**IOS Version Blocker (Below iOS 12) - POC**

## **Purpose**

This is a simple Proof of Concept (POC) iOS app that checks the device's operating system version at runtime.  
If the app detects it's running on an iOS version lower than 12.0, it shows an alert telling the user they need to update their OS. The app prevents the user from proceeding any further.

1. **How It Works**

* When the app launches, it immediately checks the iOS version.
* If the OS is 12.0 or higher, the app runs as normal.
* If the OS is lower than 12.0, the app displays an alert saying the version isn't supported.
* Exits the App.

1. **Step-by-Step Implementation**

* **Create the Project**
  + Open **Xcode** → **Create a new project** → Choose the **App** template.
  + Product Name: SecurityEnhancement\_11
  + Interface: Storyboard
  + Language: Swift
* **Set the Deployment Target**
  + Go to **Project Settings** → **Info tab**
  + Set the **Deployment Target** to 11.0

We do this so the app can be installed on devices or simulator running iOS 11 or later. (This allows us to test the app behaviour below iOS 12.)

* **Add Version Checking Logic**

**import** UIKit

**class** ViewController: UIViewController {

**override** **func** viewDidAppear(\_ animated: Bool) {

**super**.viewDidAppear(animated)

checkOSVersion()

}

**func** checkOSVersion() {

**if** **#****available**(iOS 12.0, \*) {

print("Supported OS Version")

} **else** {

showUnsupportedVersionAlert()

}

}

**func** showUnsupportedVersionAlert() {

**let** alert = UIAlertController(title: "Unsupported iOS Version",

message: "This app requires iOS 12.0 or later.",

preferredStyle: .alert)

alert.addAction(UIAlertAction(title: "Exit", style: .destructive, handler: { \_ **in**

exit(0)

}))

present(alert, animated: **true**, completion: **nil**)

view.isUserInteractionEnabled = **false**

}

}

* **Explanation (How It Works)**
  + #available (iOS 12.0, \*) checks the OS version at runtime.
* If the version is lower than 12.0, the app shows an unsupported version alert.
* exit (0) force closes the app when the user taps **Exit**.

1. **How to Test It**

## **On Simulator**

## Run the app in a **simulator** running **iOS 11.x** or lower.

## The alert should appear immediately.

## Tap **Exit** → the app closes.

## **On a Real Device**

## If you have a device running **iOS 11 or lower**, install the app and run it.

## The same alert should appear, and tapping **Exit** will close the app.