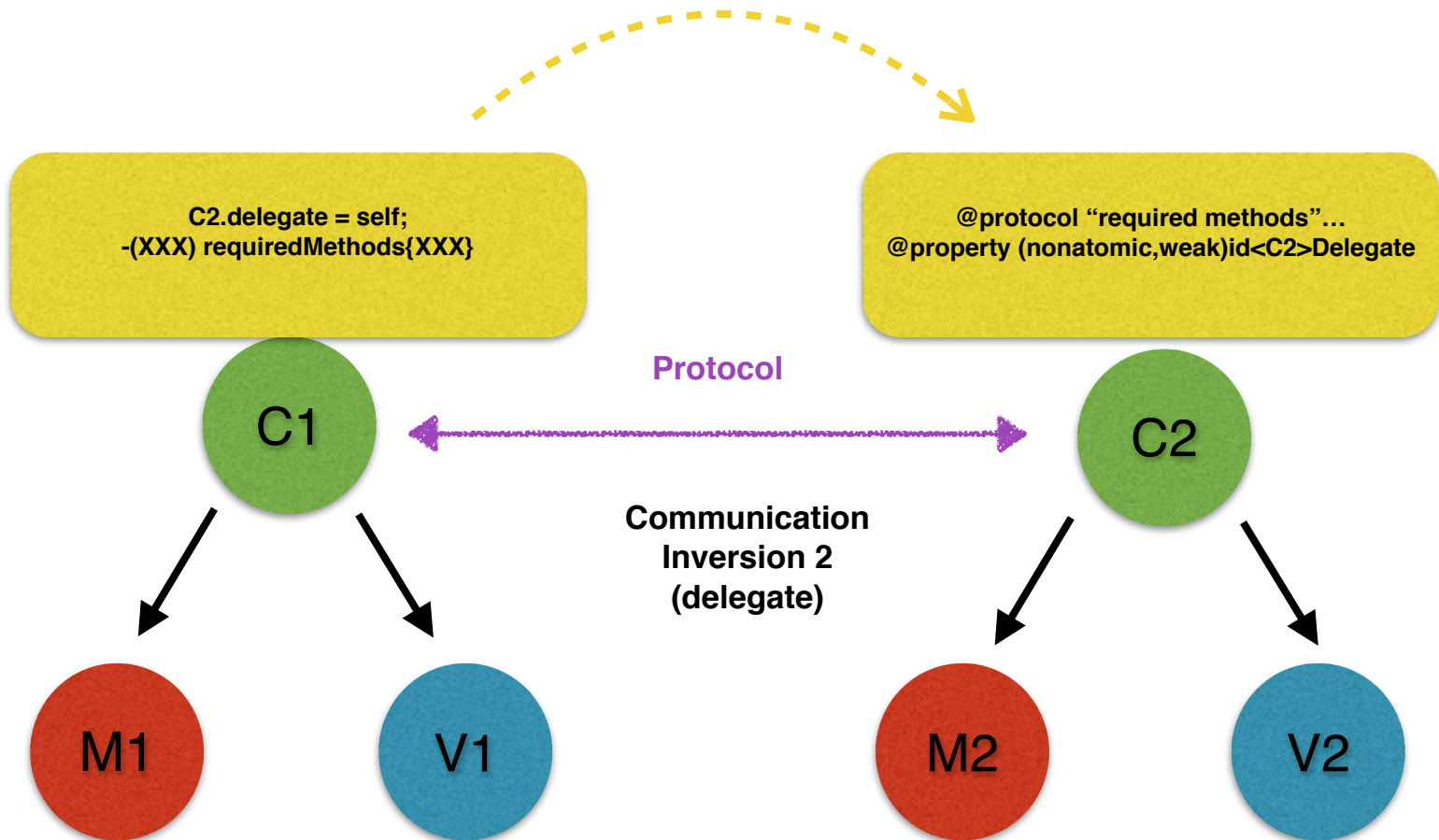
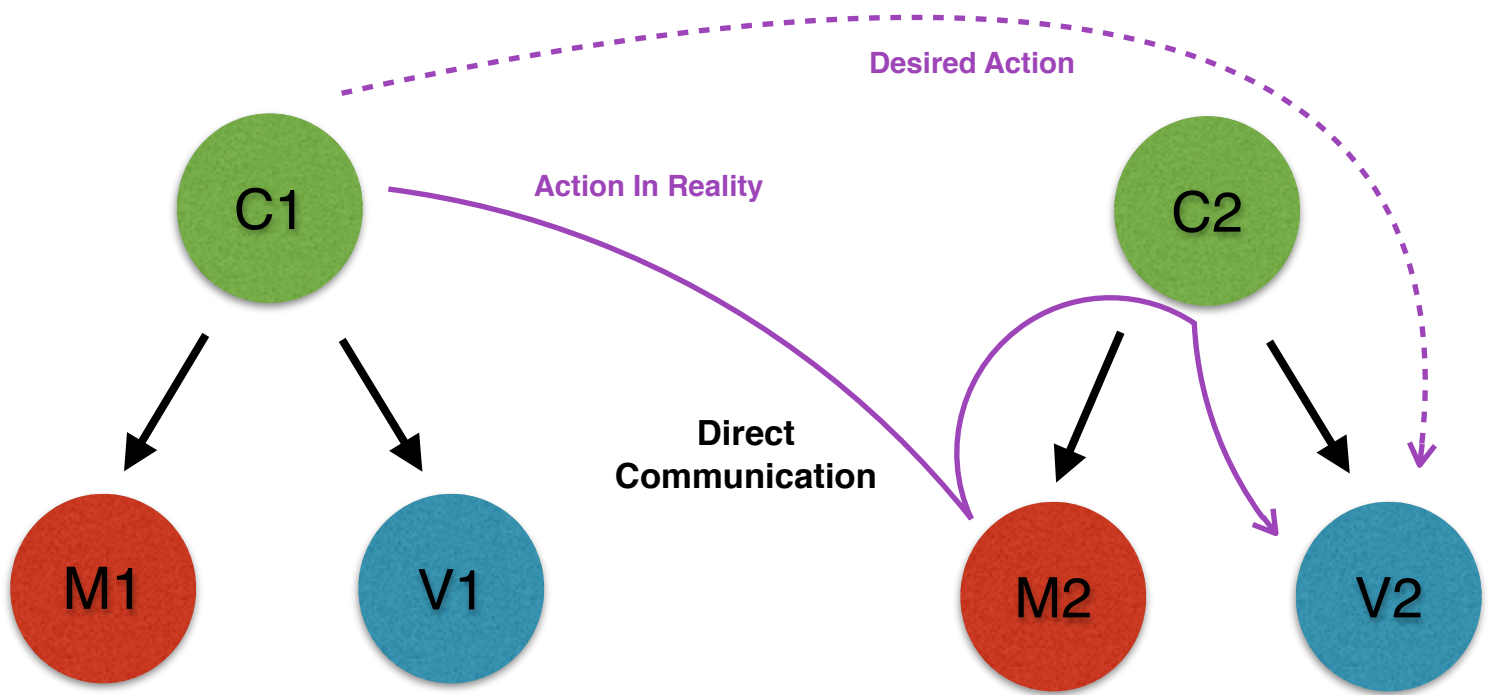
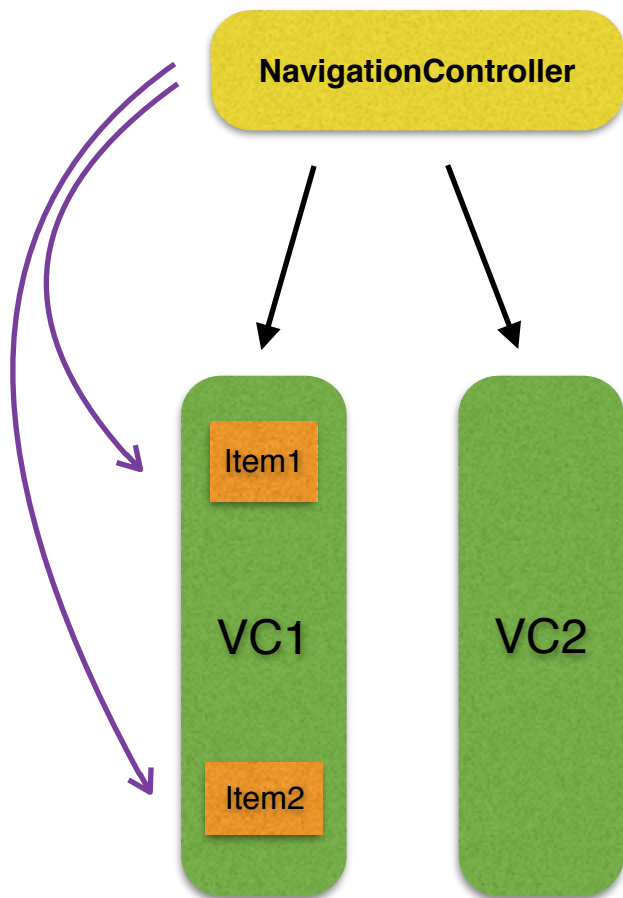
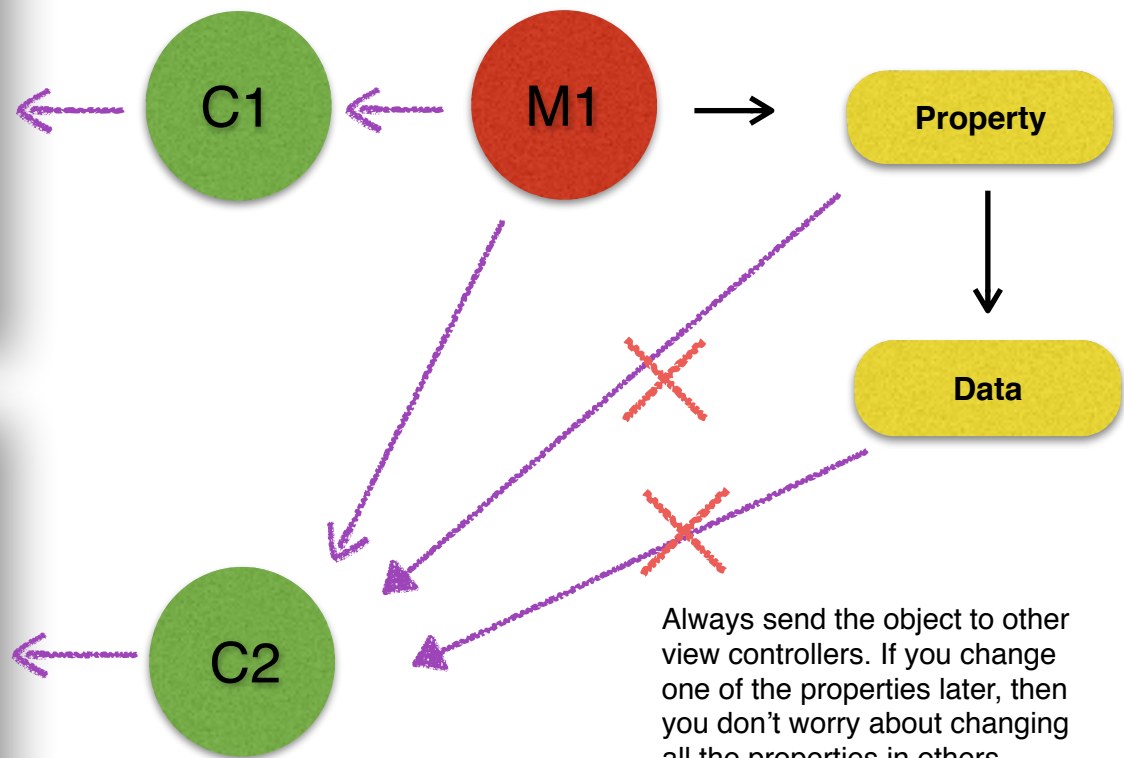
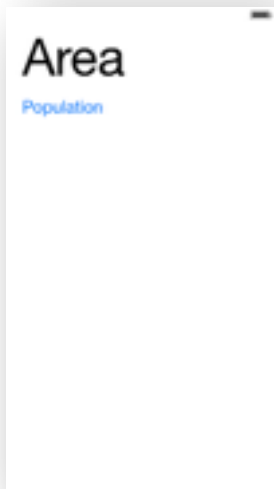


C1 following C2's protocol while C2 remains independent

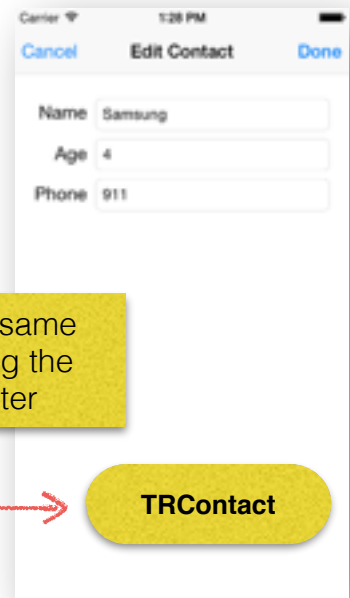
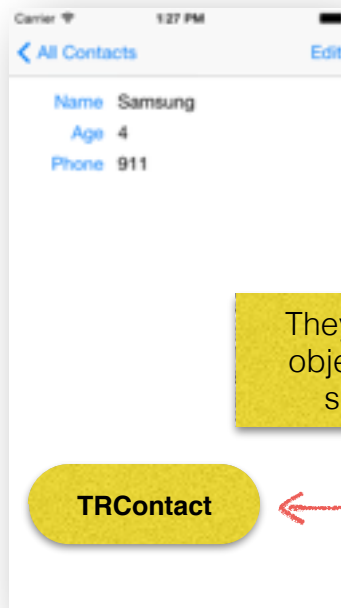
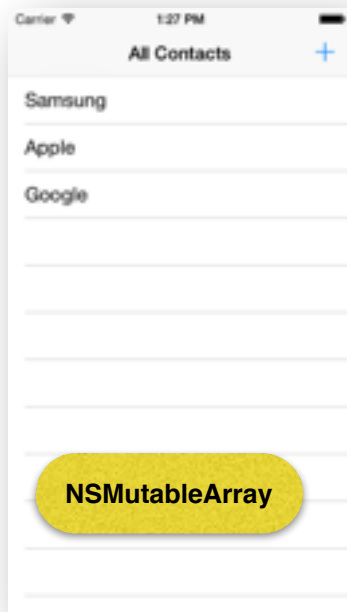




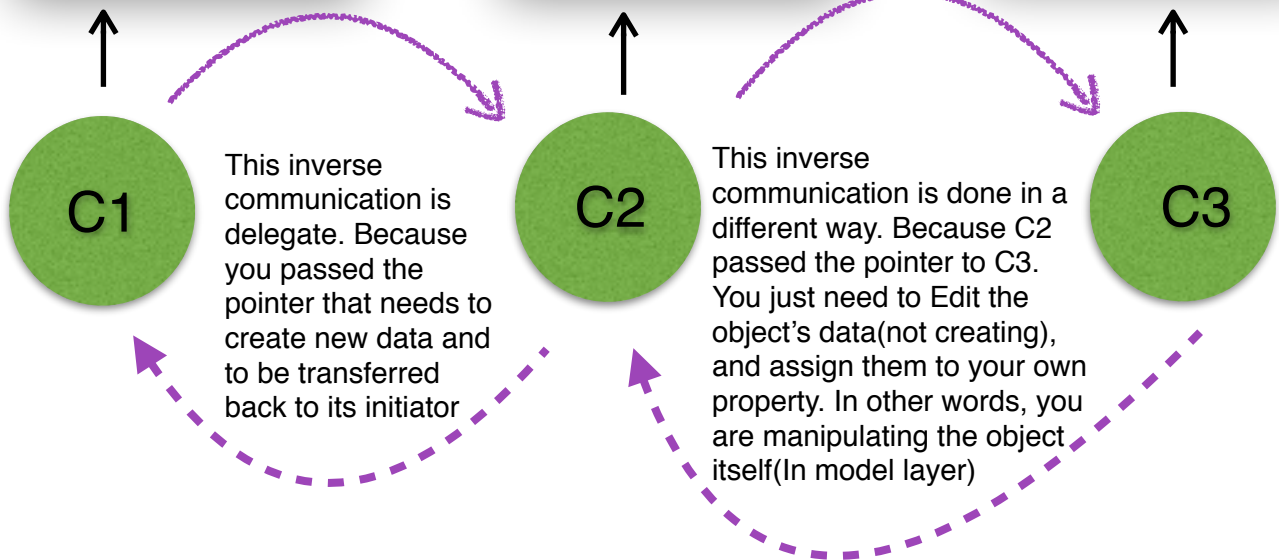


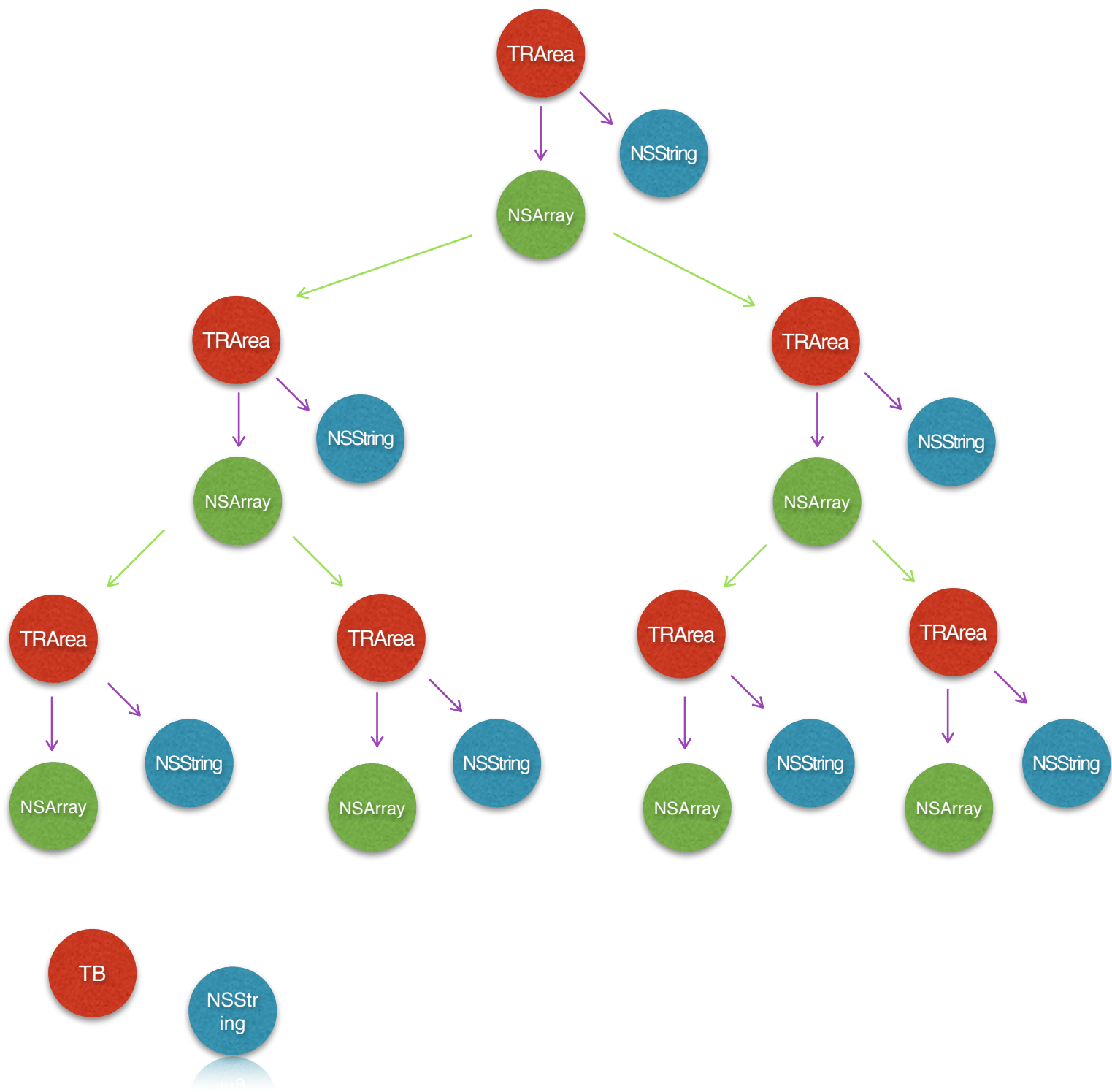


Always send the object to other view controllers. If you change one of the properties later, then you don't worry about changing all the properties in others views. Because you have sent the object (the whole package) to them.



They are the same object sharing the same pointer





TRViewController
@property int sunCount



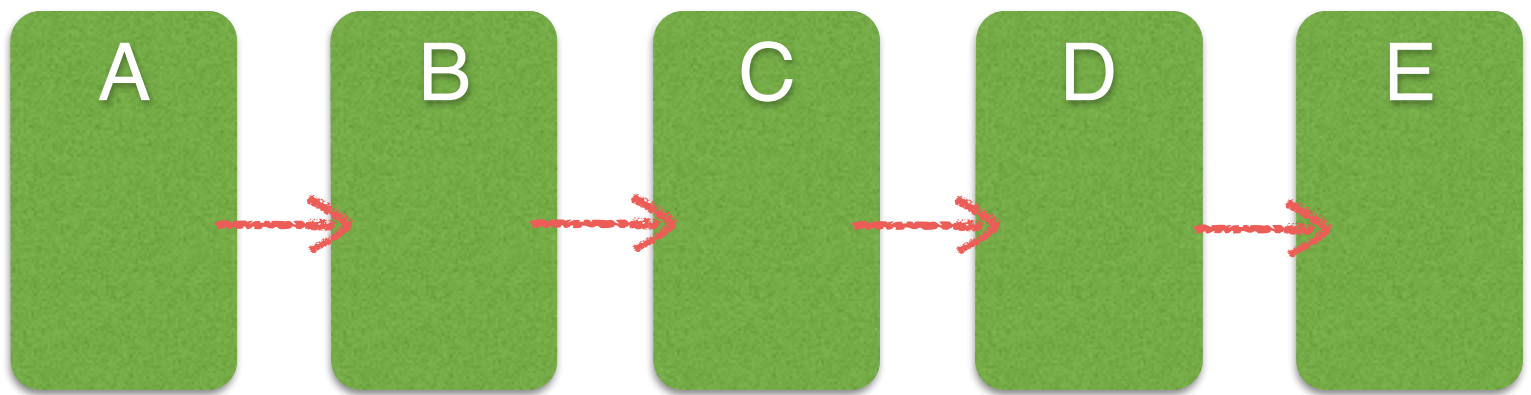
TRSunFlower
you wanna access **sunCount**
in the class from the left.

@property (nonatomic,weak)
TRViewController *viewController

then you can access the
property **sunCount** through
viewController property

Normally, we use the name
delegate instead of
viewController

@property (nonatomic,weak)
TRViewController *delegate



In this case, you have a button in View E, however, you want to design a feature that ,by tapping button in View E, you can change all the labels separated in View A,B,C,D. You need the feature notification to implement this.