



# Objective-C Cheat Sheet and Quick Reference

## Class Header (.h)

```
#import "AnyHeaderFile.h"

@interface ClassName : SuperClass {
    //declare instance variables
}
// define properties
// define methods (including any
// custom initializers)
@end
```

## Class Implementation (.m)

```
#import "YourClassName.h"

@implementation ClassName
// synthesize properties
// implement methods (including any
// custom initializers, and dealloc)
@end
```

## Defining Methods

```
- (anytype) doIt;
- (anytype) doItWithA:(anytype) a;
- (anytype) doItWithA:(anytype) a
    andB:(anytype) b;
```

## Implementing Methods

```
- (anytype) doItWithA:(anytype) a
    andB:(anytype) b {
    // Do something with a and b...
    return retVal;
}
```

## Dealloc

```
- (void) dealloc {
    // Release any retained variables...
    [super dealloc];
}
```

## Creating a Class Instance

```
ClassName * myClass =
    [[ClassName alloc] init];
// myClass valid until you call:
[myClass release]; // Don't need w/ ARC

ClassName * myClass =
    [[[ClassName alloc] init]
     autorelease];
// myClass valid until next run loop
```

## Calling a Method

```
[myClass doIt];
[myClass doItWithA:a];
[myClass doItWithA:a andB:b];
```

## Defining Properties

```
@property (attribute1, attribute2)
    propertyName;
```

<b>retain</b>	Call retain on assign
<b>assign</b>	Normal assign (default)
<b>copy</b>	Make copy on assign
<b>nonatomic</b>	Make not threadsafe
<b>readwrite</b>	Create getter&setter (default)
<b>readonly</b>	Create just getter

## Synthesizing Properties

```
@synthesize propertyName;
@synthesize propertyName =
    _myInstanceVariable;
```

## Using Properties

```
[myClass setName:a];
myClass.propertyName = a; // alternative
a = [myClass propertyName];
a = test.propertyName; // alternative
```

## Declaring Variables

```
anytype myVariable;
```

<b>int</b>	1, 2, 500, 10000
<b>float</b>	1.5, 3.14, 578.234
<b>double</b>	
<b>BOOL</b>	YES, NO, TRUE, FALSE
<b>ClassName *</b>	NSString *, NSArray *, etc.
<b>id</b>	Can hold ref to any object

## Custom\_INITIALIZER Example

```
- (id) initWithParam:(anytype) param {
    if ((self = [super init])) {
        self.propertyName = param;
    }
    return self;
}
```

## NSString Quick Examples

```
NSString *personOne = @"Ray";
NSString *personTwo = @"Shawn";
NSString *combinedString =
    [NSString stringWithFormat:
     @"%@: Hello, %@!",
     personOne, personTwo];
NSLog(@"%@", combinedString);
NSString *tipString = @"24.99";
float tipFloat = [tipString floatValue];
```

## NSArray Quick Examples

```
NSMutableArray *array =
    [NSMutableArray arrayWithObjects:
     personOne, personTwo, nil];
[array addObject:@"Waldo"];
NSLog(@"%d items!", array.count);
for (NSString *person in array) {
    NSLog(@"Person: %@", person);
}
NSString *waldo =
    [array objectAtIndex:2];
```