

```
//bill.h
```

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

```
@interface Bill:NSObject
```

```
{
```

```
    NSString *Type;
```

```
    float amount;
```

```
}
```

```
@property float amount;
```

```
//The retain keyword indicates that the compiler should generate a property setter that
```

```
// retains a reference to a value set to it (i.e. increment the reference count by1).
```

```
// It also ensures that when the property is being set, if it had a previous value,
```

```
// that old value is properly released.
```

```
@property (retain)NSString *Type;
```

```
@end
```