable timers, and invalidate
        // graphics rendering callbacks. Games should use this method to pause the
        // game.
    }

    func applicationDidEnterBackground(_ application: UIApplication) {
        // Use this method to release shared resources, save user data, invalidate
        // timers, and store enough application state information to restore your
        // application to its current state in case it is terminated later.
        // If your application supports background execution, this method is called
        // instead of applicationWillTerminate: when the user quits.
    }

    func applicationWillEnterForeground(_ application: UIApplication) {
        // Called as part of the transition from the background to the active state;
        // here you can undo many of the changes made on entering the background.
    }

    func applicationDidBecomeActive(_ application: UIApplication) {
        // Restart any tasks that were paused (or not yet started) while the
        // application was inactive. If the application was previously in the
        // background, optionally refresh the user interface.
    }

    func applicationWillTerminate(_ application: UIApplication) {
        // Called when the application is about to terminate. Save data if
        // appropriate. See also applicationDidEnterBackground:.
    }

```

}

}