

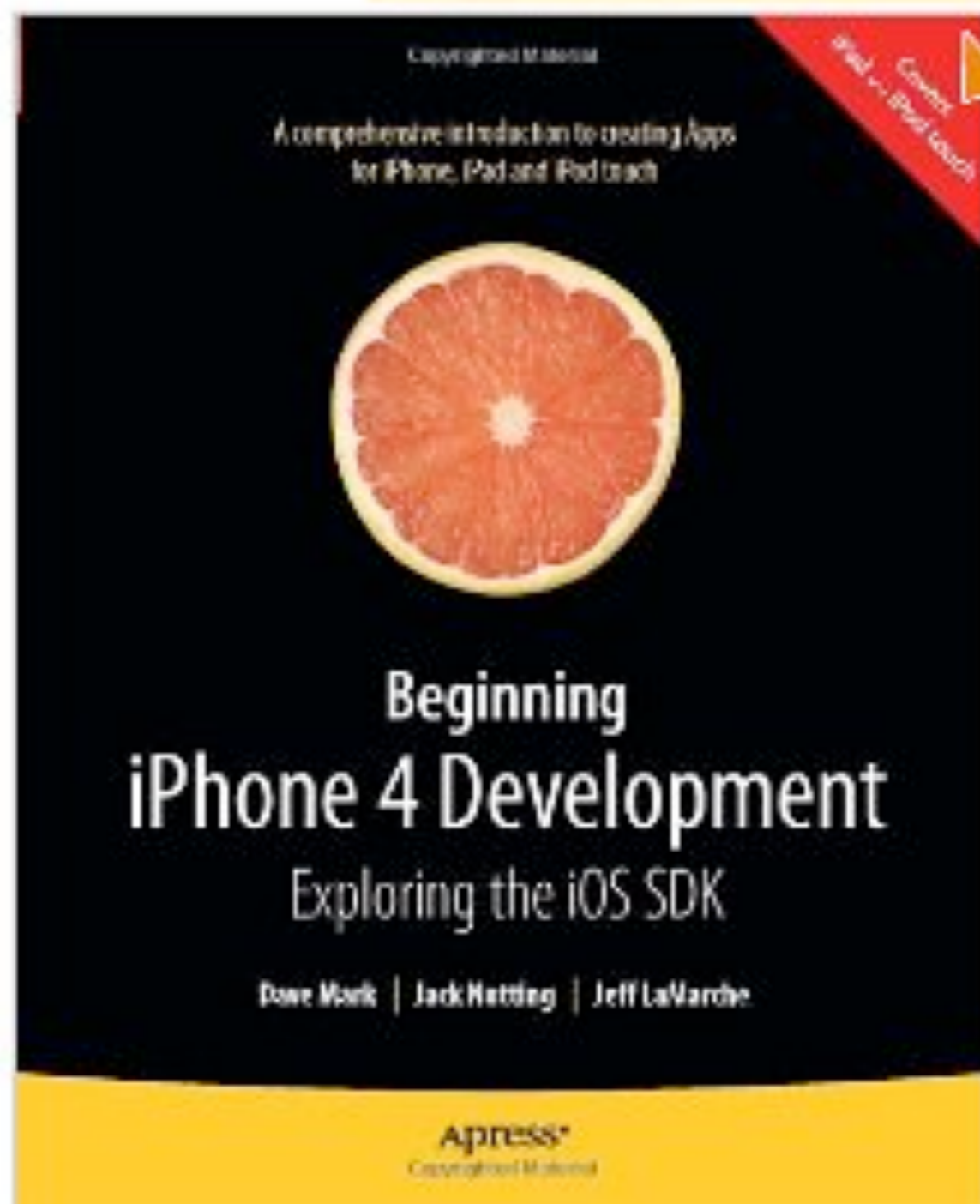
iOS

Objective-C Primer

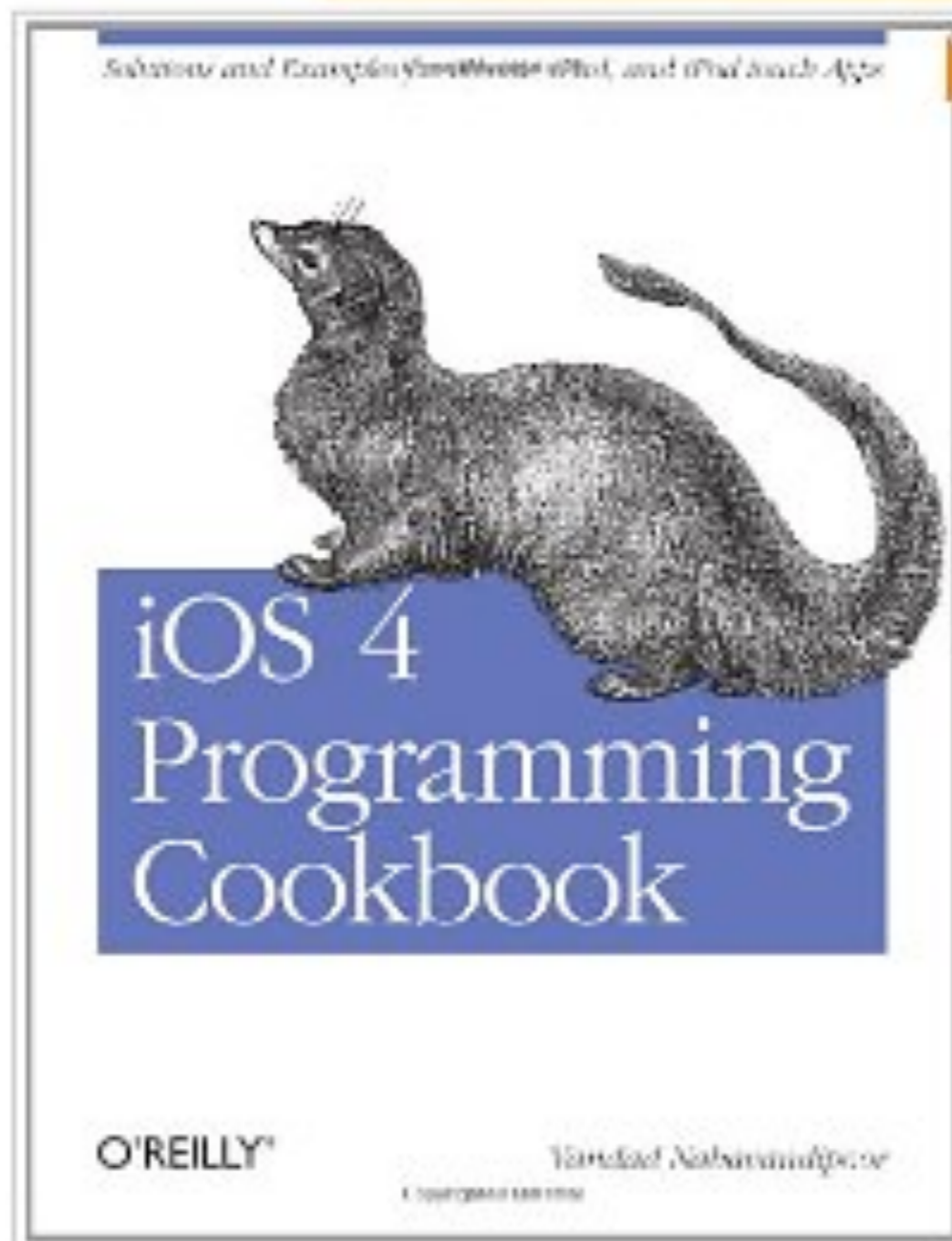
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C

```
#include <stdio.h>
```

```
int main(int argc, const char * argv[])
```

```
{
```

```
    printf("Hello, World!\n");
```

```
    return 0;
```

```
}
```

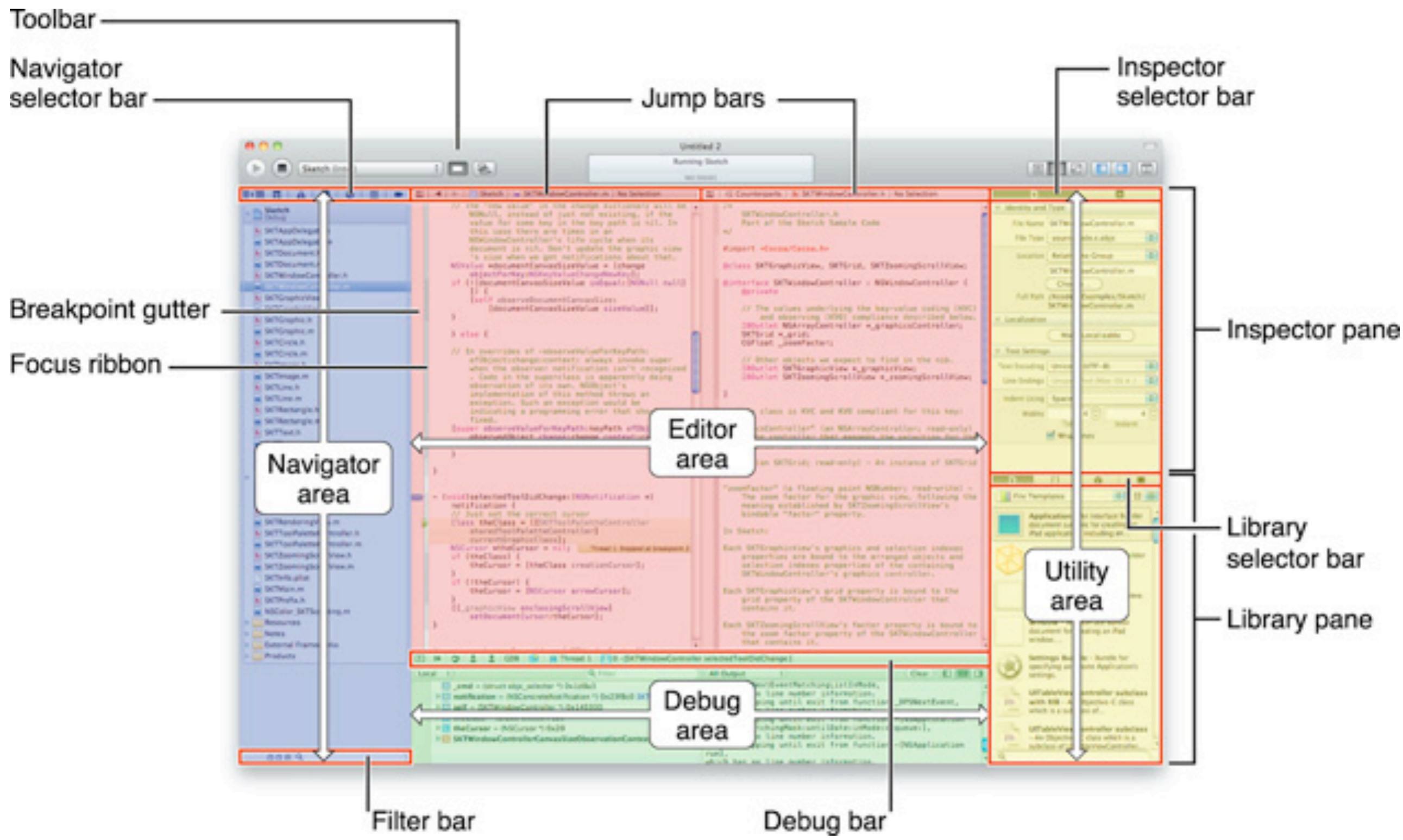


Terminal — bash — 80x24

mac:~ username\$







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Primitive Data Types

char

double

float

int

long

unsigned int

...

printf

%s

%d

%lu

%lld

%f

...

Casting

()

Pointers

char *

double *

float *

int *

long *

...

Boolean Expressions

! > >= == <= < && ||

Conditions

`if else`

Loops

for while do while

struct

enum

Arrays

[]

Memory Management

`malloc` `free`

Objective-C

```
#import <Foundation/Foundation.h>

int main(int argc, const char * argv[])
{
    NSAutoreleasePool * pool = [[NSAutoreleasePool alloc] init];
    NSLog(@"Hello, World!");
    [pool drain];
    return 0;
}
```

Memory Management

alloc autorelease dealloc release retain

Data Types

BOOL

id

nil

...

Foundation Data Types

NSInteger

NSPoint

NSRect

NSGetSize

NSUInteger

...

.h

```
@interface Foo: NSObject {  
    // instance variables  
}  
  
// declarations of methods  
  
@end
```

Instance Variables

@protected

@private

@public

Class Methods

```
+alloc;
```

Messages

```
Student *student = [Student alloc];
```

Instance Methods

- `(int)age;`
- `(void)setAge:(int)age;`

- `(void)init;`
- `(void)initWithName:(NSString *)name andAge:(int)age;`

Messages

```
[student age];
```

```
[student setAge:20];
```

```
[student init];
```

```
[student initWithName:@"Alice" andAge:20];
```