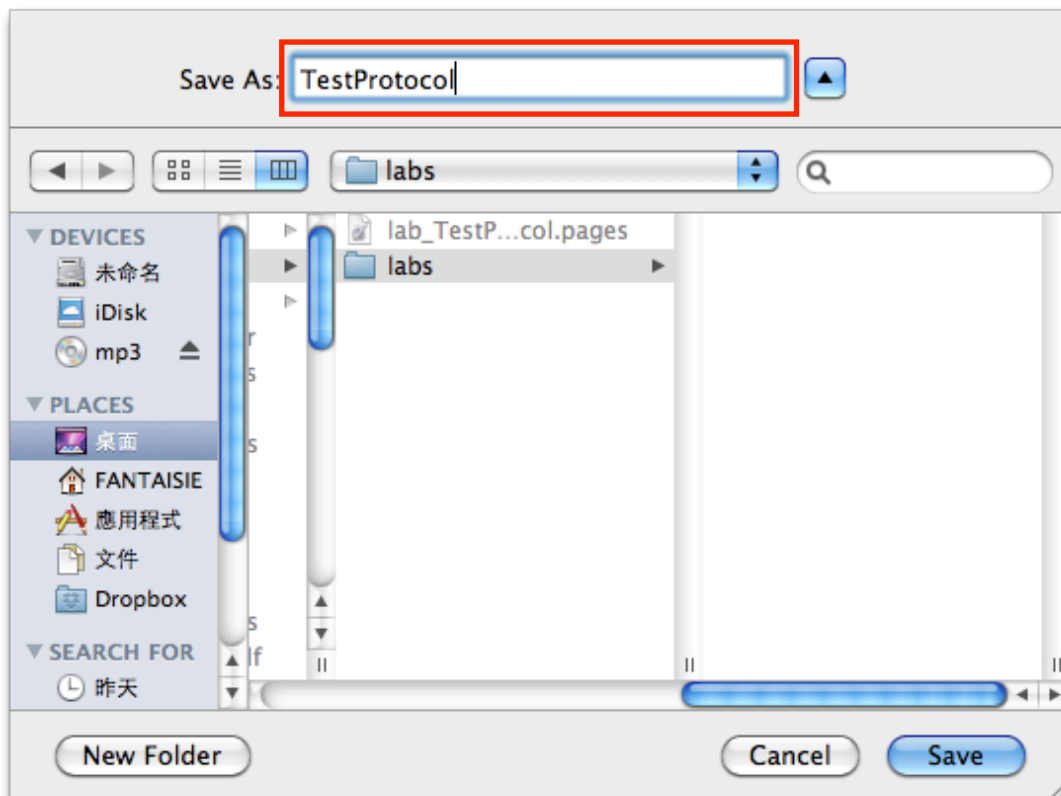
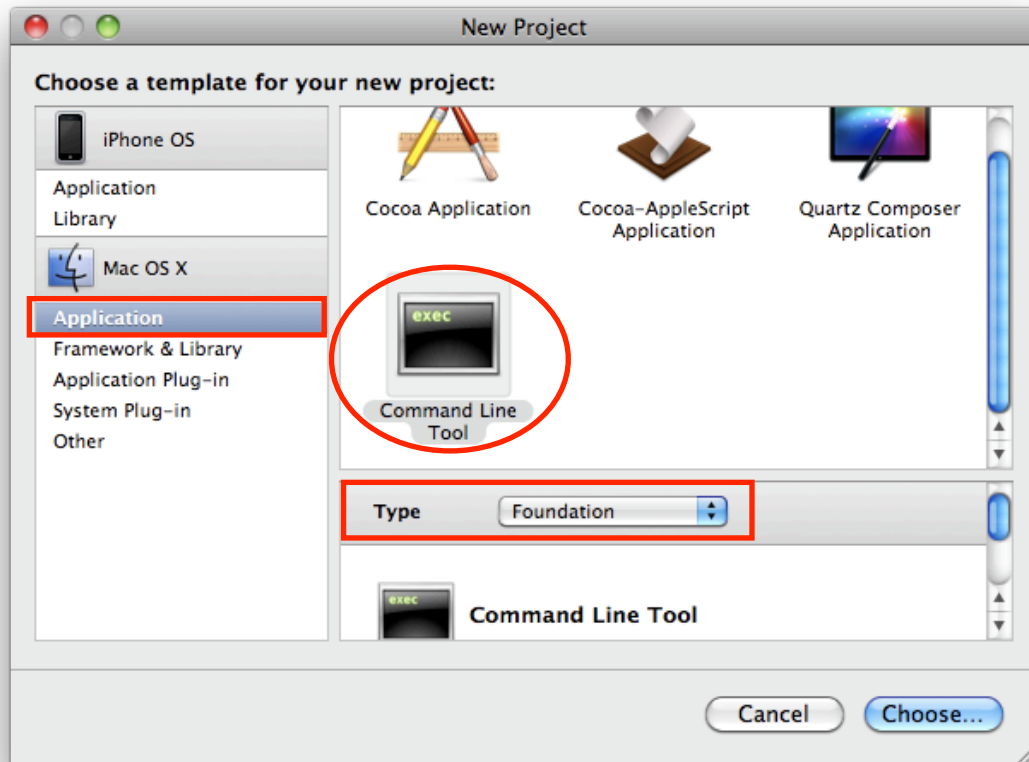
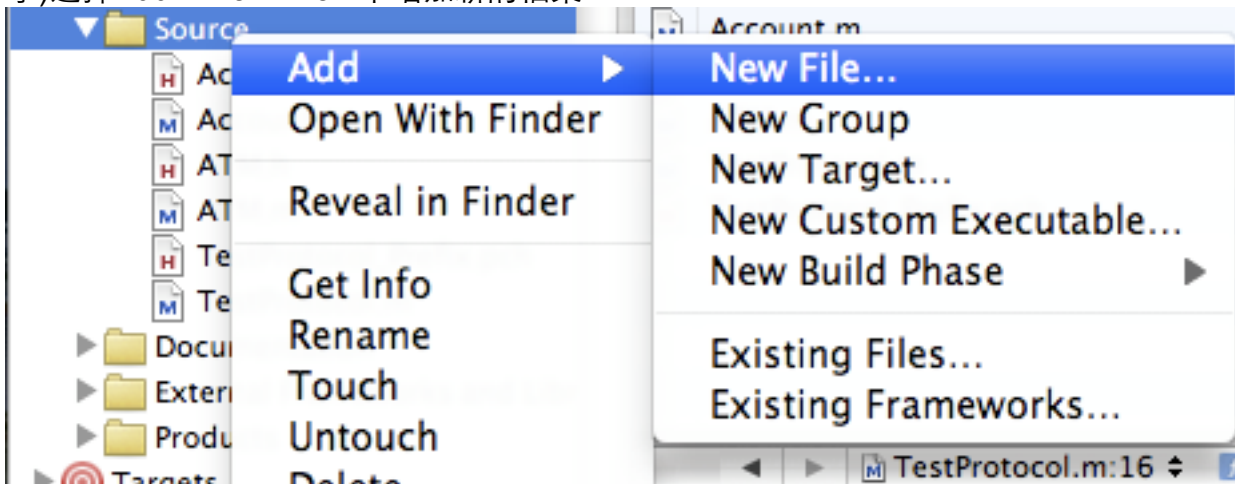


Lab TestProtocol

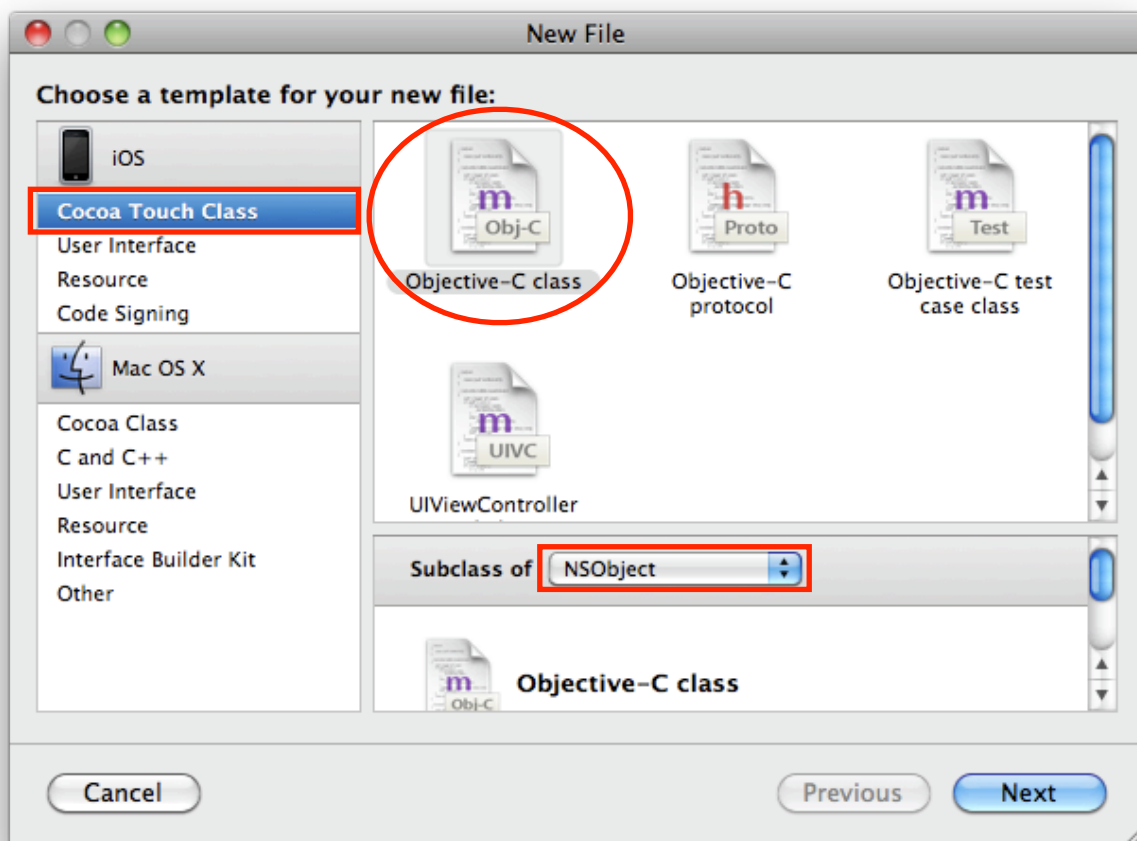
Step1. 在File開啓一個新的project, 選擇 MAC OS X的Command line Tool, Type選擇 Foundation, 將project命名為 TestProtocol



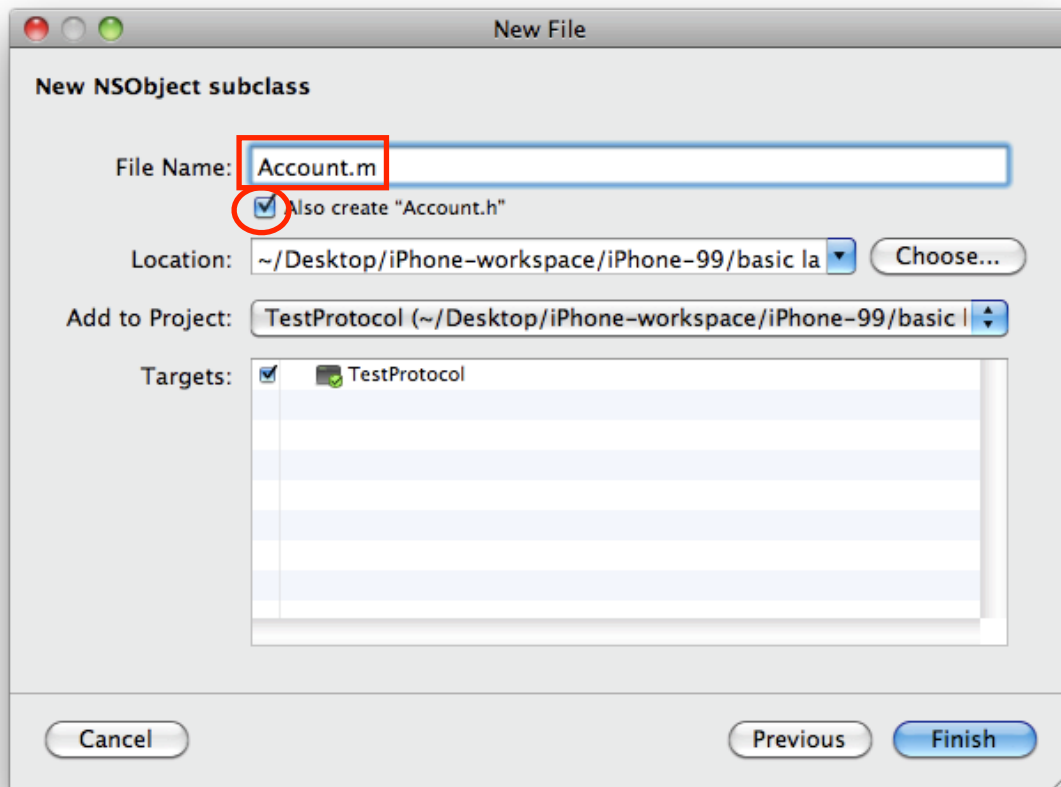
Step2. 在Xcode左邊Groups & Files 視窗中, 在Source這個路徑下點右鍵(若無滑鼠ctrl+點擊)選擇Add > New File...來增加新的檔案



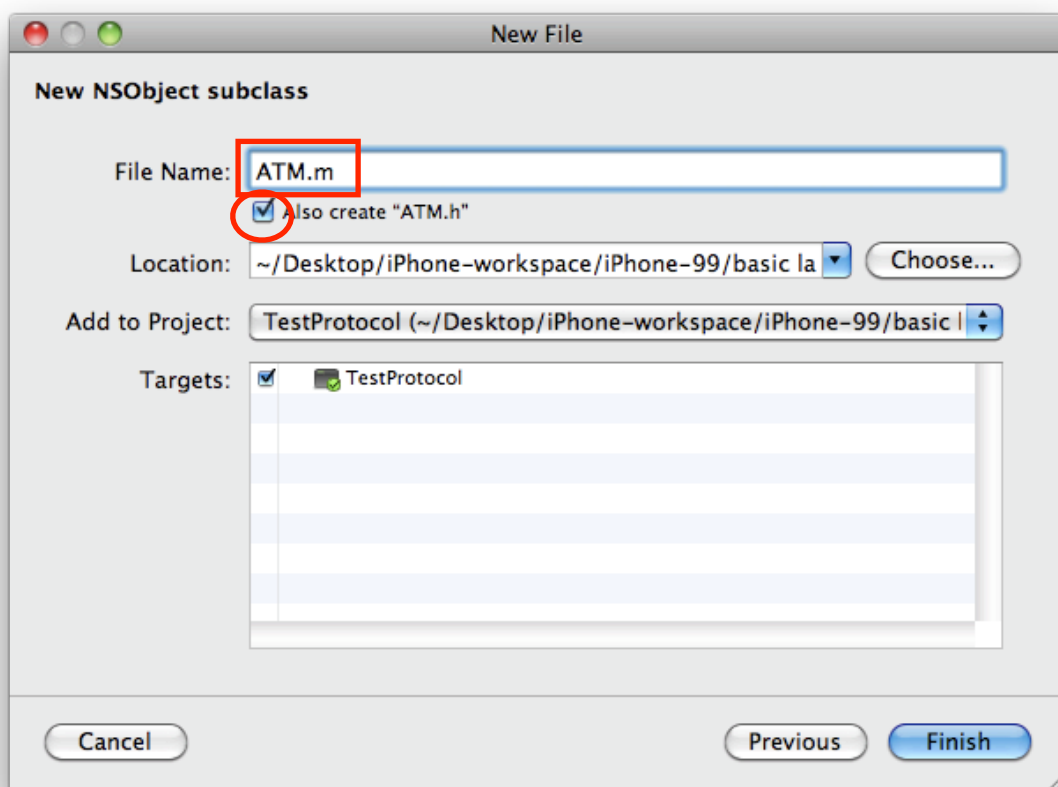
Step3. 選擇iOS裡的Cocoa Touch Class裡的, 並選擇Subclass of **NSObject**下方有敘述這個Objective-C有includes <Foundation/Foundation.h> 這個標頭檔



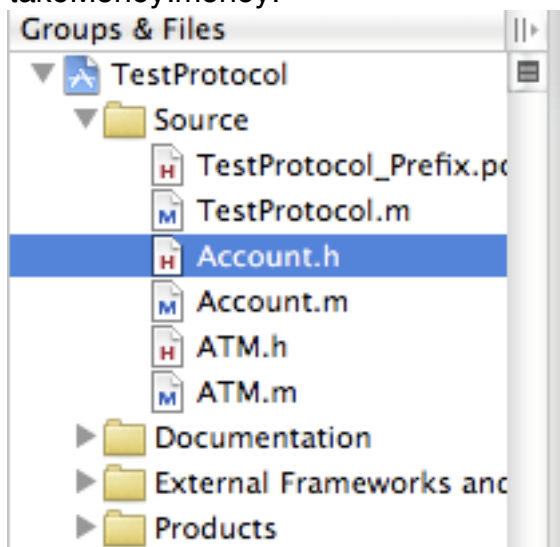
Step4. 將新增的subclass的File命名為Account.m, 記得勾選Also create "Account.h"



Step5. 如上面新增Account.m和Account.h一樣的步驟來新增ATM.m和ATM.h



Step6. 在Xcode左邊Groups & Files 視窗中,開啓Source > 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
```

Step7. 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
```

Step8. 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
```

Step9. 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
```

Step10. 開啓TestProtocol.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

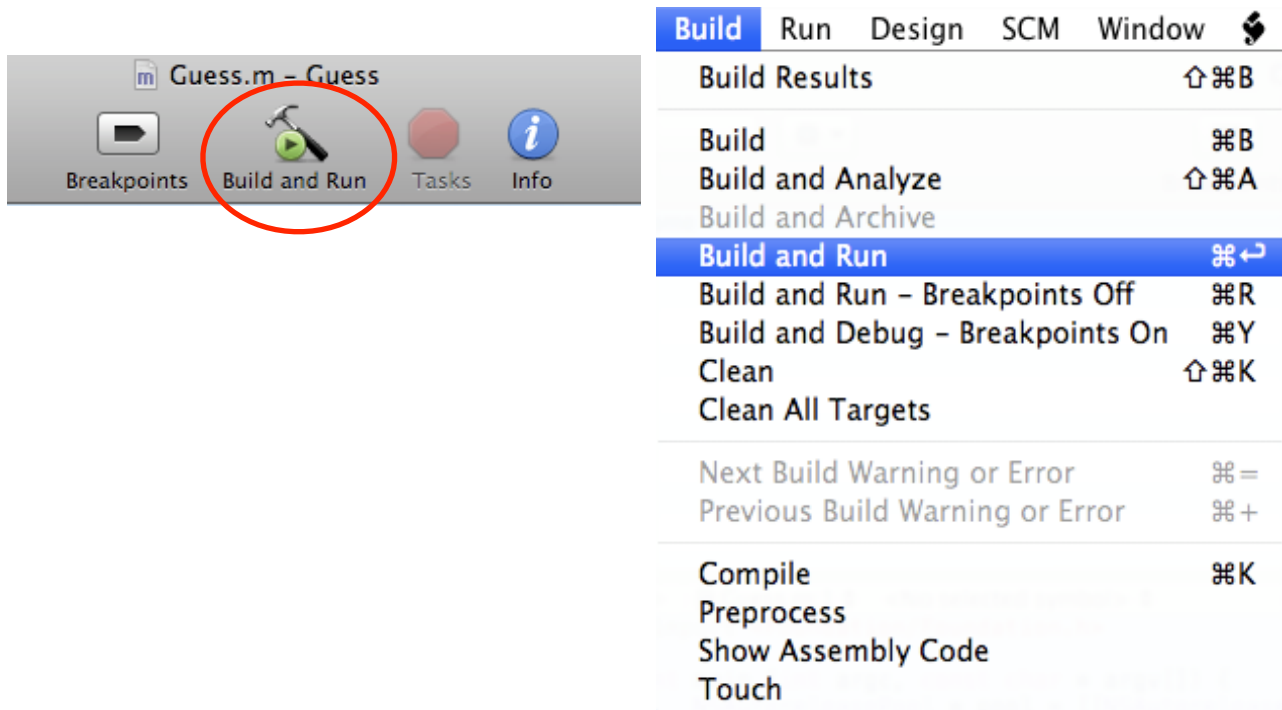
```
#import <Foundation/Foundation.h>
#import "Account.h"
#import "ATM.h"

int main (int argc, const char * argv[]) {
    NSAutoreleasePool * pool = [[NSAutoreleasePool alloc] init];

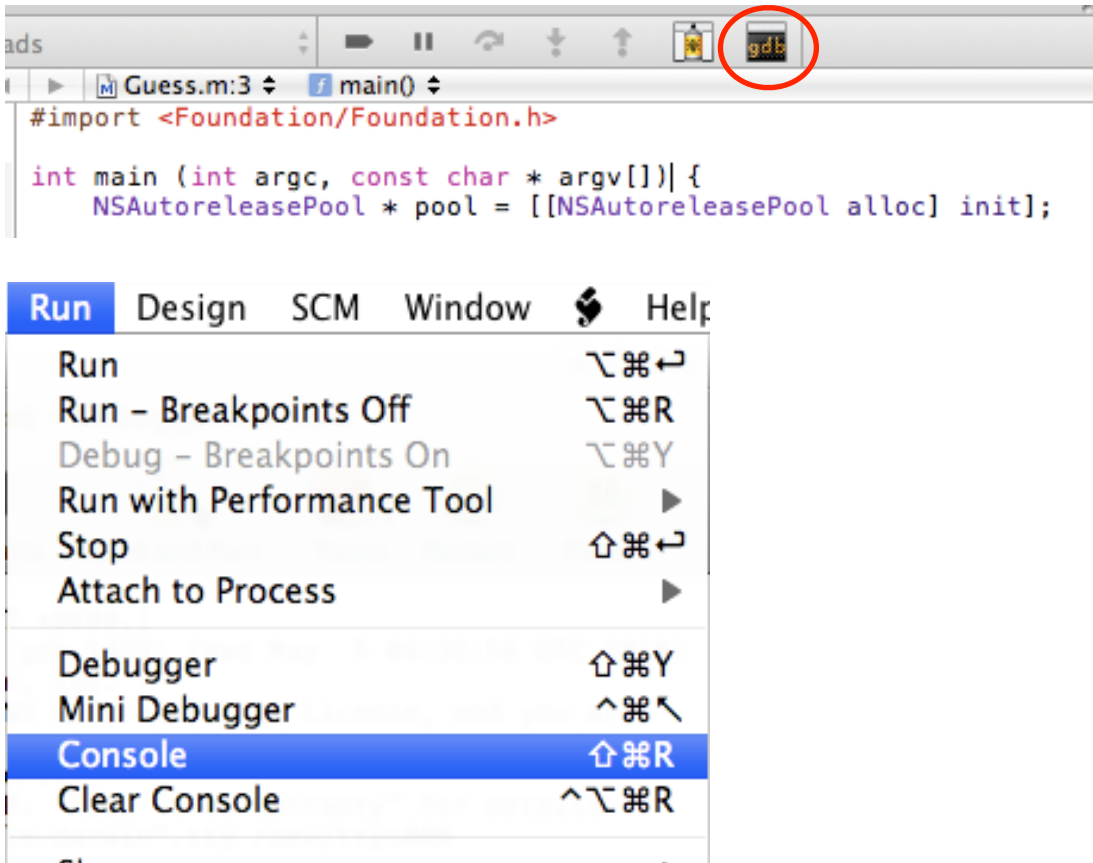
    // insert code here...
    //NSLog(@"Hello, World!");
    Account *account = [Account new];
    account.name = @"Michael";
    account.deposit = 1000;
    ATM *atm = [ATM new];
    account.delegate = atm;
    [account takeMoney:700];
    [account takeMoney:500];
    [pool drain];
    return 0;
}
```

Step11. Build and Run (Command + enter)

在Xcode主頁上按下Build and Run, 或是在Build > Build and Run, 即開始Build code並執行.



可在瀏覽程式視窗上方的 gdb 按下來開啓console, 或是在Run > Console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.

