OC study note 3

The code:

1. #import <Foundation/Foundation.h>
2. #import <Foundation/NSObject.h>
3. **@interface** Volume : NSObject
4. {   **int** val;
5. **int** min, max,step;
6. }
7. -(**id**) initWithMin:(**int**)a max:(**int**)b step:(**int**)c;
8. -(**int**) value;
9. -(**id**) up;
10. -(**id**)down;
11. **@end**
12. implement：

**class**="objc">#import "Volume.h"

2. **@implementation** Volume
3. -(**id**) initWithMin:(**int**)a max:(**int**)b step:(**int**)c{
4. **self** =[**super** init];
5. **if**(**self**!=**nil**)
6. { val =min=a;
7. max=b;
8. step=c;
9. }
10. **return** **self**;
11. }
12. -(**int**)value
13. {
14. **return** val;
15. }
16. -(**id**)up{
17. **if**((val+=step)>max)
18. val=max;
19. **return** **self**;
20. }
21. -(**id**)down{
22. **if**((val-=step)<min)
23. val=min;
24. **return** **self**;
25. }
27. **@end**
28. Then the main function report error
29. Xcode error message： ">multiple methods named 'mul:' found with mismatched result,parameter type or attributes
30. main：
31. **class**="objc"
32. **class**="objc">#import <Foundation/Foundation.h>
33. #import "Volume.h"
34. #import <stdio.h>
35. #import <Foundation/NSObject.h>
36. **int** main(**void**) {
37. **@autoreleasepool** {
38. // insert code here...
39. NSLog(@"Hello, World!");
40. }
41. **id** v,w;
42. v=[[Volume alloc]initWithMin:0 max:10 step:2];
43. w=[[Volume alloc]initWithMin:0 max:9 step:3];
44. [v up];
45. printf("the volume now = %d %d\n",[v value],[w value]);
46. [v up];
47. [w up];
48. printf("the volume now = %d %d\n",[v value],[w value]);
49. [v down];
50. [w down];
51. printf("the volume now = %d %d\n",[v value],[w value]);
53. **return** 0;
54. }
55. when I type ［v value］， the remind message show that “NSString ＊\_Nonnull   value  ” It means value is a method defined in the NSString. So if we change the method name “value”
56. problem solved.