```swift
//
//  AppDelegate.swift
//  Instagram
//
//  Created by Atsushi Suzuki on 2017/01/13.
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//

import UIKit
import Firebase

@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?


    func application(_ application: UIApplication,
        didFinishLaunchingWithOptions launchOptions:
        [UIApplicationLaunchOptionsKey: Any]?) -> Bool {
        // Override point for customization after application launch.
        FIRApp.configure()

        // Adobeの管理画面で登録したアプリのAPI Key と Client secret の文字列を設定す
            る

            AdobeUXAuthManager.shared().
            setAuthenticationParametersWithClientID("d624d3746e844f208bb96a9
            4d2c4ec23", withClientSecret:
            "78666cb0-8596-4998-959c-62c2ad1cdd59")


        return true
    }

    func applicationWillResignActive(_ application: UIApplication) {
        // Sent when the application is about to move from active to
            inactive state. This can occur for certain types of temporary
            interruptions (such as an incoming phone call or SMS message) or
            when the user quits the application and it begins the transition
            to the background state.
        // Use this method to pause ongoing tasks, disable timers, and
            invalidate graphics rendering callbacks. Games should use this
            method to pause the game.
    }

    func applicationDidEnterBackground(_ application: UIApplication) {
        // Use this method to release shared resources, save user data,
            invalidate timers, and store enough application state
            information to restore your application to its current state in
            case it is terminated later.
        // If your application supports background execution, this method is
            called instead of applicationWillTerminate: when the user quits.
    }

    func applicationWillEnterForeground(_ application: UIApplication) {
        // Called as part of the transition from the background to the
            active state; here you can undo many of the changes made on
            entering the background.
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    }

    func applicationDidBecomeActive(_ application: UIApplication) {
        // Restart any tasks that were paused (or not yet started) while the
            application was inactive. If the application was previously in
            the background, optionally refresh the user interface.
    }

    func applicationWillTerminate(_ application: UIApplication) {
        // Called when the application is about to terminate. Save data if
            appropriate. See also applicationDidEnterBackground:.
    }


}
```