

# LET'S CREATE THE CITY MODEL

## City.h

```
#import <Foundation/Foundation.h>

@interface City : NSObject
@property (strong, nonatomic) NSString *name;
@property (strong, nonatomic) NSString *state;
@property (strong, nonatomic) NSNumber *population;
@end
```

## City.m

```
#import "City.h"

@implementation City
- (id)init {
    self = [super init];
    return self;
}
@end
```