Interface

* The interface of a class is usually defined in a header file. A common convention is to name the header file after the name of the class. E.g. Ball.h would contain the interface for the class Ball.

An interface ClassName : Super Class Name

{

//instance variable

}

+ Class Method1;

+ (return\_type) Class Method2;

+ (return\_type) ClassMethod3 : (param1\_type)param1\_var name;

- (return\_type) instanceMethod1 : (param1\_type)param1\_varName:(param2\_type)

Param2\_var name;

- (return\_type)instanceMethod2 With Parameter:(param1\_type)param1\_var name and other Parameter : (parameter2\_type)param2\_var\_name;

@end

* ‘+’ sign denotes class methods or methods that can be called without an instance of class.
* ‘-’sign denotes instance methods, which can only be called within a particular instance of the class.
* Class methods also have no access to instance variables.

Implementation

* The interface only declares the class interface and not the method themselves the actual code is written in the implementation file
* Implementation (method) files normally have the file extension .m, which originally signified “messages”.

@implementation ClassName

+ Class Method

{

//implementation

}

* Instance Method

{

//implementation

}