//

// SceneDelegate.swift

// Control App

//

// Created by Mohammad Kiani on 2019-10-28.

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//

import UIKit

class SceneDelegate: UIResponder, UIWindowSceneDelegate {

var window: UIWindow?

func scene(\_ scene: UIScene, willConnectTo session: UISceneSession, options connectionOptions: UIScene.ConnectionOptions) {

// Use this method to optionally configure and attach the UIWindow `window` to the provided UIWindowScene `scene`.

// If using a storyboard, the `window` property will automatically be initialized and attached to the scene.

// This delegate does not imply the connecting scene or session are new (see `application:configurationForConnectingSceneSession` instead).

guard let \_ = (scene as? UIWindowScene) else { return }

}

func sceneDidDisconnect(\_ scene: UIScene) {

// Called as the scene is being released by the system.

// This occurs shortly after the scene enters the background, or when its session is discarded.

// Release any resources associated with this scene that can be re-created the next time the scene connects.

// The scene may re-connect later, as its session was not neccessarily discarded (see `application:didDiscardSceneSessions` instead).

}

func sceneDidBecomeActive(\_ scene: UIScene) {

// Called when the scene has moved from an inactive state to an active state.

// Use this method to restart any tasks that were paused (or not yet started) when the scene was inactive.

}

func sceneWillResignActive(\_ scene: UIScene) {

// Called when the scene will move from an active state to an inactive state.

// This may occur due to temporary interruptions (ex. an incoming phone call).

}

func sceneWillEnterForeground(\_ scene: UIScene) {

// Called as the scene transitions from the background to the foreground.

// Use this method to undo the changes made on entering the background.

}

func sceneDidEnterBackground(\_ scene: UIScene) {

// Called as the scene transitions from the foreground to the background.

// Use this method to save data, release shared resources, and store enough scene-specific state information

// to restore the scene back to its current state.

}

}