Proyecto 1

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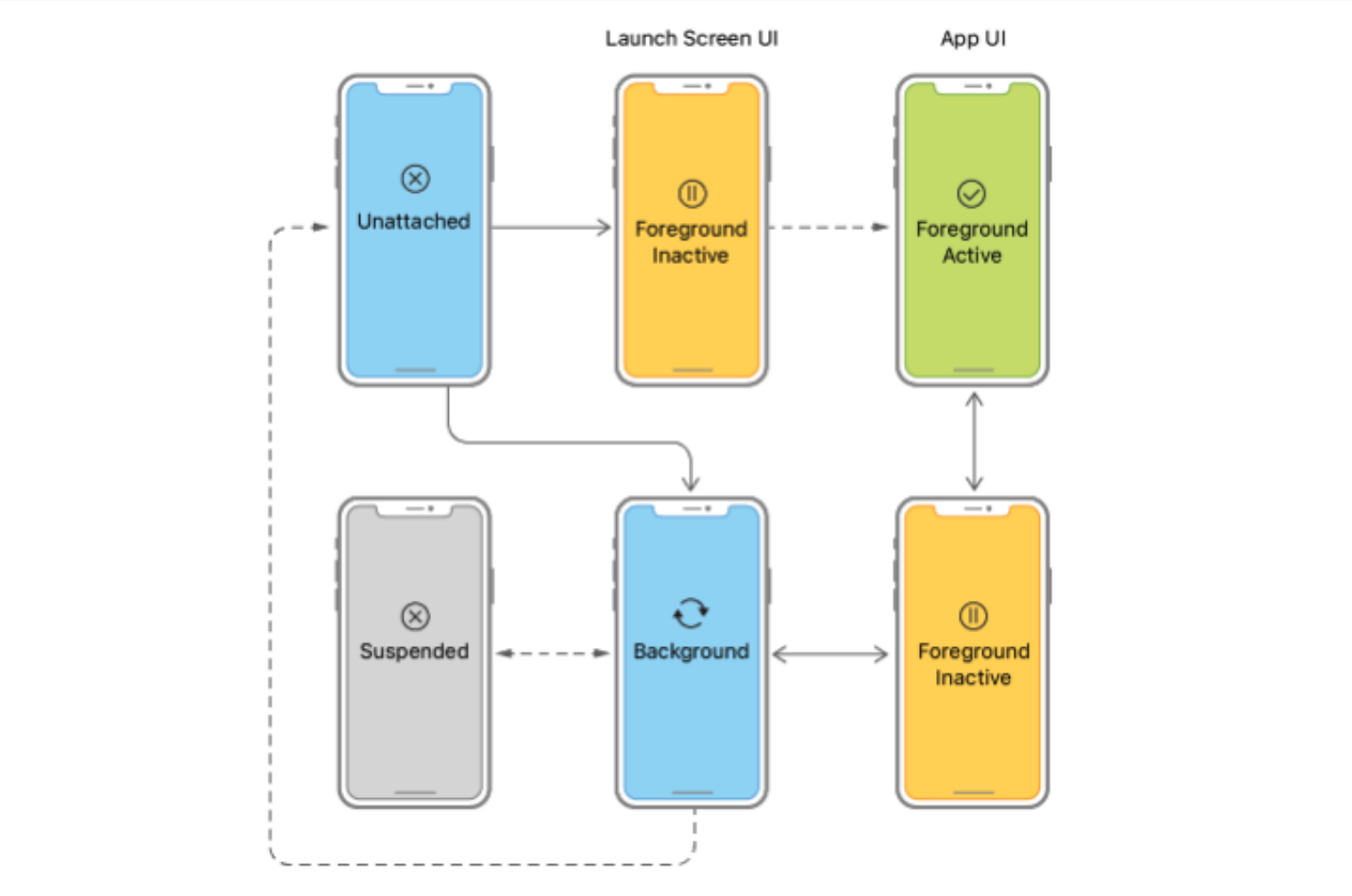
Ciclo de vida aplicación

- In iOS 13 and later, use UISceneDelegate objects to respond to life-cycle events in a scene-based app.
- In iOS 12 and earlier, use the UIApplicationDelegate object to respond to life-cycle events.

UIScene delegate I

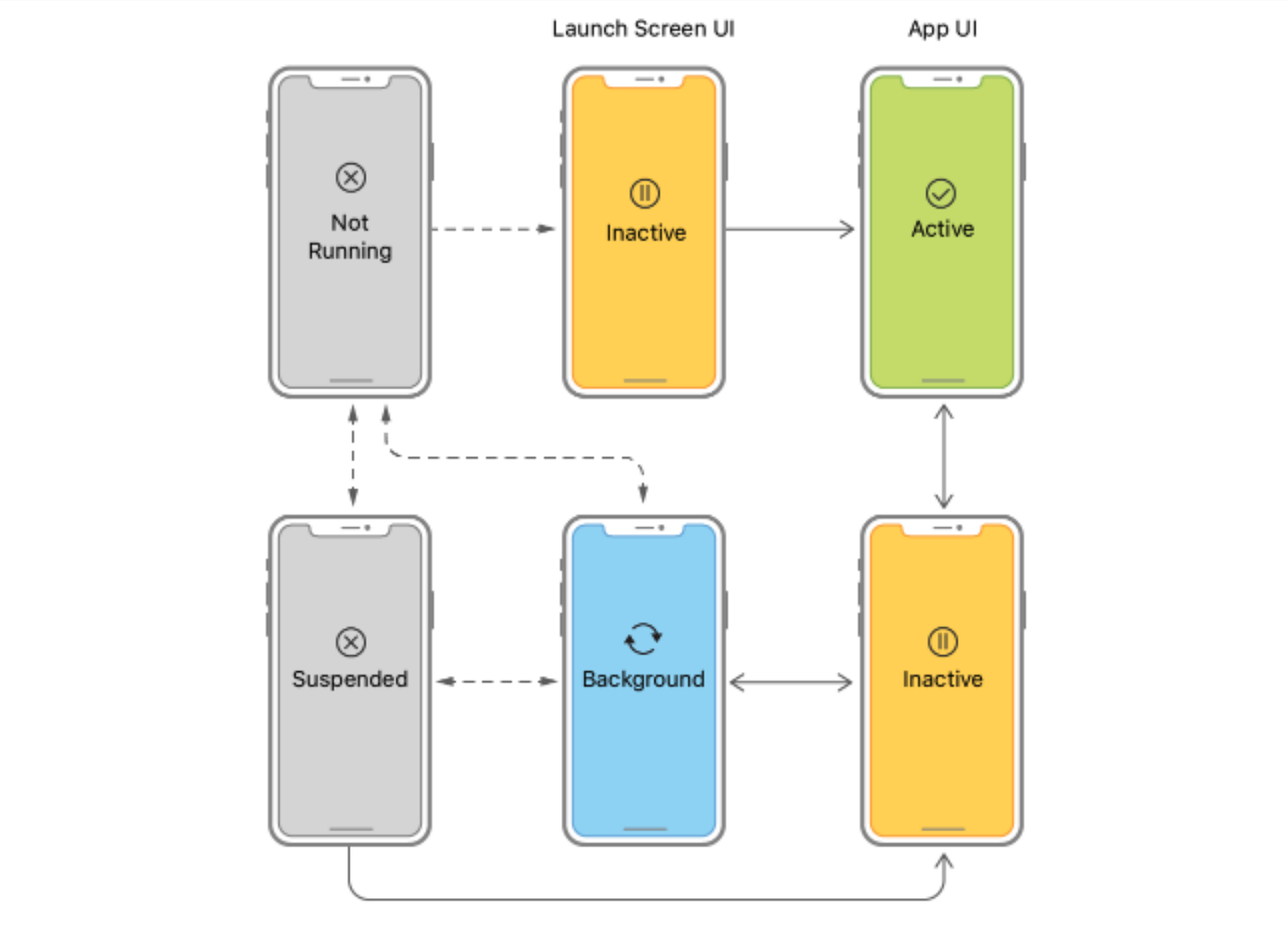


UIScene delegate II

Use scene transitions to perform the following tasks:

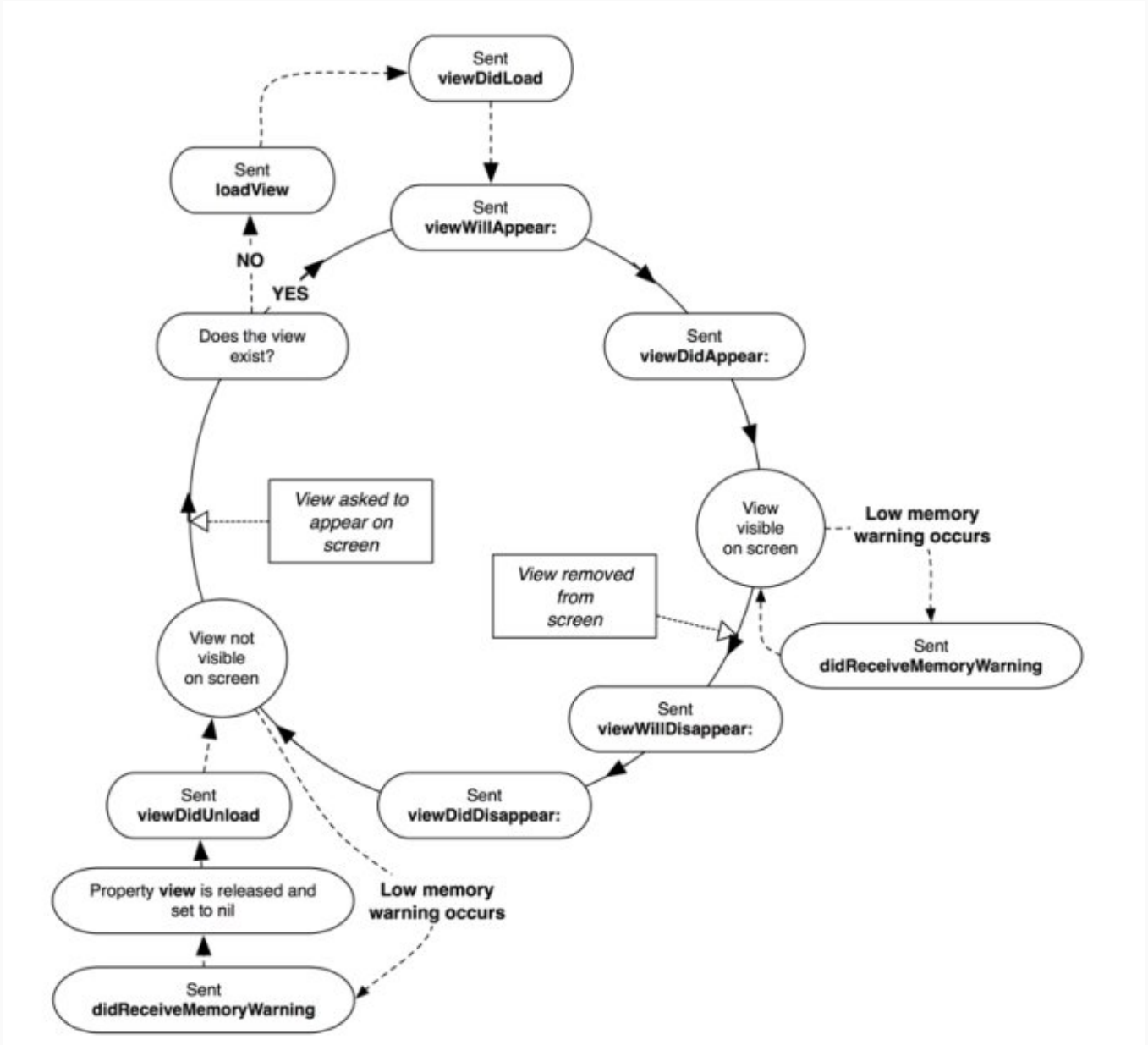
- When UIKit connects a scene to your app, configure your scene's initial UI and load the data your scene needs
- When transitioning to the foreground-active state, configure your UI and prepare to interact with the user
- Upon leaving the foreground-active state, save data and quiet your app's behavior
- Upon entering the background state, finish crucial tasks, free up as much memory as possible, and prepare for your app snapshot.
- At scene disconnection, clean up any shared resources associated with the scene.

UIApplication delegate I



UIApplication delegate II

Use app transitions to perform the following tasks:

- At launch, initialize your app's data structures and UI.
- At activation, finish configuring your UI and prepare to interact with the user.
- Upon deactivation, save data and quiet your app's behavior.
- Upon entering the background state, finish crucial tasks, free up as much memory as possible, and prepare for your app snapshot.
- At termination, stop all work immediately and release any shared resources.

Ciclo de vida UIViewController