

MY ADVENTURES IN OBJECTIVE-C

@abdels

Objective-C sucks!

Its just as crappy as Java!

I'm waiting for MacRuby!

OH NO!!

still no iOS support, Boll@@ks!

Objective-C Haters!

Solutions

PhoneGap

Titanium Appcelerator

But really, **why** all the hating?



That's pride f**king with you. F**k pride.
Pride only hurts. It never helps. You fight
through that sh*t!

**DON'T
PANIC**

So, here's what I Learnt



SMALL TALK GUY (ALAN KAY)

AWN
TING

Objective-C, is **reflective**, **OO**,
Smalltalk-ish!

Sound a lot like **Ruby**

Unlike Ruby,
Objective-C is a **strict superset** of C

Object Message passing :

Obj-C

```
[world say:@"hello"];
```

Ruby

```
world.say("hello")
```

Object Message passing :

Obj-C

```
[world say:@"hello"];
```

```
[world performSelector:@selector(say:) withObject:@"hello"]
```

```
objc_sendMsg(id object, SEL selector)
```


Object Message passing :

Ruby

```
world.send(:say, "hello")
```

Non-strict typing (Duck Typing?)

Obj-C

```
id world = [[World alloc] init];
```

```
[world peace];
```

Here 'id' is a pointer to any object.

Non-strict typing (Duck Typing?)

Obj-C

```
World *world = [[World alloc] init];  
[world peace];
```

This ensures method compiler checks!

Object declaration

Obj-C

```
MyClass * myObject = [[MyClass alloc] init];
```

Ruby (pseudo code)

```
class Object
  def self.new(*args)
    self.alloc.initialize(*args)
  end
end
```


Interface/Implementation (the C thing)

world.h (header file)

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

```
@interface World : NSObject {  
    NSString *foo;  
}
```

```
@property (copy, retain) NSString *foo;
```

```
-(NSString *) say:(NSString *)something;  
@end
```

Interface/Implementation (the C thing)

world.m (implementation file)

```
#import "world.h"
```

```
@implementation World
```

```
@synthesize foo;
```

```
-(NSString *) say:(NSString *)something{
```

```
- (void)dealloc {  
    [foo release];  
    [super dealloc];  
}
```

```
@end
```


Properties aka attr_accessor

```
@interface World : NSObject {  
    NSString *foo;  
    ...  
    @property (copy, retain) NSString *foo;  
    ...  
@end  
  
@implementation World  
@synthesize foo;  
...  
@end
```

Properties aka attr_accessor

@synthesize: creates dynamic setters and getters and performs the necessary memory allocation.

```
-(void)setFoo:(Foo *)s {  
    if(foo != s) {  
        [foo release];  
        foo = [s retain];  
    }  
}  
  
-(Foo *)foo { return foo; }
```


Interfaces with Protocols

```
@protocol Shopper
```

- (void)recession;
- (void)boom;

```
@end
```

```
@interface World : NSObject <Shopper>
```

```
@end
```

Monkey Patching with Categories

UIImage+RoundedCorner.h

```
@interface UIImage (RoundedCorner)
- (UIImage *)roundedCornerImage;
@end
```

UIImage+RoundedCorner.m

```
@implementation UIImage
(RoundedCorner)
- (UIImage *)roundedCornerImage {
    //Make rounded corners
}
@end
```


We Have **Blocks**!

```
NSArray *films = [NSArray arrayWithObjects:@"Reservoir  
Dogs", @"Pulp Fiction", @"Kill Bill", nil];
```

```
[films enumerateObjectsUsingBlock:^(id object, NSUInteger  
index, BOOL *stop) {  
    NSLog(@"%@ film at index %d", object, index);  
}];
```

We Have **Blocks!**

```
int (^negative)(int) = ^(int number) {  
    return number * -1;  
};
```

```
int result = negative(2);
```


REFERENCES

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THE SUPER OWL

<http://superowl.me>
@thesuperowl

SIGN UP :)



@abdels

<https://github.com/the-experimenters>