

```
static func setStatusBarBackgroundColor(_ rootViewController: UIViewController) {  
  
    let colorOrange = UIColor.init(red: 242/255.0, green: 101/255.0, blue: 34/255.0, alpha: 1.0)  
    let statusBar = getStatusBarView()  
    statusBar.backgroundColor = colorOrange  
  
    UIApplication.shared.setStatusBarStyle(.lightContent, animated: true)  
}  
  
static func getStatusBarView() -> UIView{  
  
    let statusBarViewTag: NSInteger = 38482458385  
  
    if #available(iOS 13, *) {  
        if UIApplication.shared.keyWindow != nil &&  
            UIApplication.shared.keyWindow!.viewWithTag(statusBarViewTag) != nil {  
            return UIApplication.shared.keyWindow!.viewWithTag(statusBarViewTag)!  
        }else {  
            let statusBarFrame = UIApplication.shared.keyWindow!.windowScene!.statusBarManager!.statusBarFrame  
            let statusBar: UIView = UIView.init(frame: statusBarFrame)  
            statusBar.tag = statusBarViewTag;  
            UIApplication.shared.keyWindow!.addSubview(statusBar)  
            return statusBar  
        }  
    }  
    else {  
        return UIApplication.shared.value(forKey: "statusBar") as! UIView  
    }  
}
```

In delegate call

```
setStatusBarBackgroundColor(rootViewController)
```