LESSON 5

Ternary Operators

var y = X < 6? "less than" : "larger than"

Object Oriented Programming

Principles:

1. Encapsulation
2. Abstraction
3. Polymorphism
4. Inheritance
5. Encapsulation is allowing access to certain properties or methods of a class. We restrict access to certain methods and properties. These restricted methods are called "private".
6. Abstraction: Tied in to DRY (Don’t repeat yourself). Abstraction allows us to reuse code.
7. Inheritance: A subclass will get all the functions and methods of a superclass, unless told otherwise
8. Polymorphism: Setting properties and method to a subclass that are different from its parent class, but that are taking from a class up or down the branch.

Classes

* A struct is a value type. A class is a reference.
* Every view should have a view controller
* Always capitalize Classes and Structs

Structs

* Structs are our models for data. Use them over classes for data. Structs are managed in the Stack, classes are managed on the Heap.
* Structures do not have inheritance. There are no "sub-structures".
* They are less dangerous and less memory intensive than classes.
* We don’t have to set defaults or initialize variables in a struct

CocoaTouch Class

A predefined class. We use it to inherit from something predefined

Group models and controllers together

Outlets are for properties, actions are for events

Memberwise initializing