**Subclasses :**

1) Every object you create in your Cocoa application descends from the 'NSObject' foundation class. .

2) The NSObject class is divided into smaller groups of objects, called subclasses. Objects in these subclasses not only conform to the protocol of NSObject, they are also defined more precisely by the methods that govern their subclass. Every object class inherits from the superclasses above it in the object hierarchy, and also declares the methods which make it a unique class.

**PROTOCOLS :**

1) Protocols are a way of enforcing certain methods to be utilized, regardless of the actual class the object is part of, thus ensuring that a certain form of method template is implemented.

2) They let you reuse a single API declaration in completely unrelated classes.

3) Protocols reside in a .h file.

4) Protocols can be adopted by any class by adding it in angled brackets after the class/superclass name, it just has to make sure all of the methods declared in the protocol are implemented.

5) Multiple protocols can be adopted by separating them with commas (e.g., <ProtocolA,ProtocolB>).

6) Just like classes, protocols can be used to type check variables.

**PROTOCOL DECLARATION**

@protocol protocol\_name

//declare the methods

@end

**TO IMPLEMENT A PROTOCOL**

@interface class\_name : NSObject <protocol\_name>