Beginners iPhone Objective-C 2.0 Cheat Sheet V4 – ManiacDev.Com – Created By Johann Dowa

Messaging

Definition: Sending Messages To Objects

Examples:
[object message]
[object message: param1 withParameter: param2]
[object secondMessage: [object message]]

Similar To:
Java/C++: object.method()
Java/C++:object method(param1, param2)
C++: object->method()

Import

Definition: Importing is the inclusion of the source code of a specified file within the current file.

Examples:
#Import "Class.h"
#Import <Class.h>
#Import <director/Class.h>

Property and Synthesize

Definition: @property declarations are declarations of a property used for automatic getter and setter creation.
Definition: @synthesize declarations are implementions of a property used for automatic getter and setter creation.

Example:
in interface: @property dataType variableName
in implementation: @synthesize variableName

Method Headers

Definition: The first line of a method; The return type, method name , and parameters are stated.

Examples:
-(returnType)methodName
-(returnType)methodName: (dataType)param1
-(returnType)methodName: (dataType)param1 withParam: (dataType)param2

Similar To C/C++ /Java:
returnType methodName()
returnType methodName(param1)
returnType methodName(param2)

Self

Definition: Identifier for the current class instantiation.

Example:
[self keyword]

Similar to Java/C++ this keyword

Inheritance

Definition: The formation of a new class using an already defined class and/or protocol.

Examples:
ClassName: ParentClass
ClassName:ParentClass <Protocol>
ClassName <Protocol>

Similar To:
Java: ClassName extends ParentClass implements Interface
C++: ClassName: Parentclass <interface>

Interface

Definition: Declaration in which class name, inheritance, variables, method names, and property is declared.

Example:
@interface ClassName: ParentClass <Protocol>
{
    dataType variableName;
}
@property data;

-(returnType)methodName: (dataType) param1

@end

Categories

Definition: A way of sectioning code. Categories are used for better code organization, and can be used to add methods to classes for which you do not have the source code.

@interface ClassName (category)
    -(returnType)methodname;
@end

@implementation NSString (MyCoolAddition)

- (returnType)methodName
{
    … Method Details …
}

@end

Implementation

Definition: Declaration in which the actual class implementation is defined.

Example:
This is where you implement the actual class.

@implementation ClassName

@synthesize data;

-(returnType)methodName: (dataType) param1
{
    ... Method Details ...
}
@end

Protocol

Definition: Class from which structure is inherited, not implementation.

Example:
@implementation className <protocol>

Id

Definition: Keyword used as a generic identifier for any class.

Example:
id name

Similar To Object Keyword in Java and void* in C++