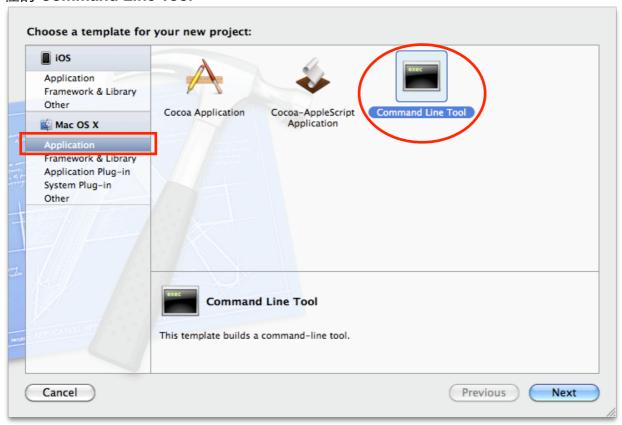
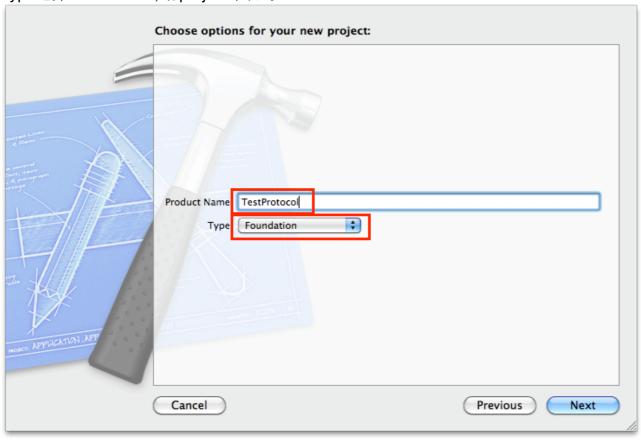
## Lab TestProtocol

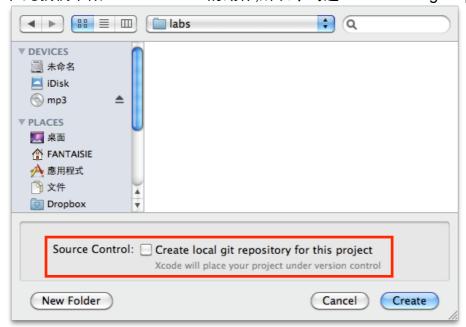
Step 1. 在File > New > New Project開啓一個新的project, 選擇MAC OS X的Application目錄 裡的 **Command Line Tool** 



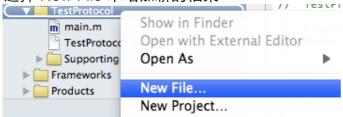
Type選擇Foundation, 將project命名為 TestProtocol



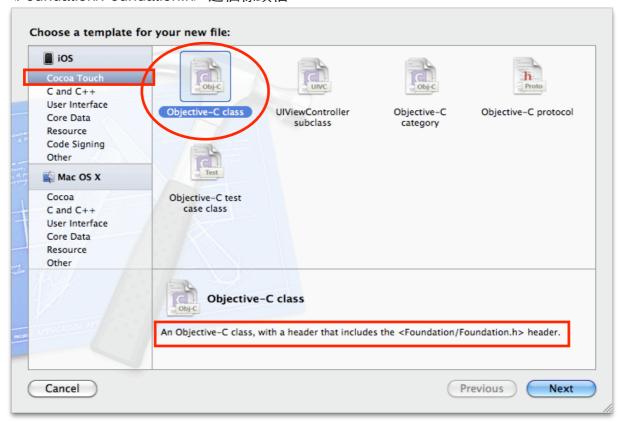
在此我們不做version control的動作,所以不勾選Create local git repository for this project



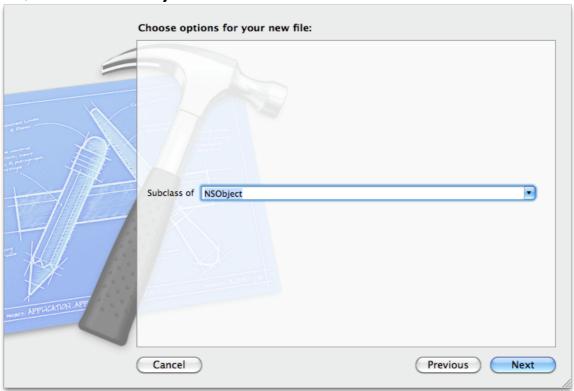
Step 2. 在Xcode左邊Project Navigator 視窗中, 在TestProtocol上點右鍵(若無滑鼠ctrl+點擊) 選擇 New File 來增加新的檔案



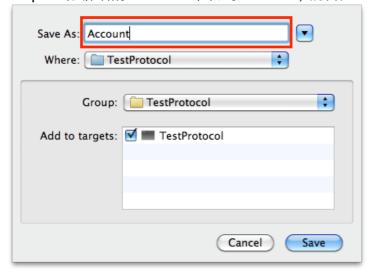
Step 3. 選擇iOS裡的Coca Touch 裡的Objective-C class, 下方有敘述這個class有includes < Foundation/Foundation.h> 這個標頭檔



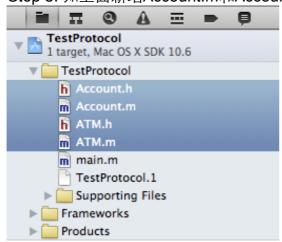
## 選擇Subclass of NSObject



Step 4. 將新增的subclass命名為 Account, 就會產生 Account.m 和 Account.h



Step 5. 如上面新增Account.m和Account.h一樣的步驟來新增ATM.m和ATM.h



Step 6. 開啓 Account.h, 在裡面宣告withdraw這個protocol和他的method,之後會交由ATM這個NSObject作為Account的delegate去實作. 並將幾個變數的property都設定好, 並加入一個method叫做takeMoney:money:

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

```
@protocol withdraw;
@interface Account : NSObject {
    NSString *name:
    int deposit;
    id<withdraw> delegate;
}
-(void) takeMoney:(int) money;
@property (retain) NSString * name;
@property (assign) int deposit;
@property (assign) id<withdraw> delegate;
@end
@protocol withdraw<NSObject>
-(void) withdrawMoney:(Account *) account withName:(NSString *) name
withMoney:(int) money;
@end
Step 7. 開啓Account.m,將剛剛已設定property的三個變數做synthesize, 並且實作
takeMoney:money這個method, 主要就是如果Account的delegate有實作
(respondsToSelector) withdrawMoney:withName:withMoney: 這個method的話,就把
withdrawMoney這件工作交由delegate去完成.
#import "Account.h"
@implementation Account
@synthesize name, deposit, delegate;
-(void) takeMoney:(int)money{
    if ([delegate respondsToSelector:@selector
(withdrawMoney:withName:withMoney:)])
           [delegate withdrawMoney:self withName:name withMoney:money];
    else
          NSLog(@"Please implement withdrawMoney:withName:withMoney:");
}
@end
Step 8. 開啓ATM.h並在裡面 #import "Account.h" 讓 ATM 知道 <withdraw> 和 Account 的存
在,在 Class 最後寫 NSObject<withdraw> 來繼承 NSObject 而且遵循 <withdraw> 的規範
#import <Foundation/Foundation.h>
#import "Account.h"
@interface ATM : NSObject <withdraw> {
}
@end
```

Step 9. 開啓ATM.m,並在裡面實作 withdrawMoney: withName:withMoney: 這個method, 這個method的主要工作就是將領出的money從deposit扣掉,並將相關的資訊列印出來.

```
#import "ATM.h"
@implementation ATM
```

```
-(void) withdrawMoney:(Account *) account withName:(NSString *) name
withMoney:(int) money{

    if(account.deposit >= money){
        account.deposit -= money;
        NSLog(@"***Name: %@, Withdraw: %d, Deposit: %d***",
account.name, money, account.deposit);
    }
    else {
        NSLog(@"***Not enough money!! - Name: %@, Deposit:
%d***",account.name, account.deposit);
    }
}
```

## @end

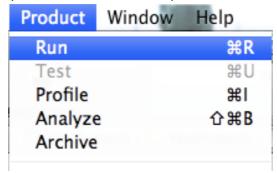
Step 10. 開啓main.m, 先 #import "Account.h" 和 #import "ATM.h", 並將印出Hello, World!這行Mark掉, 並加入以下的程式, 來建立一個account並設定name和deposit,之後再透過atm作為delegat去扣除領出的錢並將資訊列印出來

```
#import <Foundation/Foundation.h>
#import "Account.h"
#import "ATM.h"
int main (int argc, const char * argv[]) {
    NSAutoreleasePool * pool = [[NSAutoreleasePool alloc] init];
    // insert code here...
    //NSLog(@"Hello, World!");
    Account *account = [Account new];
    account.name = @"Michael";
    account.deposit = 1000;
    ATM *atm = [ATM new];
    account.delegate = atm;
    [account takeMoney:700];
    [account takeMoney:500];
    [pool drain];
    return 0;
}
```

## Step 11. Run (第+R)

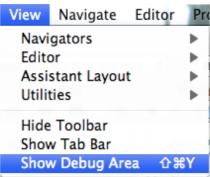
在Xcode主頁左上角按下Run, 或是在Product > Run, 即開始Build code並執行





之後會自動開啓console, 沒開啓的話在右上角View點擊中間的Button, 或是選擇View > Show Debug Area 來開啓





在Console中顯示第一次withdraw了700, 還剩下300, 而第二次要再領500時, money已經餘額不足了

