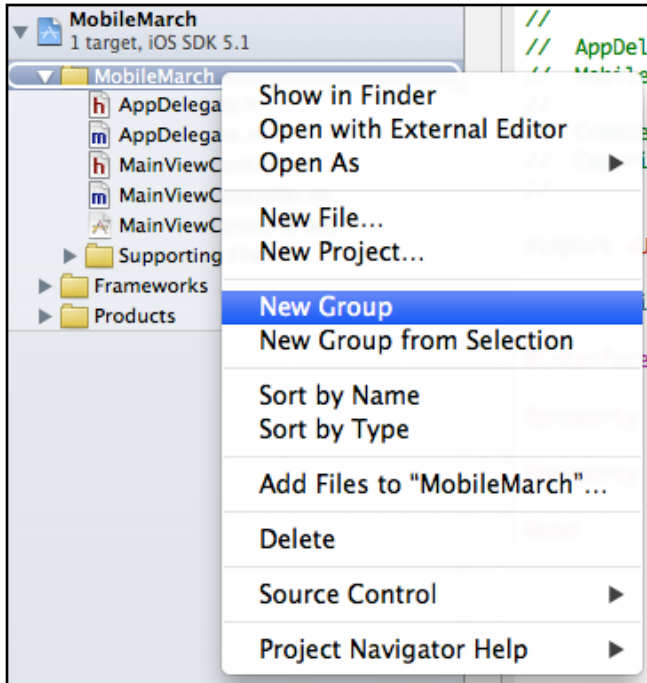


Organizing with Groups

1. Right-click (or control-click) on the “Mobile March” folder and select “New Group”. Name this group “Controllers”. Repeat the process and create another group called “Models”.



2. Drag and drop the following files into the “Controllers” group:

- MainViewController.h
- MainViewController.m
- MainViewController.xib
- ModalViewController.h
- ModalViewController.m
- ModalViewController.xib

Creating the Session Class

1. Right-click the “Models” group and select “New File...”. This will bring up a list of file templates. Select “Objective-C class” and press the “Next” button.
2. Enter the name “Session” in the **Class** field and make sure “NSObject” is selected in the **Subclass of** field. Press the “Next” button.

Mobile March: Objective-C Exercise

3. Accept the defaults in the last dialog and press the “Create” button. This will create two files in your project: Session.h and Session.m
4. Add the following property declarations to the Session.h file.

```
@interface Session : NSObject

@property (nonatomic, copy) NSString *title;
@property (nonatomic, copy) NSString *presenter;
@property (nonatomic, copy) NSString *details;
@property (nonatomic, copy) NSString *time;

@end
```

5. Add the following synthesize statements to Session.m

```
#import "Session.h"

@implementation Session

@synthesize title = _title;
@synthesize presenter = _presenter;
@synthesize details = _details;
@synthesize time = _time;

@end
```

Creating the Developer Class

1. Following the same procedure as above, create a new class under the “Models” group called “Developer”. This class should extend from NSObject.
2. Declare two NSString properties: firstname and lastname. Add the appropriate @synthesize statements to the implementation file.
3. To simplify the creation of Developer instances we’ll add a custom init method that will take the developer’s first and last name values. Add the following method prototype to the Developer.h file:

```
- (id)initWithFirstname:(NSString *)firstname lastname:(NSString *)lastname;
```

4. Add the actual implementation of this init method in Developer.m

```
- (id)initWithFirstname:(NSString *)firstname lastname:(NSString *)lastname {
    self = [super init];
    if (self) {
        self.firstname = firstname;
        self.lastname = lastname;
    }
    return self;
}
```

Your completed Developer.h and Developer.m should look as follows:

Developer.h

```
@interface Developer : NSObject

@property (nonatomic, copy) NSString *firstname;
@property (nonatomic, copy) NSString *lastname;

- (id)initWithFirstname:(NSString *)firstname lastname:(NSString *)lastname;

@end
```

Developer.m

```
#import "Developer.h"

@implementation Developer

@synthesize firstname = _firstname;
@synthesize lastname = _lastname;

- (id)initWithFirstname:(NSString *)firstname lastname:(NSString *)lastname {
    self = [super init];
    if (self) {
        self.firstname = firstname;
        self.lastname = lastname;
    }
    return self;
}

@end
```