Documentation Treasure Hunt

Answer the following ten questions using the Apple Developer Documentation.

If you don't have Xcode, use your developer account to log in to:
> *http://developer.apple.com/devcenter/ios/index.action*
You can search the iOS Reference Library there.

1) What are UIButton's parent classes?

> *Hint: Check the UIButton Class Reference.*

2) The NSArray Class Reference lists a number of "Tasks" that you might want to do when working with an NSArray. What are the **first** 9 tasks listed for NSArray?

> *Hint: Tasks are groups of methods that are listed together in the documentation. In Xcode 4, you can see these tasks by using the Jump Bar. Taking a screen shot is fine – but you should only include the relevant parts of the screen.*

> *The Resources section of the class website has a link to a web page that explains how to take a screen shot of all or part of your Mac's screen.*

3) When you add objects to an NSArray using the initWithObjects: method, does the resulting instance of NSArray retain the objects that you've added?

> *Hint: Look this up in the Apple Framework's documentation, then try doing a Google search for "NSArray retain objects." Which was more helpful to you?*

4) The "User Experience Starting Point" document refers to a sample code project called "UICatalog." What is UICatalog, and what could you learn from it?

> *Hint: If you don't have easy access to Xcode, you can click on the UICatalog link, and then click on the "Next" link to see the "ReadMe.txt" file for UICatalog without needing to download the project and open it in Xcode. If you do have access to Xcode, we encourage you to download it and try it out.*

5) What frameworks were added to iOS with the 4.0 release? How about the 4.3 release? How did MPMoviePlayerController's contentURL change with the 4.3 release?

> *Hint: You may find "iOS 4.3 API Diffs" and "iOS 4.0 API Diffs" helpful in answering this question.*

6) MPMoviePlayerController instances respond to the "prepareToPlay" message. Where can you find the documentation for MPMoviePlayerController's "prepareToPlay" method?

7) The NSString Class Reference lists a number of "Tasks" that you might want to do when working with an NSString. What are the **last** 10 tasks on this list?

8) The NSString rangeOfString: method returns an NSRange. What would you use rangeOfString: to do? What is an NSRange and how would you use it?

> *Note: The rangeOfString: method documentation talks about a "receiver." A receiver is an object that has received a message from another object. Another way of saying this is that the "receiver" is the object whose method is being called.*

9) What is NSUserDefaults used for? In what version of iOS was it introduced?

> *Hint: First look at the "NSUserDefaults Class Reference." Next, try a Google search for "iPhone NSUserDefaults." Which was most helpful to you?*

10) How would you use a UIDevice object?