The App Delegate

Now is a good place to take a detour and talk about the app delegate. This class, created with every project, is the interface between the iOS system and your app. When the system has finished loading the app, the application:didFinishLaunchingWithOptions: method is called. In many cases, you can ignore the arguments to the method. Generally, here you perform some basic setup, including creating the main window and the root view controller as you saw above. In a game, you may also choose to initialize timers or graphics engines here, but make sure you don’t do something too time-intensive, or your app will appear to hang.

Other situations in which app delegate methods may be called include times when your app is being quit, in which you have a few seconds to do some last-minute processing or to save state, or when your app goes into or comes from the background. “The background” is only present in a multi-tasking environment (iOS 4.0 or higher on some iOS devices), when your app may be dismissed without being quit. In those cases, you may want to save state, or pause game timers, or close network connections.

how does the system know which class the app delegate is? If you want to know, open up the Supporting Files group in the File Navigator. Select the main.m file. Inside, you’ll find this code:

UIApplicationMain(argc, argv, nil, NSStringFromClass([AppDelegate class]))