@main

class AppDelegate: UIResponder, UIApplicationDelegate {

func application(

\_ application: UIApplication,

didFinishLaunchingWithOptions launchOptions:

[UIApplication.LaunchOptionsKey: Any]?) -> Bool {

// Override point for customization after application launch.

return true

}

// Additional delegate methods...

}

func application(

\_ app: UIApplication,

open url: URL,

options: [UIApplication.OpenURLOptionsKey : Any] = [:]) -> Bool {

// Handle URL

return true

}

func application(

\_ application: UIApplication,

didReceiveRemoteNotification userInfo: [AnyHashable : Any],

fetchCompletionHandler completionHandler: @escaping (UIBackgroundFetchResult) -> Void) {

// Handle push notification

}

func application(\_ application: UIApplication,

shouldSaveApplicationState coder: NSCoder) -> Bool {

return true

}

func application(\_ application: UIApplication,

shouldRestoreApplicationState coder: NSCoder) -> Bool {

return true

}

func application(

\_ application: UIApplication,

configurationForConnecting connectingSceneSession: UISceneSession,

options: UIScene.ConnectionOptions) -> UISceneConfiguration {

// ...

}

func application(

\_ application: UIApplication,

didDiscardSceneSessions sceneSessions: Set<UISceneSession>) {

// ...

}