//  
// AppDelegate.swift  
// Control App  
//  
// Created by Mohammad Kiani on 2019-10-28.  
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//  
  
import UIKit  
  
@UIApplicationMain  
class AppDelegate: UIResponder, UIApplicationDelegate {  
  
  
  
 func application(\_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool {  
 // Override point for customization after application launch.  
 return true  
 }  
  
 // MARK: UISceneSession Lifecycle  
  
 func application(\_ application: UIApplication, configurationForConnecting connectingSceneSession: UISceneSession, options: UIScene.ConnectionOptions) -> UISceneConfiguration {  
 // Called when a new scene session is being created.  
 // Use this method to select a configuration to create the new scene with.  
 return UISceneConfiguration(name: "Default Configuration", sessionRole: connectingSceneSession.role)  
 }  
  
 func application(\_ application: UIApplication, didDiscardSceneSessions sceneSessions: Set<UISceneSession>) {  
 // Called when the user discards a scene session.  
 // If any sessions were discarded while the application was not running, this will be called shortly after application:didFinishLaunchingWithOptions.  
 // Use this method to release any resources that were specific to the discarded scenes, as they will not return.  
 }  
  
  
}