Objective-C Cheat Sheet and Quick Reference

Assumptions

This cheat sheet assumes you have enabled Automatic Reference Counting (ARC) for your project. Enjoy!

Class Header (.h)

```objc
#import "AnyHeaderFile.h"

@interface ClassName : SuperClass {
    //declare instance variables
    //  (optional)
}
// define properties
// define methods (including any
//   custom initializers)
@end
```

Class Implementation (.m)

```objc
#import "YourClassName.h"

@implementation ClassName
// synthesize properties (optional in
//   Xcode 4.4+)
// implement methods (including any
//   custom initializers, and dealloc)
@end
```

Defining Methods

```objc
- (anytype)doIt;
- (anytype)doItWithA:(anytype)a;
- (anytype)doItWithA:(anytype)a
    andB:(anytype)b;
```

Implementing Methods

```objc
- (anytype)doItWithA:(anytype)a
    andB:(anytype)b {
    // Do something with a and b...
    return retVal;
}
```

Creating a Class Instance

```objc
ClassName * myClass =
    [[ClassName alloc] init];
```

Calling a Method

```objc
[myClass doIt];
[myClass doItWithA:a];
[myClass doItWithA:a andB:b];
```

Defining Properties

```objc
@property (attribute1, attribute2)
    propertyName;
```

strong	Adds ref to keep object alive
weak	Object can disappear, become nil
assign	Normal assign, no reference
copy	Make copy on assign
nonatomic	Make not threadsafe, increase perf
readwrite	Create getter&setter (default)
readonly	Create just getter

Synthesizing Properties

```objc
// Optional in Xcode 4.4+
@synthesize propertyName;
@synthesize propertyName =
    _myInstanceVariable;
```

Using Properties

```objc
[myClass setPropertyName:a];
myClass.propertyName = a; // alternative

a = [myClass propertyName];
a = test.propertyName; // alternative
```

Declaring Variables

```objc
anytype myVariable;
```

int	1, 2, 500, 10000
float double	1.5, 3.14, 578.234
BOOL	YES, NO, TRUE, FALSE
ClassName *	NSString *, NSArray *, etc.
id	Can hold ref to any object

Custom Initializer Example

```objc
- (id)initWithParam:(anytype)param {
    if ((self = [super init])) {
        self.propertyName = param;
    }
    return self;
}
```

NSString Quick Examples

```objc
NSString *personOne = @"Ray";
NSString *personTwo = @"Shawn";
NSString *combinedString =
    [NSString stringWithFormat:
    @"%@: Hello, %@!",
    personOne, personTwo];
NSLog(@"%@", combinedString);
NSString *tipString = @"24.99";
float tipFloat = [tipString floatValue];
```

NSArray Quick Examples

```objc
NSMutableArray *array =
    [NSMutableArray arrayWithObjects:
    personOne, personTwo, nil];
[array addObject:@"Waldo"];
NSLog(@"%d items!", array.count);
for (NSString *person in array) {
    NSLog(@"Person: %@", person);
}
// Xcode 4.4+ alt: array[2]
NSString *waldo =
    [array objectAtIndex:2];
```