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Chapter 3 video responses

Section 1:

1.3) It’s important to know how older versions work because if you need to update someones app that was originally developed you need to know how to read older variations to know what to convert those lines into. It’s important to keep up with new features as your app may not work on a newer version and you will need to figure out how to keep them up to date, or because they may be making your life easier.

Section 2:

2.1) It became the language to learn due to the mac OS and ios being developed in objective c. Since it is built upon that language there is no way to easily remove it.

2.3) You might want to build in one version but deploy in an older because you may be on a beta version of the upcoming update but still want people on older versions to be able to run your program.

Section 3:

3.1) #import <Foundation/Foundation.h>

int main(int argc, const char \* argv[])

{

@autoreleasepool {

int seconds = 60;

int minutes = 60;

int hours = 24;

int days = 365;

int secondsinayear = seconds \* minutes \* hours \* days \* 10;

NSLog(@"There are %i seconds in a year.", secondsinayear);

}

return 0;

}

3.2) int main(int argc, const char \* argv[])

{

@autoreleasepool {

int day = 6; // 0 is sunday and 6 is saturday, 1-5 is mon-fri

if ( (day == 0) || (day == 6)) {

NSLog(@"Have a nice weekend");

} else {

NSLog(@"I hope you're having a good week!");

}

}

return 0;

}

3.3) int main(int argc, const char \* argv[])

{

@autoreleasepool {

int hurricaneCategory = 5;

switch (hurricaneCategory) {

case 0:

NSLog(@"Hurricane, what hurricane?");

break;

case 1:

NSLog(@"The hurricane is a category 1!");

break;

case 2:

NSLog(@"The hurricane is a category 2!");

break;

case 3:

NSLog(@"The hurricane is a category 3, hope you're hidden!");

break;

case 4:

NSLog(@"The hurricane is a category 4, praying wouldn't hurt!");

break;

case 5:

NSLog(@"The hurricane is a category 5, you'll be seeing Dorothy soon!");

break;

}

}

return 0;

}

3.4) 20 seconds

3.5) arithmetic operators, they include the basic mathematical functions like addition, subtraction, division and multiplication. For example: result = a + b;

comparison operators, they check for equality, less than, greater than, or not equal to. For example: if ( a == b )

Modulus operators, used to calculate the remainder, mainly for the purpose of determining whether or not something is odd or even. For example: int remainder = 2003 %4

Increment / Decrement operators, to increase or decrease an integer amount by 1, short hand looks like: a++;

Prefix / postfix operators, this is the computers interpretation of the order of operations for specific commands like how a++ and ++a normally mean the same thing but if you use it in NSLog methods it can do the order in a way you didn’t intend.

Ternary operator, similar to an if statement however it can work with 3 variables instead. It is used to typically replace an if else statement.

3.6) When you are searching your emails for a specific subject name or body of text inside of the email it will keep searching all your emails until its done but will only display the ones that had the text that you were searching for.

3.7) A portion of related code that is combined together and given a name. A function prototype is used to describe the function. The purpose of a function is to perform an actual task where as a function prototype is to somewhat declare that the function actually exists. The first function that is automatically called is the main function, other functions must be called within the main function or be declared outside of it.

Section 4:

4.1) int, float, double, char and BOOL. Apple made the set of classes to make writing certain types of code a lot easier if you were going to try to display a long list of text and dates, as opposed to having to do each character one at a time.

4.4) The scope of a variable is the lifetime of that variable.

4.5) Enum allows you to restrict the values that you could assign to a variable.

4.6) You would define your own data type to make your code a little easier to read by shortening up the lines itself.

4.7) Import will include all associated code with the file listed as if the code was pasted in your current project. Define is available to create a value and give it a specific name, similar to making a variable static and global. If DEBUG is for pulling out specific code if you are NOT in debug mode. You would use import to bring in useful libraries like math functions, you would use define to have variables that need to stay the same (like the amount of pixels per square inch), and use if debug to maybe display information you wouldn’t want normally displayed in the release mode, but something that would be helpful to have displayed if you were in debug mode.

4.8) There is actually no defined string in c or objective c, however it is described in objective c built into the foundation framework listed as follows, NSString \*message = @”Hello”;. NSString is the variable type, the \* tells it to create a space for a NSString variable type, and the variable name is listed after. The = is an assignment operator, and the @ sign is used to tell the compiler that its an object with the variables being listed within quotations followed by a semi colon to end that line of code.

Section 5:

5.1)

Attributes: Height, Weight, Gender, Age

Behaviors: Typing, walking, learning

? Instantiate a single object representing yourself as a member of this class.

5.2) A pointer holds the address that the object is stored, it helps allow for more efficiently modifying and passing of that object as you are not passing the object itself, but the address for the object. A primitive stores the value or a particular data type where as the pointer just stores the location of the object, not the object itself.

5.3) The main difference is that if you start calling multiple methods it displays them in a much more readable manner in objective c where you just pass the arguments without always seeing the method name in most other languages.