

Objective C coding Standard.

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Table of Contents

0. Braces style.....	2
1. Spaces vs. Tabs.....	2
2. Method Declarations and Definitions.....	2
3. Method Invocations.....	2
3.1 Usual methods.....	2
3.2 Methods with the unknown parameters count.....	3
4. Operators – If, for.....	3
5. @public and @private.....	4
6. Blocks Memory Management Rules	5
7. Naming conventions.....	6
1. Variables.....	6
2. Properties.....	6
3. Primitive types.....	7
4. File names.....	8
5. Class Names.....	9
6. Method names.....	9
Comments.....	9
Cocoa and Objective-C Features.....	10
1. Member Variables Should Be @private.....	10
2. Identify Designated_INITIALIZER.....	10
3. Initialization.....	11
3.1 Initializing UIView subclasses.....	11
4. #import and #include.....	11
4.1 Pre-compiled headers.....	12
5. Include root frameworks over individual files.....	12
6. dealloc should process instance variables in declaration order.....	13
7. Avoid Throwing Exceptions.....	13
8. BOOL pitfalls.....	13
Properties.....	15
1. List out all implementation directives.....	15
2. Atomicity.....	15
3. Dot notation.....	16
4. Deinitialization	16
Repository structure.....	17
Filesystem layout.....	17
Nib files naming	18
Interface and protocol declarations.....	19
Xcode usage.....	21

0. Braces style.

We use only the [BSD-Allman style](#) to format our “C” conformant code

1. Spaces vs. Tabs

Use only spaces, and indent 3 spaces at a time.

2. Method Declarations and Definitions

One space MUST be used between the round bracket symbols – “(” and “)” – for the input parameter declarations. The *output parameter type* includes no spaces.

```
-(NSString*)name;  
-(void)setName:( NSString* )name_;  
-(int)size;  
-(void)setSize:( int )size_;
```

The method name IS NEVER separated by the spaces from the input parameter type and the colon sign.

```
-(void)setName:( NSString* )name_;
```

Complex method names SHOULD be aligned according by the colon sign :

```
-(void)clipController:( RClipController* )clip_controller_  
    didLoadClips:( NSArray* ) clips_  
    error:( NSError* )error_;
```

3. Method Invocations

3.1 Usual methods

Method invocations should be formatted much like method declarations. The **square brackets** MUST be **separated** from the **invocation** text with **one space**.

Actual parameters must be **separated** from the **colon sign** with **one space**

Invocations should have all arguments on one line:

```
[ myObject doFooWith: arg1_ name: arg_name_ error: error_arg_ ];
```

or have one argument per line, with colons aligned:

```
[ myObject doFooWith: arg1  
    name: name  
    error: error ];
```

Don't use any of these styles:

```
[myObject doFooWith:arg1 name:arg2 // some lines with >1 arg
    error:arg3];
```

```
[myObject doFooWith:arg1
    name:arg2 error:arg3];
```

```
[myObject doFooWith:arg1
    name:arg2 // aligning keywords instead of colons
    error:arg3];
```

3.2 Methods with the unknown parameters count

Their parameters MUST be organized according to the structures they represent. (in the way they will be parsed).

Each new item row MUST begin with the coma sign

```
NSDictionary* english_russian_ = [ NSDictionary dictionaryWithObjects:
    @"cat", @"
    ",
    , @"apple", @"
    ",
    , nil ];
```

Don't use any of these styles:

```
NSDictionary* english_russian_ = // commas are at the end of the row
[ NSDictionary dictionaryWithObjects: // not at the beginning
    @"cat", @"
    ",
    @"apple", @"
    ",
    nil ];
```

```
NSDictionary* english_russian_ = // item rows are broken
[ NSDictionary dictionaryWithObjects:
    @"cat", @"
    ",
    , @"apple"
    , @"
    ",
    , nil ];
```

4. Operators – If, for

After “if” and “for” operators there MUST be a space before the bracket. Actually, the brackets MUST be surrounded with spaces.

```
if ( a_ > b_ )
{
    return a;
}

for ( int i_ = 0; i_ < count_; ++i_ )
{
    ;
}
```

Don't use any of these styles:

```
if ( a_ > b_ ) //no space before enclosing bracket  
for (int i_ = 0; i_ < count_; ++i_ ) // no space after opening bracket  
if( a_ > b_ ) //the logical statement is not separated from the "if"
```

Use compiler guarding techniques in the logical statements :

```
if ( 5 == variable_ ) // good  
if ( variable_ == 5 ) // avoid. Possible error :  
if ( variable_ = 5 ) // Unwanted assignment, wrong result
```

Do not inline multiple operators in a single code line

```
if ( !self = [ super init ] ) // hardly readable  
    return nil;
```

```
self = [ super init ];  
if ( !self )  
{  
    return nil;  
}
```

5. @public and @private

These modifiers MUST NOT be indented. The declarations below it MUST be one time indented

```
@interface A : NSObject  
{  
    @private  
    NSInteger _pages_count;  
    NSString* _title;  
}
```

Don't use any of these styles:

```
@interface A : NSObject // The declarations are not indented  
{  
    @private  
    NSInteger _pages_count;  
    NSString* _title;  
}
```

```
@interface A : NSObject // the keyword MUST NOT be indented  
{  
    @private  
    NSInteger _pages_count;  
    NSString* _title;  
}
```

6. Blocks Memory Management Rules

a) properties attributes

Blocks properties MUST always use "copy" attribute .

```
@interface A : NSObject
{
    ...
}

typedef BOOL (^PredicateBlock) ( id object_ );

@property ( nonatomic, copy ) PredicateBlock predicate;
```

Don't use any of these attributes:

```
@property ( nonatomic, assign ) PredicateBlock predicate;
@property ( nonatomic, retain ) PredicateBlock predicate;
```

b) blocks retain context

Blocks MUST not use "super" in own function.

```
-(void)reloadData
{
    [ super reloadData ];
}

-(void)someFunc
{
    void (^block_) ( void ) = ^{ [ self reloadData ]; };
}
```

Such code may cause a crash at delayed blocks calls:

```
-(void)someFunc
{
    void (^block_) ( void ) = ^{ [ super reloadData ]; };

    [ block_ performAfterDelay: 1.0 ];
}
```

7. Naming conventions

1. Variables

ALL variable names are written in the **underscore notation**. Meaning that the parts of the name are separated with the underscore symbol and contain ONLY small letters.

Code element	Formatting description	Example
Local variables	MUST end with the underscore sign	<code>NSInteger pages_count_ = 5;</code>
Instance variables	MUST start with the underscore sign	<pre>@interface ABook : NSObject { @private NSInteger _pages_count; }</pre>
private global variables	MUST end with the underscore sign (same as local variables)	<code>static NSInteger max_pages_count_ = 5;</code>
global variables with public usage	according to the apple standard	<pre>MyConstants.h extern NSInteger RNGlobalVariable; extern NSString* const RNAAnotherGlobalVariable; ----- ----- MyConstants.m NSInteger RNGlobalVariable = 5; NSString* const RNAAnotherGlobalVariable = @"Hello";</pre>

If we have several constant of integral type better unite them into one enum, each constant name should start with enum name prefix. Coma separator MUST be used before every single constant of the enum.

```
typedef enum
{
    RNCColorWhite
    , RNCColorBlack
    , RNCColorRed
} RNCColorType;
```

2. Properties

ALL property names MUST be written in the [Camel case notation](#)

Properties declarations MUST be ordered in the same way as instance variables are.

The optional property qualifiers SHOULD be omitted. However, you can write them

explicitly if you want to.

The qualifiers list MUST be separated by spaces from the @property keyword and the property type.

```
.h
@property ( nonatomic, assign ) NSUInteger pageCount;
```

```
.m
@synthesize pageCount = _pages_count;
```

Don't use any of these styles:

```
// no space after keyword
@property( nonatomic, assign ) NSUInteger pageCount;
```

```
// no space before type
@property ( nonatomic, assign )NSUInteger pageCount;
```

```
// no space before the brace
@property ( nonatomic, assign) NSUInteger pageCount;
```

```
// no space after the brace
@property (nonatomic, assign ) NSUInteger pageCount;
```

3. Primitive types

Avoid using raw C types. Use typedefs from the Foundation framework instead. Do not use int instead of bool. Do not mix signed and unsigned types.

```
// GOOD
BOOL operation_result_ = YES;
@property ( nonatomic, assign ) NSUInteger pageCount;
// BAD
bool operation_result_ = YES;
@property ( nonatomic, assign ) int pageCount;
//Ugly
int operation_result_ = 1;
```

4. File names

File names MUST reflect the name of the class implementation that they contain -- including case. Follow the convention that your project uses.

File extensions should be as follows:

<code>.h</code>	C/C++/Objective-C header file
<code>.m</code>	Objective-C implementation file
<code>.mm</code>	Objective-C++ implementation file
<code>.cpp</code> or <code>.cc</code>	Pure C++ implementation file
<code>.c</code>	C implementation file

File names for categories MUST start with the name of the class being extended, e.g.

`GTMNSString+Utils.h` or
`GTMNSTextView+Autocomplete.h`

One file MUST contain ONLY ONE **interface** or **protocol** declaration.
However, a file MAY contain **multiple categories** of a **single interface**.

5. Class Names

Class names (along with category and protocol names) should start as uppercase and use Camel case notation to delimit words.

Each class **MUST** have a prefix, made up from the project or library name shortcut (e.g. `GTMSendMessage`).

6. Method names

The method name should read like a sentence if possible, meaning you should choose parameter names that flow with the method name. (e.g.

`convertPoint:fromRect:` or `replaceCharactersInRange withString:`). See [Apple's Guide to Naming Methods](#) for more details.

Accessor methods should be named the same as the variable they're "getting", but they should *not* be prefixed with the word "get". For example:

```
- (id)getDelegate;    // AVOID  
- (id)delegate;       // GOOD
```

This is for Objective-C methods only.

Comments

The **implementation source files** SHOULD NOT contain any **comments**. The code SHOULD be self-documented (as simple and as clean as possible).

Any comments will indicate that fixes are required for this file.

Header files, MAY contain some commented stuff.

For example, it can be

- an expected NSArray (or other collection) item type.
- Signature of the selector parameter for the method
- Limitations for the parameters
- Designated initializer
- etc.

However, comments **MUST** be avoided. Use them **ONLY** in emergency cases.

Cocoa and Objective-C Features

1. Member Variables Should Be @private

Member variables should be declared @private.

```
@interface MyClass : NSObject
{
    @private
    UIView* _my_view;
    UIViewController* _parent_view_controller;

    id _my_instance_variable;
}
// public accessors, setter takes ownership
-(id)myInstanceVariable;
-(void)setMyInstanceVariable: ( id )theVar;
@end
```

To **access** the instance variables you MUST use **properties** rather than ivars.

Order of instance variables is important. The declaration order is :

1. view variables
2. controller variables
3. model variables

2. Identify Designated_INITIALIZER

Comment and clearly identify your designated initializer.

It is important for those who might be subclassing your class that the designated initializer be clearly identified. That way, they only need to subclass a single initializer (of potentially several) to guarantee their subclass' initializer is called. It also helps those debugging your class in the future understand the flow of initialization code if they need to step through it.

If you replace a superclass designated initializer with your own one, you MUST provide an implementation for the superclass designated initializer.

If it is impossible to implement a superclass designated initializer (some very custom initialization is required), please create a stub implementation using `NSAssert`.

3. Initialization

Don't initialize variables to 0 or `nil` in the `init` method; it's redundant.

All memory for a newly allocated object is initialized to 0 (except for `isa`), so don't clutter up the `init` method by re-initializing variables to 0 or `nil`.

3.1 Initializing UIView subclasses

While subclassing `UIView`s, you MUST implement the following initialization methods :

- `-(id)init`
- `-(id)initWithFrame:(CGRect)frame_`
- `-(void)awakeFromNib`

Don't forget to call `[super awakeFromNib]`;

4. #import and #include

`#import` Objective-C/Objective-C++ headers, and `#include` C/C++ headers. Choose between `#import` and `#include` based on the language of the header that you are including.

When including headers from the library (third-party or our own one), please use triangle brackets `<>` instead of double quotes `" "`

```
#import <ESCommon/ESUI/StripeView/ESStripeView.h> // good
#import <JSON/SBJson.h> // good
#import "JSON/SBJson.h" // avoid
```

!!! NEVER use recursive include feature of the Xcode. !!!

```
#import <ESCommon/ESUI/StripeView/ESStripeView.h> // good
#import <ESStripeView.h> //avoid - missing base path
ESCommon/ESUI/StripeView/
```

Header files MUST be included in the following order (from least general headers to most general ones) :

1. The corresponding header for the implementation file.
2. View headers (including their delegates) from the same project.
3. View controller headers (including their delegates) from the same project.
4. Business logic headers from the same project
5. View headers (including their delegates) from our libraries.
6. View controller headers (including their delegates) from our libraries .
7. Business logic headers from our libraries

8. View headers (including their delegates) from third-party libraries.
9. View controller headers (including their delegates) from third-party libraries .
10. Business logic headers from third-party libraries
11. Standard libraries and frameworks
12. Objective-C runtime interface headers.

In the **header files** forward declarations of classes and protocols (**@class**, **@protocol**) SHOULD be used **instead** of **#import/include** statements wherever possible.

Inside the library the **triangle brackets** MUST be used **in the headers** instead of the quotes **in the #include and #import** directives.

4.1 Pre-compiled headers

In the main project you must put the following things to the pre-compiled header file :

1. Root headers for Apple frameworks.
2. Root headers for third-party and common libraries (in case such root headers exist and is supported by the library development team).
3. Headers of used individual classes and protocols from common and third-party libraries.

For more details on the pre-compiled headers, please consider the following [article](#)

5. Include root frameworks over individual files.

While it may seem tempting to include individual system headers from a framework such as Cocoa or Foundation, in fact it's less work on the compiler if you include the top-level root framework. The root framework is generally pre-compiled and can be loaded much more quickly. In addition, remember to use `#import` rather than `#include` for Objective-C frameworks.

```
#import <Foundation/Foundation.h>           // good
#import <Foundation/NSArray.h>               // avoid
#import <Foundation/NSString.h>
...
```

The same thing applies to the header files from the third-party libraries and our own custom libraries.

!!! Note !!! : these headers must be included to the pre-compiled header file first.

6. *dealloc* should process instance variables in declaration order

`dealloc` MUST process **instance variables** in the **same order** the `@interface` declares them, so it is easier for a reviewer to verify. A code reviewer checking a new or revised `dealloc` implementation needs to make sure that every retained instance variable gets released.

To simplify reviewing `dealloc`, order the code so that the retained instance variables get released in the same order that they are declared in the `@interface`. If `dealloc` invokes other methods that release instance variables, add comments describing what instance variables those methods handle.

The **`dealloc`** implementation MUST **go just after** the properties `@synthesize` statements.

7. *Avoid Throwing Exceptions*

Don't `@throw` Objective-C exceptions, but you should be prepared to catch them from third-party or OS calls.

8. *BOOL pitfalls*

Be careful when converting general integral values to `BOOL`. Avoid comparing directly with `YES`.

`BOOL` is defined as an unsigned char in Objective-C which means that it can have values other than `YES` (1) and `NO` (0). Do not cast or convert general integral values directly to `BOOL`. Common mistakes include casting or converting an array's size, a pointer value, or the result of a bitwise logic operation to a `BOOL` which, depending on the value of the last byte of the integral result, could still result in a `NO` value. When converting a general integral value to a `BOOL` use ternary operators to return a `YES` or `NO` value.

You can safely interchange and convert `BOOL`, `_Bool` and `bool` (see C++ Std 4.7.4, 4.12 and C99 Std 6.3.1.2). You cannot safely interchange `BOOL` and `Boolean` so treat `Booleans` as a general integral value as discussed above. Only use `BOOL` in Objective C method signatures.

Using logical operators (`&&`, `||` and `!`) with `BOOL` is also valid and will return values that can be safely converted to `BOOL` without the need for a ternary operator.

```

- (BOOL)isBold
{
    return [self fontTraits] & NSFontBoldTrait;
}
- (BOOL)isValid
{
    return [self stringValue];
}
- (BOOL)isBold
{
    return ([self fontTraits] & NSFontBoldTrait) ? YES : NO;
}
- (BOOL)isValid
{
    return [self stringValue] != nil;
}
- (BOOL)isEnabled
{
    return [self isValid] && [self isBold];
}

```

Also, don't directly compare `BOOL` variables directly with `YES`. Not only is it harder to read for those well-versed in C, the first point above demonstrates that return values may not always be what you expect.

```

BOOL great = [foo isGreat];
if (great == YES)
    // ...be great!

```

```

BOOL great = [foo isGreat];
if (great)
    // ...be great!

```

Properties

1. List out all implementation directives

Use implementation directives for all properties even if they are `@dynamic` by default.

Even though `@dynamic` is default, explicitly list it out with all of the other property implementation directives making it clear how every property in a class is handled at a single glance.

```
@interface MyClass : NSObject
@property(readonly) NSString *name;
@end
```

```
@implementation MyClass
```

```
.
.
```

```
- (NSString*)name {
    return @"foo";
}
```

```
@end
```

```
@interface MyClass : NSObject
@property(readonly) NSString *name;
@end
```

```
@implementation MyClass
@dynamic name;
```

```
.
.
```

```
- (NSString*)name {
    return @"foo";
}
```

```
@end
```

2. Atomicity

Be aware of the overhead of properties. By default, all synthesized setters and getters are atomic. This gives each set and get calls a substantial amount of synchronization overhead. Declare your properties `nonatomic` unless you require atomicity.

3. Dot notation

Dot notation is idiomatic style for Objective-C 2.0. It may be used when doing simple operations to get and set a `@property` of an object, but should not be used to invoke other object behavior.

```
NSString *oldName = myObject.name;
myObject.name = @"Alice";
NSArray *array = [[NSArray arrayWithObject:@"hello"]
retain];

NSUInteger numberOfItems = array.count; // not a property
array.release;                        // not a property
```

Using properties within the class implementation file, ALWAYS use the “**self**” keyword

```
-(void)doWorkWithFoo
{
    [ self.foo doWork ];
}

-(void)doWorkWithFoo
{
    [ foo doWork ]; // no “self” keyword
}
```

4. Deinitialization

NEVER set properties to **nil** in **dealloc**.
Release instance variables explicitly instead.

```
-(void)dealloc
{
    [ _foo release ];
    [ super dealloc ];
}

-(void)dealloc
{
    self.foo = nil; // side effect may take place
    [ super dealloc ];
}
```


Repository structure

Filesystem layout

The root of the SVN should contain the standard directories :

- **trunk**
- **branches**
- **tags**

Inside of the trunk (versioned branch/tag directory) there SHOULD be the following directories :

- **src** – for main project sources
- **lib** – shared code, maintained by our team. Libraries, containing the **model** and **network protocol bindings** should also be stored here.
- **lib-third-party** – for libraries and frameworks used by our applications
- **test** – for unit tests of all kinds (*Sen Testing Kit*, *Google toolbox*, *GHUnit*).
- **tools** – ready-to-use binaries and or source code which are used
- **scripts** – scripts for continuous integration in *bash/ruby/python/<your favorite scripting language>*.
- **doc** – for various documentation (estimates, design drafts, UML diagrams, etc.)

There MAY be some additional directories :

- **frameworks** – pre-build third-party libraries and those maintained by our team. It should contain no *.xcodeproj entries. Instead only deployed libraries must be placed there. All frameworks and universal libraries, developed by our team must be deployed into this directory.
- **deployment** – this directory should not be under version control. All applications must be deployed into it by our CI scripts. *Libraries* and *frameworks* MAY be redeployed from the *frameworks* directory for convenience purposes only.

The src directory contains all applications of . Each of them stores some Xcode generated files. The source tree MUST look in the **same** way both in the **filesystem** and in the **Xcode**. This is applied to the resources (images, localizations, CoreData model files, *.xib UI design files).

Source, implementation files and folders SHOULD be set up in the alphabetical order within the xCode.

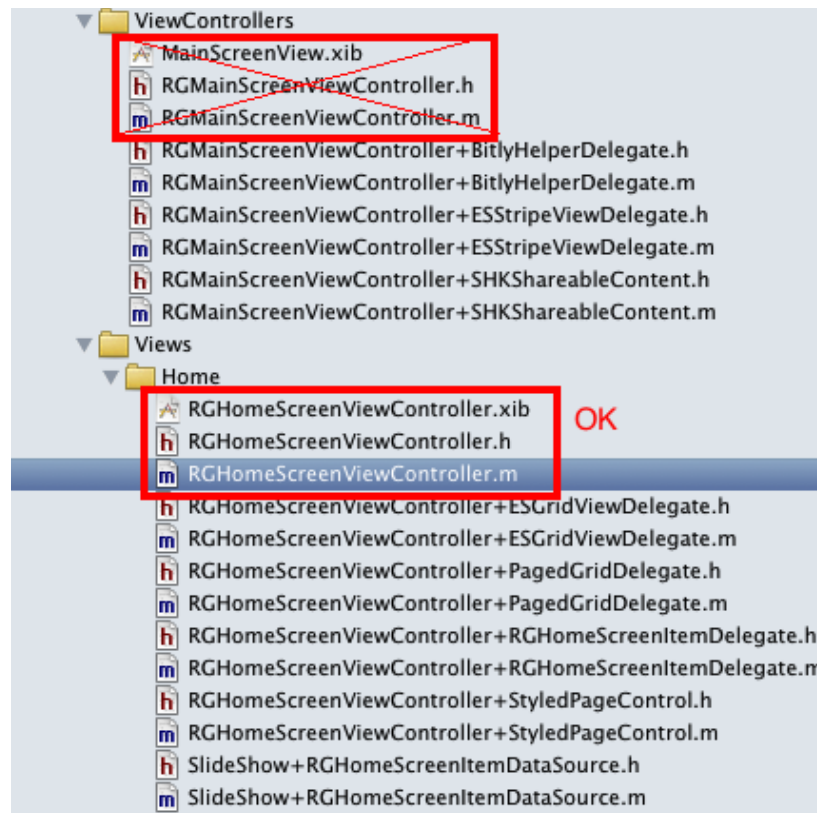
Projects MUST be packaged according to the rule “**One Xcode project – one library**”.

Clint Harris has a [good tutorial](#) to get familiar with the static libraries for iPhone.

Nib files naming

In case the library uses some resources (CoreData models, Interface Builder xib files, images, localized strings, etc.), they MUST be included into the library project. This project MUST have a separate Bundle target for those files. The description of required actions can be found at [StackOverflow](#)

A nib file MUST have the same name as its FilesOwner does.



If you are subclassing UIView and use nib files for user interface development, you MUST place those nib files in the same directory with the code. The same implies for the CoreData models.

Library projects that incorporate custom **UI controls** MUST have a target of a **“bundle” type** with their nib files, localized strings and other resources. In the main application and the library code we USUALLY suppose that those bundles are copied to the [NSBundle mainBundle].

Interface and protocol declarations

Interfaces and protocols MUST conform the rule : “**One interface – one unit**”. Meaning, the unit is a pair of the header and implementation files.

In the **header files** forward declarations of classes and protocols (**@class, @protocol**) SHOULD be used **instead** of **#import/include** statements wherever possible.

Within the @interface / @protocol block the instance variables MUST be declared in the way, described above (page 14, section 4. #import and #include).

If the class does not contain any instance variable declarations, the curly braces block MUST be omitted.

A property's declaration must come immediately after the instance variable block of a class interface. A property's definition must come immediately after the **@implementation** block in a class definition. They are indented at the same level as the **@interface** or **@implementation** statements that they are enclosed in.

After the property declarations the initializers and convenience constructors. Then usual methods should go.

Summarizing above statements, we get the following declaration order :

1. Essential includes
2. Forward declarations of required interfaces and protocols
3. Interface declaration and instance variables block
4. properties block
5. initializers
6. convenience constructors
7. usual methods

The same order should be in the implementation file. The only addition is the **dealloc** implementation **between** the **@synthesize** statements and **initializers**.

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

@protocol ESStripeViewDelegate;

@interface ESStripeView : UIView
{
@private
    UIScrollView* _scroll_view;

    CGRect _previous_frame;

    UILabel* _warning_label;

    NSInteger _active_element;

    NSMutableArray* _reusable_elements;
    NSMutableDictionary* _elements_by_index;

    CGFloat _left_inset;
    CGFloat _right_inset;

    id< ESStripeViewDelegate > _delegate;
}

@property ( nonatomic, retain, readonly ) UIScrollView* scrollView;
@property ( nonatomic, retain, readonly ) UILabel* warningLabel;
@property ( nonatomic, retain, readonly ) UIView* activeElementView;
@property ( nonatomic, assign, readonly ) NSInteger activeElement;

@property ( nonatomic, assign ) IBOutlet id< ESStripeViewDelegate > delegate;

-(id)initWithFrame:( CGRect )frame_
    delegate:( id< ESStripeViewDelegate > )delegate_;

+(id)stripeViewWithFrame: ( CGRect )frame_
    delegate:( id< ESStripeViewDelegate > )delegate_;

-(void)reloadData;
-(void)relayoutElements;
-(UIView*)dequeueReusableElement;
-(UIView*)elementAtIndex:( NSInteger )index_;
-(NSArray*)visibleElements;

-(void)removeElementWithIndex:( NSInteger )index_
    animated:( BOOL )animated_;

-(void)insertElementAtIndex:( NSInteger )index_
    animated:( BOOL )animated_;

-(void)exchangeElementAtIndex:( NSInteger )first_index_
    withElementAtIndex:( NSInteger )second_index_;

-(void)slideForward;
-(void)slideToIndex:( NSInteger )index_ animated:(BOOL)animated_;
-(void)slideToIndex:( NSInteger )index_;

@end
```

Xcode usage

NEVER use recursive include feature of the Xcode.

Install latest xCode SDKs to the default directory (**/Developer**). Older SDKs should be reinstalled to some other directories if necessary.

Edit project settings rather than target settings. This applies to the headers, libraries search path, etc.

Targets may contain specific preprocessor directives, build architectures and target OS version.