

```
#import "print.h"
```

```
@implementation print
```

```
-addStringValue:(const char*)astring
```

```
{  
    strcat(buffer,astring);//val is copied into buffer  
    return 0;  
}
```

```
-print
```

```
{  
    printf("%s\n",buffer);//shud print print buffer contents  
    return 0;  
}  
@end
```