

# Objective-C Overview



Super-set of the C language

Objective C

C



## Good

- Objective-C the language is open-source through GCC and Clang.

## Bad

- The libraries it depends upon are not open-source.
- There is no specification or standards body

Apple basically controls Objective-C



# C

- ✦ Functions
- ✦ if / for / while / switch
- ✦ Manual memory management
- ✦ Preprocessor
- ✦ Uses pointers \*
- ✦ structs and enums

# Objective-C

- ✦ Classes and objects
- ✦ Messages
- ✦ Properties
- ✦ Protocols
- ✦ Categories



Objective-C	Java	C#
Message	Method	Method
Protocol	Interface	Interface
Category	-	Extension Method
Property	Property	Property
Selector	-	delegate?



Objective-C	Ruby	Python	Javascript
Message	Method		
Protocol	Mixin	-	-
Category	-		
Property			
Selector	-		

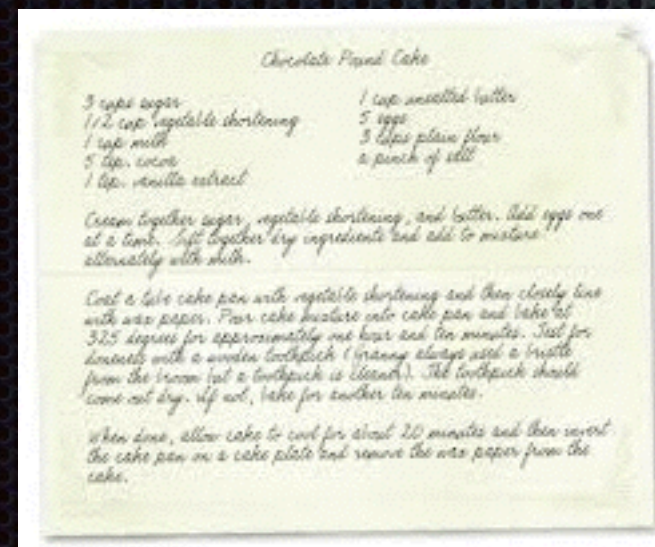


# OO Primer



# Class

Recipe for an object



# Object

Instance of a class





## Method Definition

– (void)doSomethingAmazing;

## Send message

[object doSomethingAmazing];



# Message

- Tells object to do something

[object doSomethingAmazing]



## Message

Are worded like sentences

```
[object showOnScreenAnimated:YES]
```



## Message

Sometimes really long sentences

```
[object animateWithDuration:3.0f  
options:CoolOption1  
distance:500];
```



## Method Definition

- (void)animateWithDuration:(CGFloat)duration  
options:(AnimationOptions)options  
distance:(NSInteger)distance;



# Message

Can be public or private

## Public

```
[object doSomething];
```

## Private

```
[self doSomething];
```



# Property

- Exposes object data. (aka. provides public attributes of the object)
- Should **not** perform any actions.

`object.isAnimating`

`object.superview`



## Property Definition

```
@property BOOL isAnimation;
```

```
@property UIView *superview;
```



## Property Definition

```
@property (nonatomic, assign) BOOL isAnimating;
```

```
@property (nonatomic, strong) UIView *superview;
```



## **Instance variable** (aka. ivar)

- provides internal object state

`someSecretKey`

`shouldNotifyOnNextCall`



# Protocol

Contract or promise that an object will implement a specific methods



# Category

Added method to existing classes