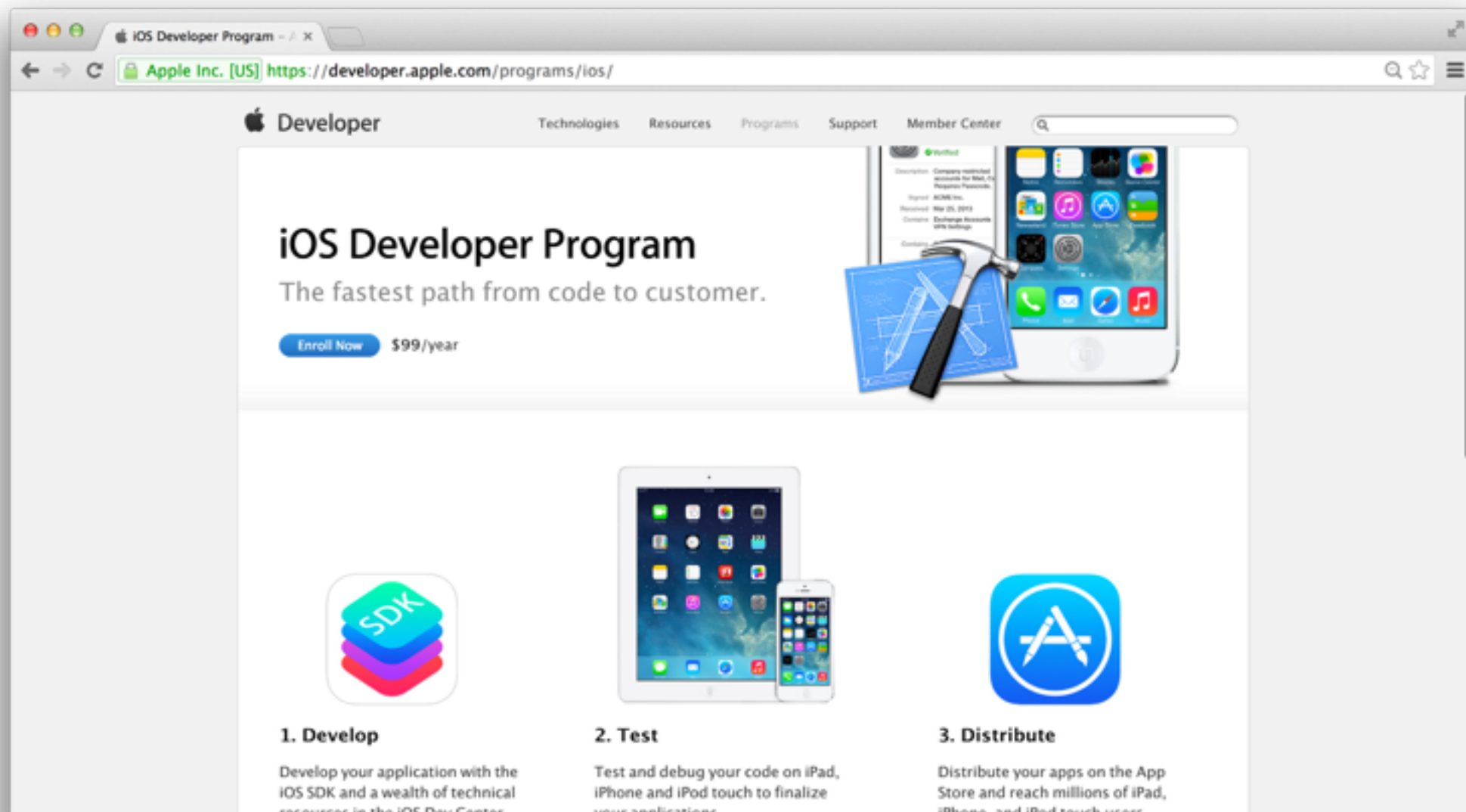


CS50 Seminar

Introduction to iOS



Design.Code.Build.Innovate

Objective-C

- Just the same as C/C++
- Except it's object-oriented
- And much more...

Library vs. Framework

- C/C++

```
#include <stdio.h>
```

- Objective-C

```
#import <UIKit/UIKit.h>
```

Print vs. NSLog

- C/C++

```
printf("hello, world");
```

- Objective-C

```
NSLog(@"hello, world");
```



```
NSLog(@"%d", 42);
```

```
NSLog(@"%f", 1.0);
```

```
NSLog(@"%@, apple);
```

Function vs. Method

(Declaring)

- C/C++

```
bool function(int n, char *array)
{

}
```

- Objective-C

```
-(NSArray *)methodWithNumber:(NSUInteger)number andArray:(NSArray *)array
{

}
```

* <http://stackoverflow.com/questions/7626412/difference-between-int-nsinteger-and-NSUInteger>

Function vs. Method

(Calling)

- C/C++

```
bool b = function(0, {a, b, c, d});
```

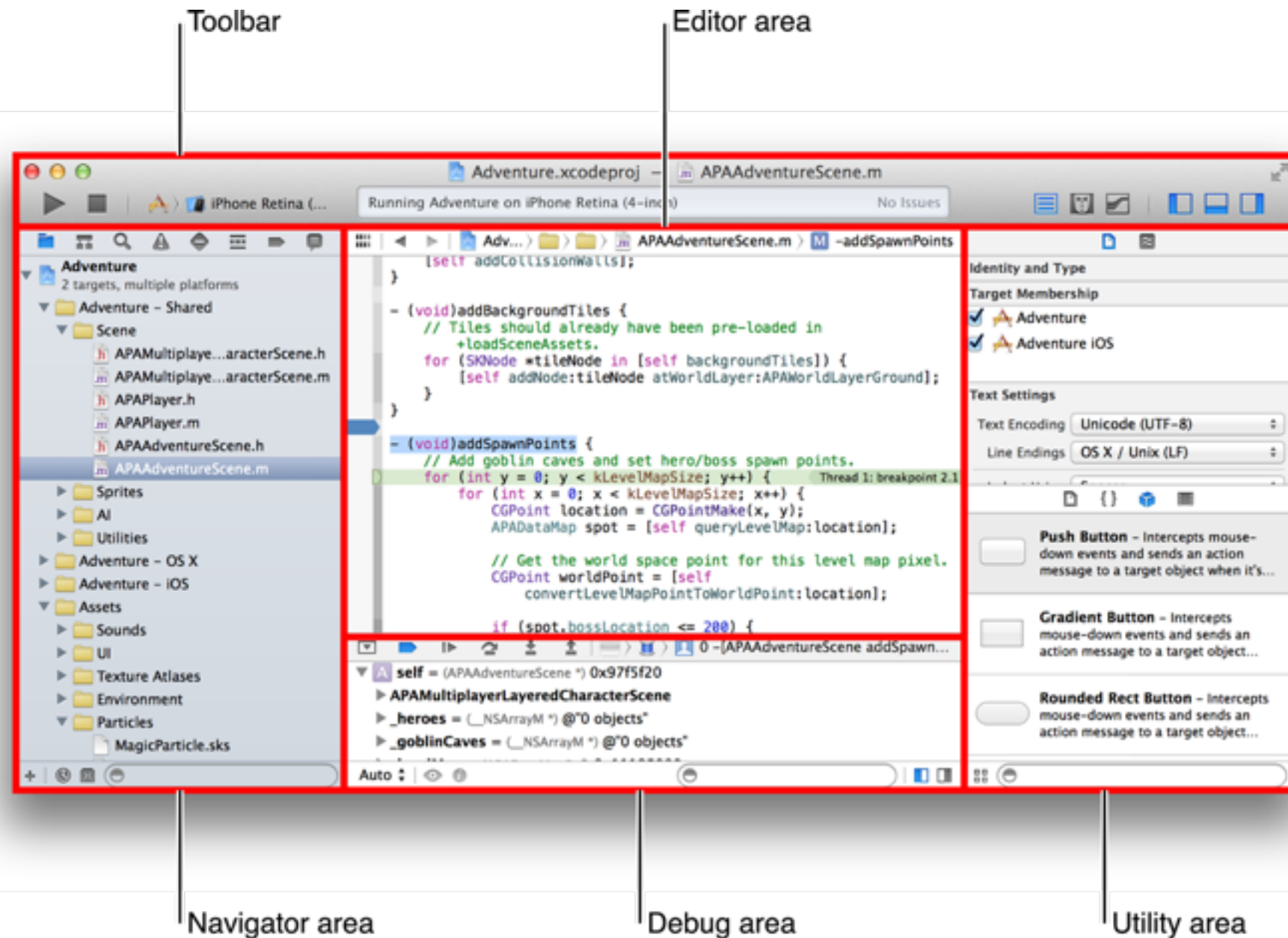
- Objective-C

```
NSArray *my_array = [object numberWithNumber:0 andArray:@[a, b, c, d]];
```



Xcode 5

Integrated Development Environment (IDE)



Workspace

Single-Window Interface

If Statement

- C/C++

```
if (0 != 1 || a == 'A')  
{  
  
}
```

- Objective-C

```
if (0 != 1 || [word isEqualToString:@"hello, world"])  
{  
  
}
```

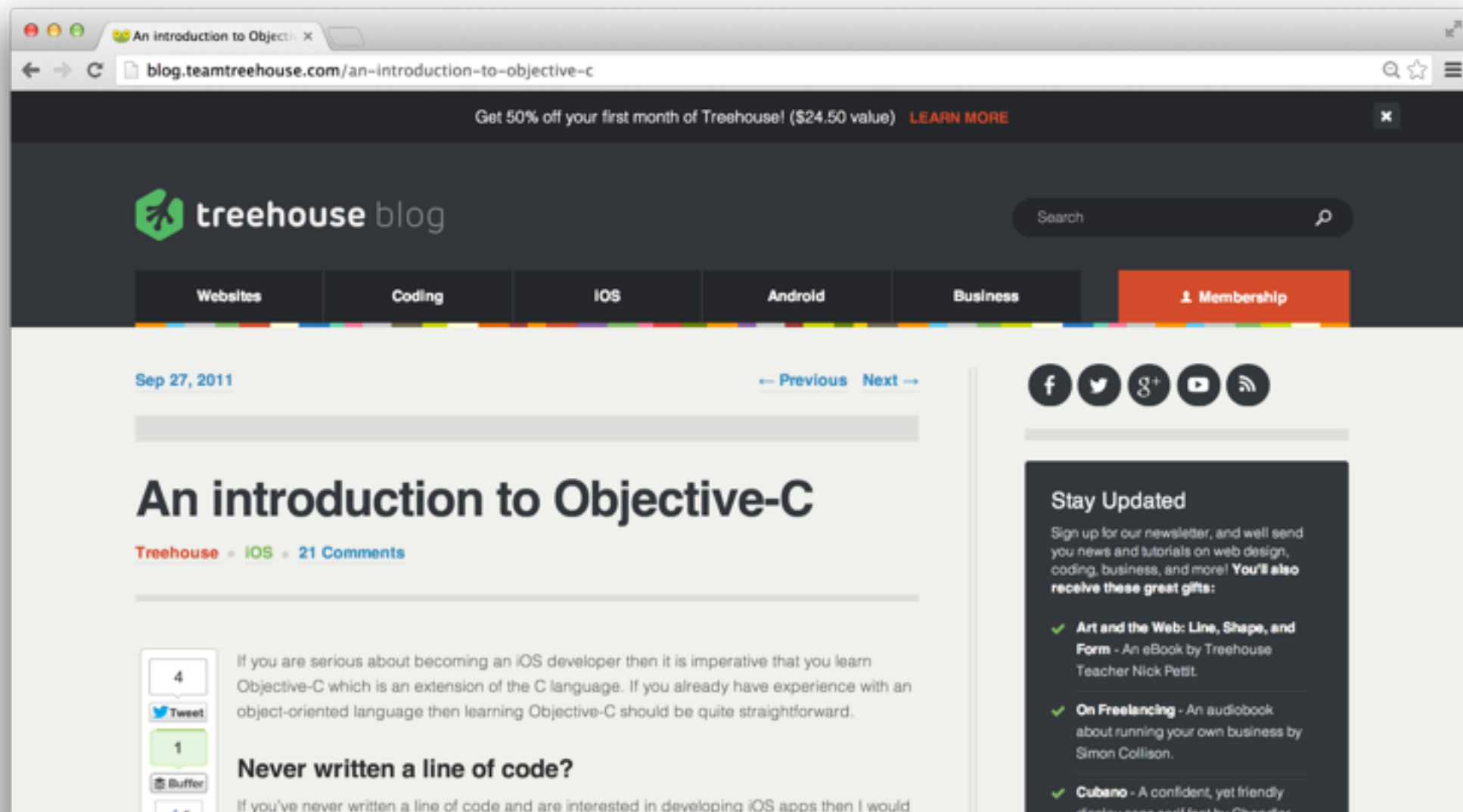
For Statement

- C/C++

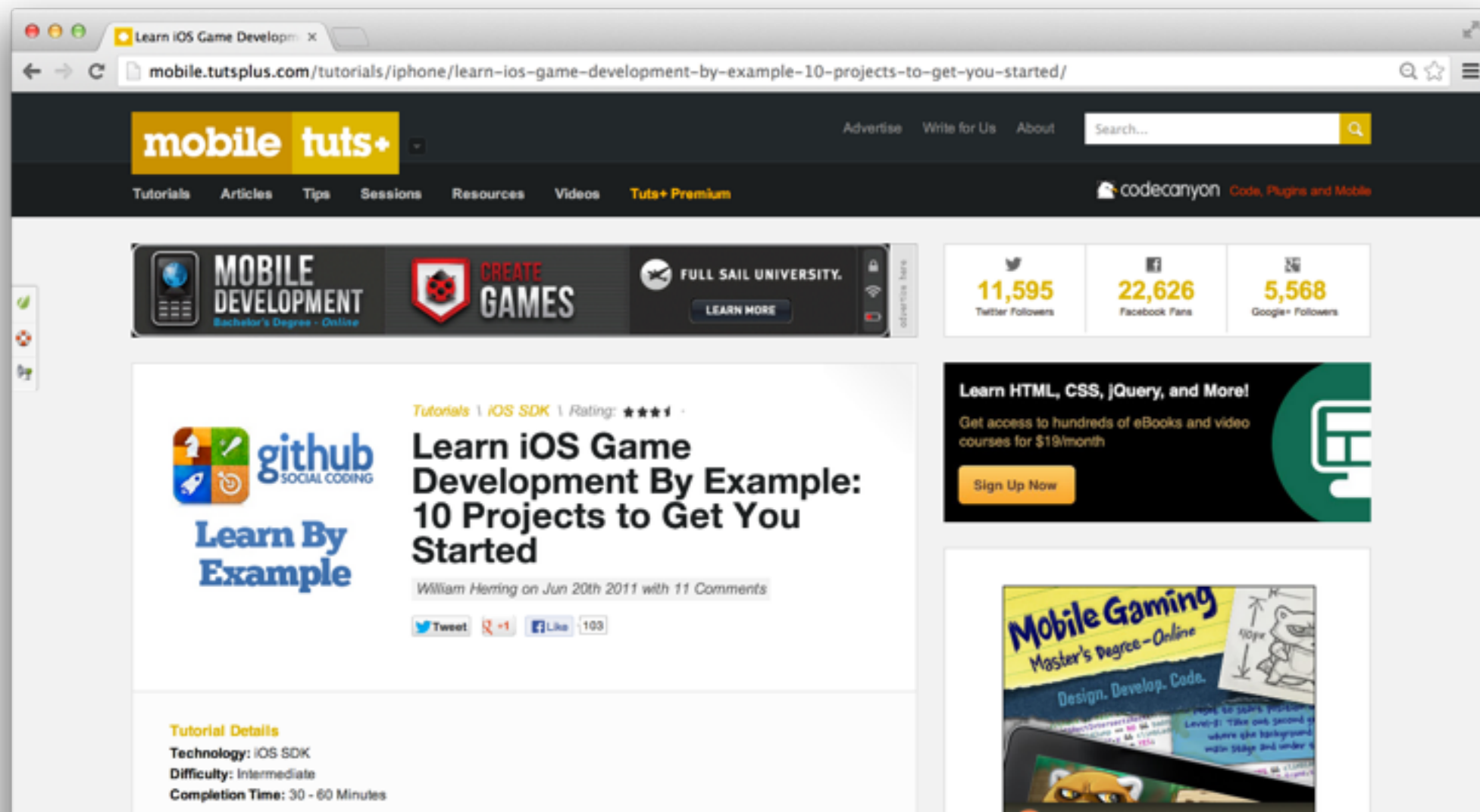
```
for (int i = 0, n = strlen(s); i < n; i++)  
{  
  
}
```

- Objective-C

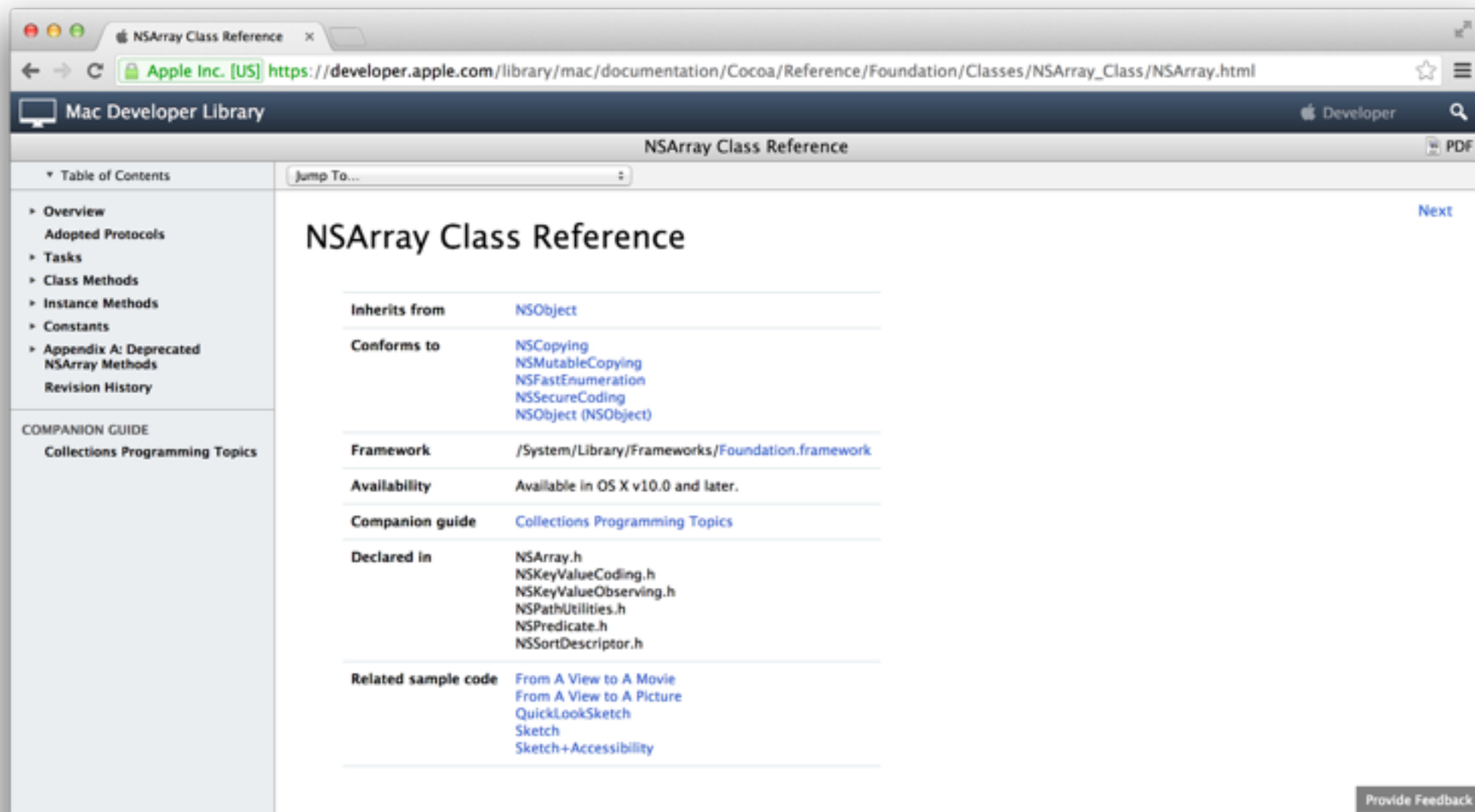
```
for (NSUInteger i = 0, n = array.count; i < n; i++)  
{  
  
}
```



<http://blog.teamtreehouse.com/an-introduction-to-objective-c>



<http://mobile.tutsplus.com/tutorials/iphone/learn-ios-game-development-by-example-10-projects-to-get-you-started/>



https://developer.apple.com/library/mac/documentation/Cocoa/Reference/Foundation/Classes/NSArray_Class/

Google search “NSArray”