

# App delegate methods aren't being called in iOS 13

Asked 8 months ago   Active 2 months ago   Viewed 11k times



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I am using Xcode 11 and building an app for iOS 13. In a new project I created in Xcode some of the UIApplicationDelegate methods were missing so I added them back into the app delegate file. The new template for a "Single View App" project was missing the methods. The problem is that none of the delegate methods are getting called except `-application:didFinishLaunchingWithOptions:`. Here is my app delegate:

@implementation AppDelegate

```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:
(NSDictionary *)launchOptions {
    NSLog(@"application:didFinishLaunchingWithOptions:");
    return YES;
}
```

```
- (void)applicationDidEnterBackground:(UIApplication *)application {
    NSLog(@"applicationDidEnterBackground:");
}
```

```
- (void)applicationWillEnterForeground:(UIApplication *)application {
    NSLog(@"applicationWillEnterForeground:");
}
```

#pragma mark - UISceneSession lifecycle

```
- (UISceneConfiguration *)application:(UIApplication *)application
configurationForConnectingSceneSession:(UISceneSession *)connectingSceneSession
options:(UISceneConnectionOptions *)options {
    return [[UISceneConfiguration alloc] initWithName:@"Default Configuration"
sessionRole:connectingSceneSession.role];
}
```

```
- (void)application:(UIApplication *)application didDiscardSceneSessions:
(NSSet<UISceneSession *> *)sceneSessions {
}
```

@end

ios

xcode

UIApplicationDelegate

ios13

UISceneDelegate

edited Sep 17 '19 at 12:04

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## 2 Answers



**iOS 13 has a new way of sending app lifecycle events.** Instead of coming through the

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