//Defining a Protocol

#import <Foundation/Foundation.h>

@protocol Server **<**NSObject**>**

**-(**void**)** send**;**

**-(**void**)** receive**;**

@end

//Using a Protocol

#import <Foundation/Foundation.h>

@interface MyServer **<**Server**>**

**-(**int**)** createSocket**:(**int**)** port**;**

@end

//Using the protocol

#import “MyServer.h”

@implementation MyServer

**-(**int**)** createSocket**:(**int**)**port

**{**

//Code goes here

**}**

**-(**void**)** send

**{**

//Code goes here

**}**

**-(**void**)** receive

**{**

//Code goes here

**}**

@end

//Defining a subclass

#import <Foundation/Foundation.h>

@interface MyHttpServer**:**MyServer

**-(**void**)** sendHttpRequest**;**

**-(**void**)** getHttpResponse**;**

@end

//Defining a subclass

#import "MyHttpServer.h"

@implementation MyHttpServer

**-(**void**)** sendHttpRequest

**{**

//Code goes here

**}**

**-(**void**)** getHttpRequest

**{**

//Code goes here

**}**

@end