

# Building Mobile Applications

Computer Science S-76

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# Objective-C

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

int main(int argc, const char * argv[])
{
    @autoreleasepool {
        NSLog(@"Hello, World!");
    }
    return 0;
}
```

.h

```
@interface Foo: NSObject {
```

```
    //
```

```
}
```

```
//
```

```
@end
```

.h

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

.m

@implementation Foo

//

@end

.m

```
@implementation Foo
```

```
// definitions of methods
```

```
@end
```

# Messages

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



# Messages

```
[student init];
```

```
[student age];
```

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

# Categories

```
@interface Foo (Bar)
```

```
-(void)baz;
```

```
@end
```

# Protocols

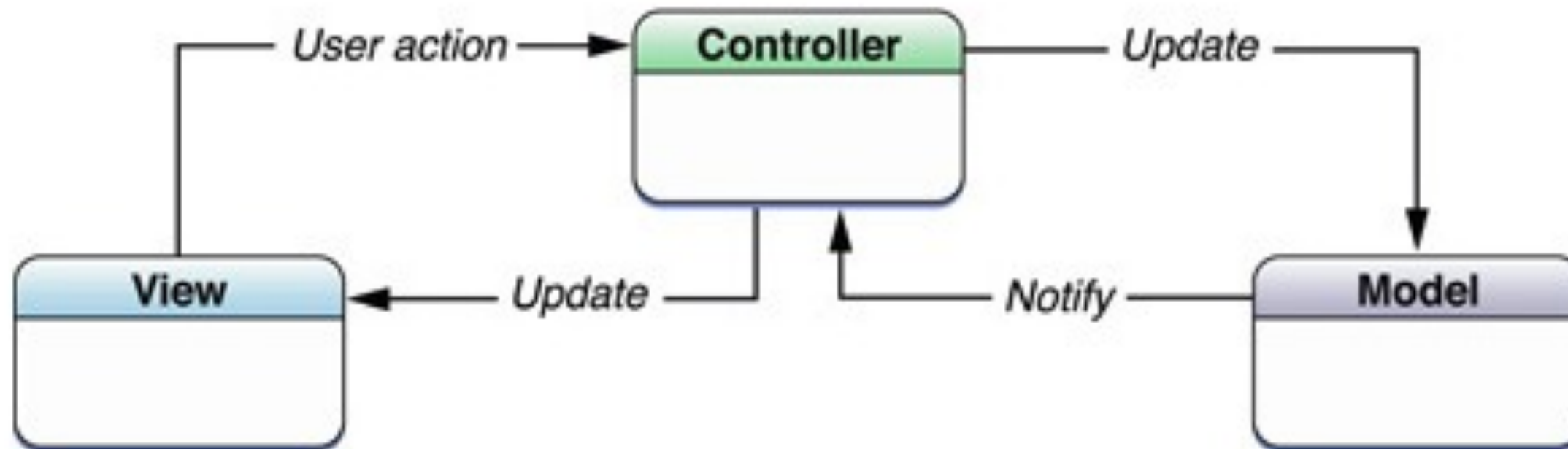
```
@interface Student <NSCopying> {  
}
```

```
...
```

```
@end
```

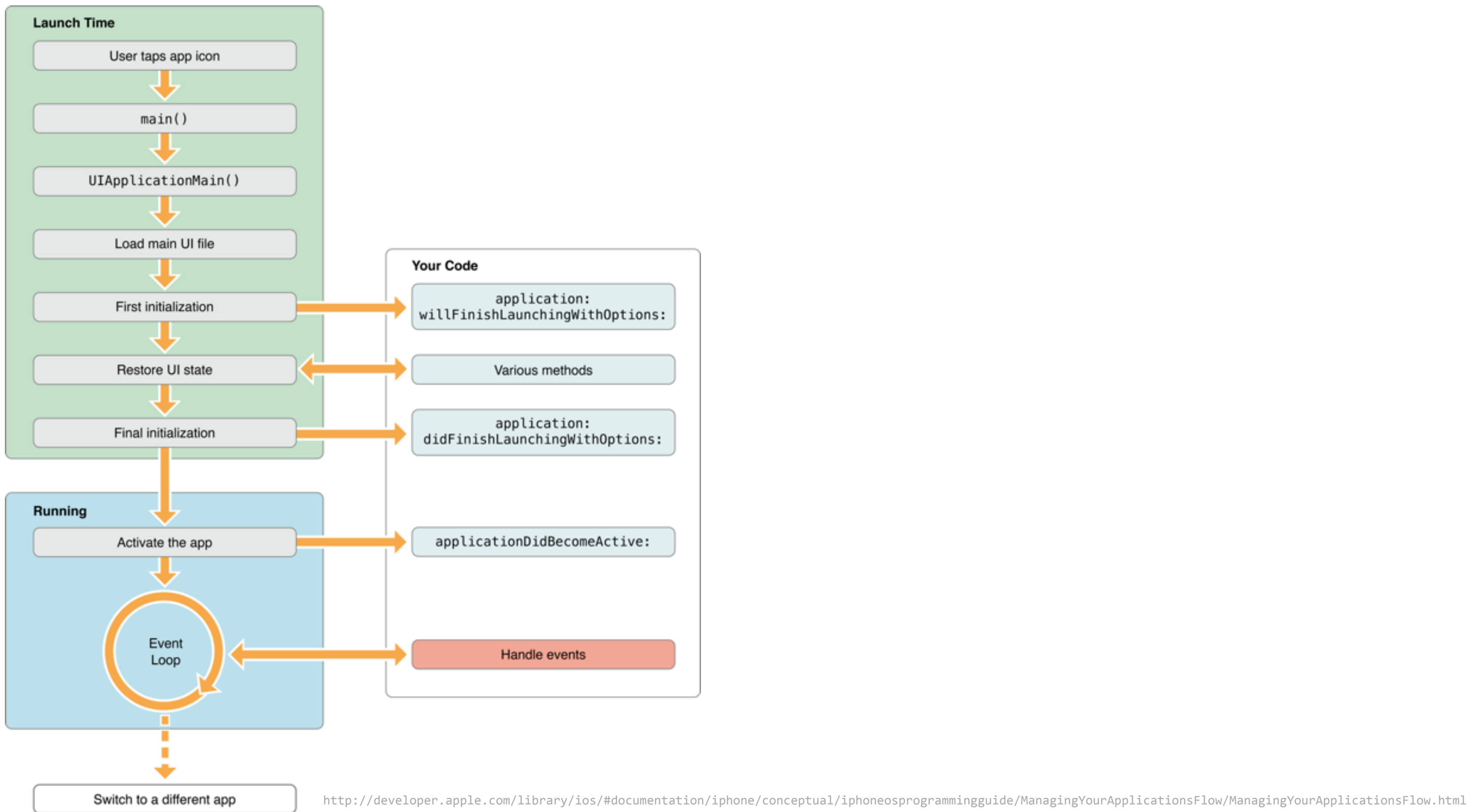
iOS

# MVC



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

int main(int argc, const char * argv[])
{
    @autoreleasepool {
        NSLog(@"Hello, World!");
    }
    return 0;
}
```



# UIKit

UIApplication

UIApplicationDelegate

UIView

UIViewController

UIWindow

...



# templates

Empty Application

Master-Detail Application

Single View Application

Tabbed Application

Utility Application

...

to be continued...