NS-objects（BOOL, NSString , NSArray , NSLog ,NSNumber NSUInteger ）

定义

使用

输出时%@ %lu（用于number）

方法的传递

传参数如何接收

If else 语句

Switch的语句

For循环

NSArray \*newHats = @[@"Cowboy", @"Conductor", @"Baseball",

@"Beanie", @"Beret", @"Fez"];

for (NSString \*hat in newHats) {

NSLog(@"Trying on hat %@", hat);

}

枚举

NSArray \*newHats = @[@"Cowboy", @"Conductor", @"Baseball",   
 @"Beanie", @"Beret", @"Fez"];  
  
[newHats enumerateObjectsUsingBlock:  
 ^(NSString \*hat, NSUInteger index, BOOL \*stop){  
 NSLog(@"Trying on hat #%lu: %@", index+1, hat);  
 }  
];

Class的创建

生成.h的文件

@interface Car : NSObject

@property NSString \*phoneName;

@property NSString \*modelNumber;

@end

.m的文件

#import "Car.h"

@implementation Car

@end

调用class

#import "Car.h"

Car \*talkingiPhone = [[Car alloc] init];

talkingiPhone.phoneName =@"iphone";

NSLog(@"%@", talkingiPhone.phoneName);

判断对象是否为存在

[talkingiPhone respondsToSelector:@selector(thisMessageDoesNotExist)]