Разработване на приложениея под iOS

Тодор Питеков

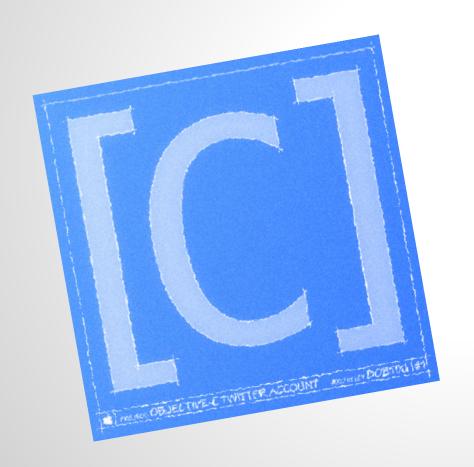


About me

- Тодор Питеков
- 2 години iOS developer в Мобилни Иновации
- Основен разработчик на pCloud app за iOS



Objective-C





Objective-C

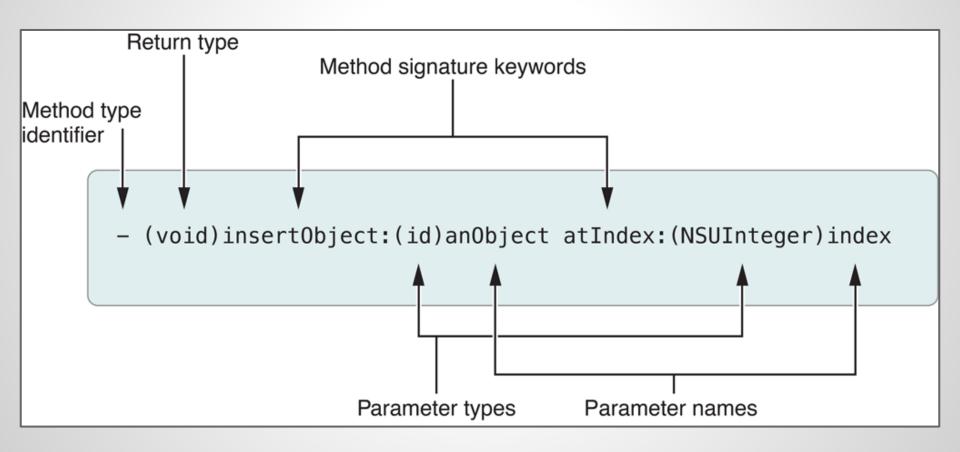
```
@interface Character : NSObject

@property (nonatomic, assign) NSInteger health;
@property (nonatomic, assign) NSInteger mana;
@property (nonatomic, strong) Weapon *weapon;

- (id)initWithName:(NSString *)name healthPoints:(NSInteger)hp manaPoints:(NSInteger)mp;
- (void)hit:(NSInteger)points;
- (void)kill;
@end
```

```
- (Character *)createCharacterWithName:(NSString *)name
{
   Character *character = [[Character alloc] initWithName:name healthPoints:100 | manaPoints:100];
   return character;
}
- (void)hitCharacter:(Character *)character
{
   NSInteger damage = [[self weapon] damage];
   [character hit:damage];
   if ([character health] <= 0) {
        [character kill];
   }
}</pre>
```

Objective-C



Xcode

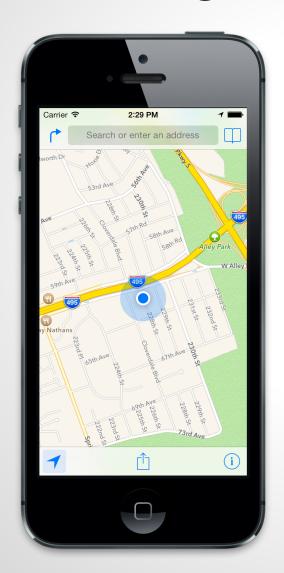


Instruments





Simulator





Можете да намерите сорс кода в github на адрес:

https://github.com/pcloudfs/ios-intro