

Importing the annotation model class

MapViewController.m

```
#import "MapViewController.h"
```

```
#import "MyAnnotation.h"
```

```
@implementation MapViewController
```

```
- (void)viewDidLoad  
{  
}
```

```
@end
```

Adding an annotation object

MapViewController.m

```
- (void) viewDidLoad
{
    ...

    CLLocationCoordinate2D annotationCoordinate =
        CLLocationCoordinate2DMake(28.544192, -81.373286);

    MyAnnotation *annotation = [[MyAnnotation alloc] init];
    annotation.coordinate = annotationCoordinate;

    [self.mapView addAnnotation:annotation];
}
```