

Patterns in Cocoa: a deeper understanding

Introduction and Overview (How the course will be useful to you)

- Cocoa - framing the discussion
- What is a design pattern?
- Inventory of the design patterns we will be examining

Pattern 1: Two-Stage Object Creation

- Alloc and Init
- Designated initializers / hierarchy of init methods
- (Stars and planets circle example)

Pattern 2: Archiving/NSCoder

- Where you've seen it before: -initWithCoder, writing plists
- The joys of archiving
- Conforming to NSCoder

Pattern 3: Singletons (They're not evil)

- How it works and why it's useful
- Examples in Cocoa (UIApplication,NSUserDefaults,UIDevice,NSFileManager)
- Why they're maligned

Pattern 4: KVC & KVO

- Why use keys?
- Keypaths
- Key-Value-Observing

Pattern 5: Notifications

- How they work
- Advantages over delegates

Pattern 6: Protocols and Delegation

- Why it is useful
- How it works

Pattern 7: MVC

- The big picture
- A useful pattern, not "The Law" (SpriteKit discussion)
- Going further: MVVM, MVP