Objective C

**Introduction**

Objective-C is a programming language used to develop Apple’s ios and MAC(OS X) operating system. It has verbose naming convention so it prevents misunderstanding of the code. It contains identifiers, character set, variables like other object oriented language.

Objective-C is a super-set of C, object oriented features are added to C language to achieve oops concept.

**Variables**

Variables are named memory locations, variables are used to hold the values depending on the data type we have used. It follows the common rules or convention to declare a variable.

**Data type**

Data type specifies the type of the data it stores in the variable. Objective C supports all data types of C language and also it has its own set of data types like BOOL etc…

Eg: void, short, int, long, float, double, long double, long long

**Declaring variable**

**Syntax:**

**Data type variable\_name;**

**Short**

It is used to store whole number but the range is less compare to integer data type.

Format specifier of signed short is **%hd** for unsigned integer **%hu**.

**Integer**

Integer is used to store the whole number values. If we want to store whole numbers like 2,10,15… we will choose integer as a data type.

Format specifier of signed int is **%d** for unsigned integer **%u**.

**Float**

It is used to store the fractional values (single precession). If we want to store numbers like 2.2, 10.5, 15.7… we will choose float as a data type and we should use f as a suffix for each and every number.

Eg: float radius = 5.5f;

Format specifier is **%f** and if the representation is in exponential form then the format specifier is %e.

**Double**

It is also used to store the fractional values (double precession). If we want to store numbers like 2.234, 10.542, 15.75… we will choose double as a data type and we should give f as a suffix for each and every number we assigned to the variable.

Format specifier is **%8.2f**

Here 8.2f (modifier) specifies the number of digits before and after decimal point.

**BOOL**

BOOL is a data type it takes only YES or NO values. It is used to check whether true or false. YES and NO are keywords in objective-C.

**Long**

It is used to store long range of values. Storage size will be more compare to integer.

Format specifier of signed long is **%ld** for unsigned long **%lu**.

**Long long**

It is used to store long range of values. Storage size will be more compare to long.

Format specifier of signed long is **%lld** for unsigned long **%llu**.

**Comment:**

Objective –C also follows same convention like other language.

1. // is used for single line comment.
2. /\* and \*/ used for multi line comments