

# Defining Classes

## Classes Are Blueprints for Objects

In Objective-C, the class interface specifies exactly how a given type of object is intended to be used by other objects. In other words, it defines the public interface between instances of the class and the outside world.

> Mutability Determines Whether a Represented Value Can Be Changed

> Classes Inherit from Other Classes

> The Root Class Provides Base Functionality

Button class inheritance



## The Interface for a Class Defines Expected Interactions

> Basic Syntax

```
@interface SimpleClass : NSObject

@end
```

> Properties Control Access to an Object's Values

> Property Attributes Indicate Data Accessibility and Storage Considerations

> Method Declarations Indicate the Messages an Object Can Receive

> Methods Can Take Parameters

> Class Names Must Be Unique

## The Implementation of a Class Provides Its Internal Behavior

> Basic Syntax

> Implementing Methods

Objective-C Classes Are also Objects