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Delegate Pattern

This project is a sample of how to implement the delegate pattern. The delegate pattern is commonly used in iOS frameworks, and is important for one-to-one communication between objects.

Apple:

“delegation is a simple and powerful pattern in which one object in a program acts on behalf of, or in coordination with, another object. The delegating object keeps a reference to the other object—the delegate—and at the appropriate time sends a message to it. The message informs the delegate of an event that the delegating object is about to handle or has just handled. The delegate may respond to the message by updating the appearance or state of itself or other objects in the application, and in some cases it can return a value that affects how an impending event is handled. The main value of delegation is that it allows you to easily customize the behavior of several objects in one central object.”

https://developer.apple.com/library/content/documentation/General/Conceptual/DevPedia-CocoaCore/Delegation.html

This sample app has two major classes, the ViewController and the StockFetcher. The StockFetcher does networking to retrieve a stock price and communicates with the ViewController along the process. The StockFetcherDelegate protocol defines the methods that any delegate of the stock fetcher must/can implement.