



# Objective-C Cheat Sheet and Quick Reference

## Assumptions

This cheat sheet assumes you have enabled Automatic Reference Counting (ARC) for your project. Enjoy!

## Class Header (.h)

```
#import "AnyHeaderFile.h"

@interface ClassName : SuperClass {
    //declare instance variables
    // (optional)
}
// define properties
// define methods (including any
// custom initializers)
@end
```

## Class Implementation (.m)

```
#import "YourClassName.h"

@implementation ClassName
// synthesize properties (optional in
// Xcode 4.4+)
// implement methods (including any
// custom initializers, and dealloc)
@end
```

## Defining Methods

```
- (anytype)doIt;
- (anytype)doItWithA:(anytype)a;
- (anytype)doItWithA:(anytype)a
  andB:(anytype)b;
```

## Implementing Methods

```
- (anytype)doItWithA:(anytype)a
  andB:(anytype)b {
    // Do something with a and b...
    return retVal;
}
```

## Creating a Class Instance

```
ClassName * myClass =
    [[ClassName alloc] init];
```

## Calling a Method

```
[myClass doIt];
[myClass doItWithA:a];
[myClass doItWithA:a andB:b];
```

## Defining Properties

```
@property (attribute1, attribute2)
    propertyName;
```

strong	Adds ref to keep object alive
weak	Object can disappear, become nil
assign	Normal assign, no reference
copy	Make copy on assign
nonatomic	Make not threadsafe, increase perf
readwrite	Create getter&setter (default)
readonly	Create just getter

## Synthesizing Properties

```
// Optional in Xcode 4.4+
@synthesize propertyName;
@synthesize propertyName =
    _myInstanceVariable;
```

## Using Properties

```
[myClass setPropertyName:a];
myClass.propertyName = a; // alternative

a = [myClass propertyName];
a = test.propertyName; // alternative
```

## Declaring Variables

```
anytype myVariable;
```

int	1, 2, 500, 10000
float	1.5, 3.14, 578.234
double	
BOOL	YES, NO, TRUE, FALSE
ClassName *	NSString *, NSArray *, etc.
id	Can hold ref to any object

## Custom\_INITIALIZER Example

```
- (id)initWithParam:(anytype)param {
    if ((self = [super init])) {
        self.propertyName = param;
    }
    return self;
}
```

## NSString Quick Examples

```
NSString *personOne = @"Ray";
NSString *personTwo = @"Shawn";
NSString *combinedString =
    [NSString stringWithFormat:
        @"%@: Hello, %@!",
        personOne, personTwo];
NSLog(@"%@", combinedString);
NSString *tipString = @"24.99";
float tipFloat = [tipString floatValue];
```

## NSArray Quick Examples

```
NSMutableArray *array =
    [NSMutableArray arrayWithObjects:
        personOne, personTwo, nil];
[array addObject:@"Waldo"];
NSLog(@"%d items!", array.count);
for (NSString *person in array) {
    NSLog(@"Person: %@", person);
}
// Xcode 4.4+ alt: array[2]
NSString *waldo =
    [array objectAtIndex:2];
```