

A better design would be to pass a Boolean back in the completion block that describes how well a method goes for instance the login.

```
- (void)signInAccountWithUserName:(NSString *)userName
    password:(NSString *)password
    completion:(void (^)(BOOL success))completionBlock
{
    // Log into the account with `userName` and `password`...
    // BOOL loginSuccessful = [LoginManager contrivedLoginMethod];

    // Notice that we are passing a BOOL back to the completion block.
    if (completionBlock != nil) completionBlock(loginSuccessful);
}
```

You'll also see that this time around we're checking that the completionBlock parameter is not nil before calling it - this is important if you want to allow the method to be used without a completion block. You might use this method like so:

```
[self signInAccountWithUserName:@"Bob"
    password:@"BobsPassword"
    completion:^(BOOL success) {
    if (success) {
        [self displayBalance];
    } else {
        // Could not log in. Display alert to user.
    }
}
```

}  
};