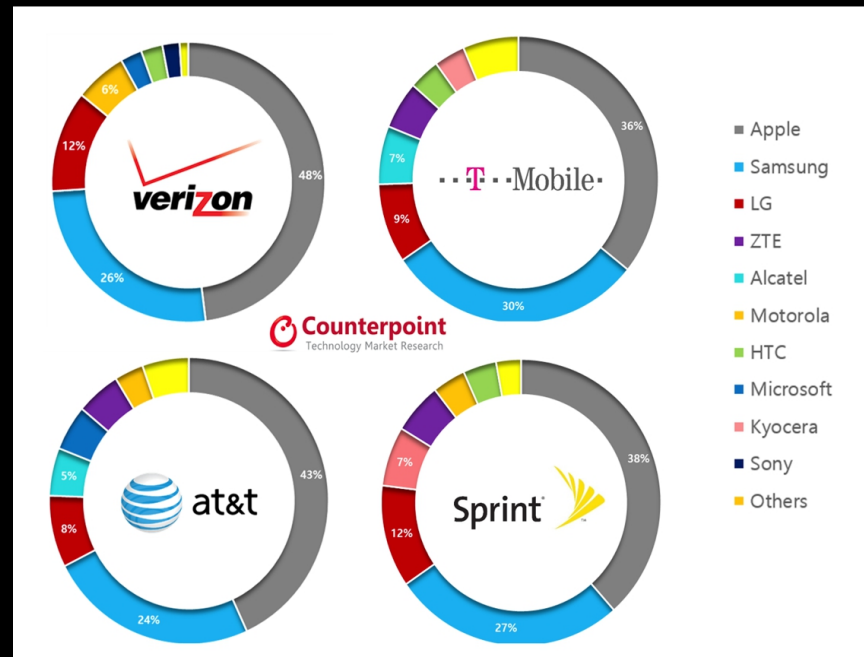
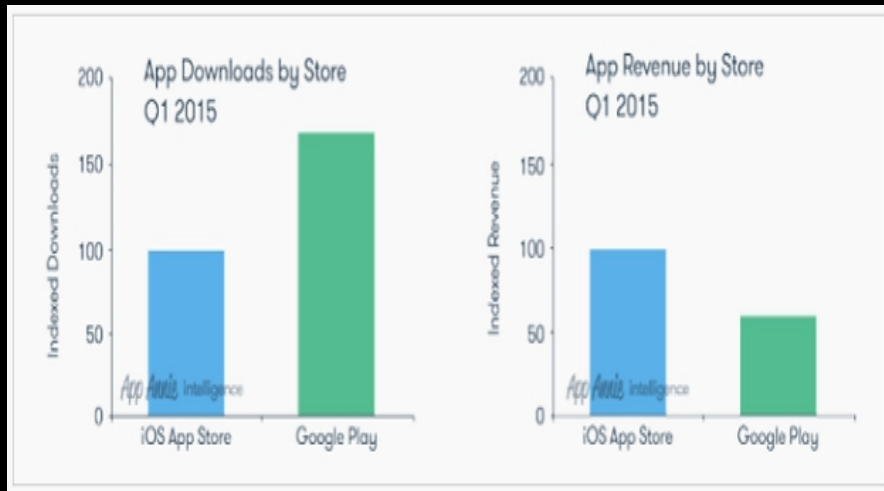


# Amazing iPhone Apps with Objective-C

A CS50Seminar by Zack Chauvin'17

# Why iPhone?



# Why Objective-C?

Wealth of Resources

Established language

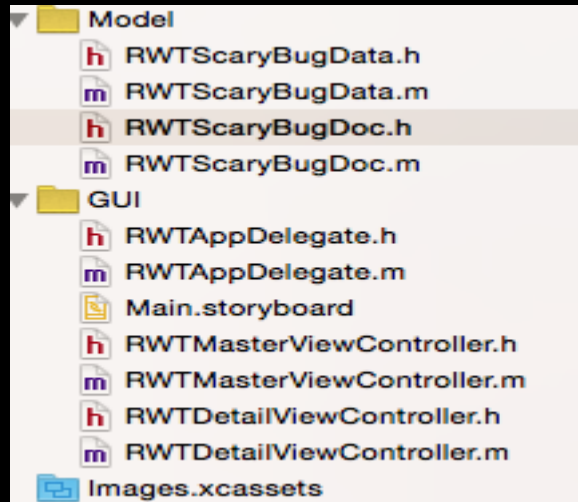
Similarity to C

Dominates Industry

[illegible]

# Broad Overview ofObj-C

# Similarity to .c/.h



# Object-Oriented Programming



```
@interface Car : NSObject

@property (strong) NSString *brand;
@property (strong) NSString *make;
@property (assign) float speed;

- (void)startDrivingAtSpeed:(float) speed;
- (void)stopDriving;

@end
```

# Instance and Class Methods

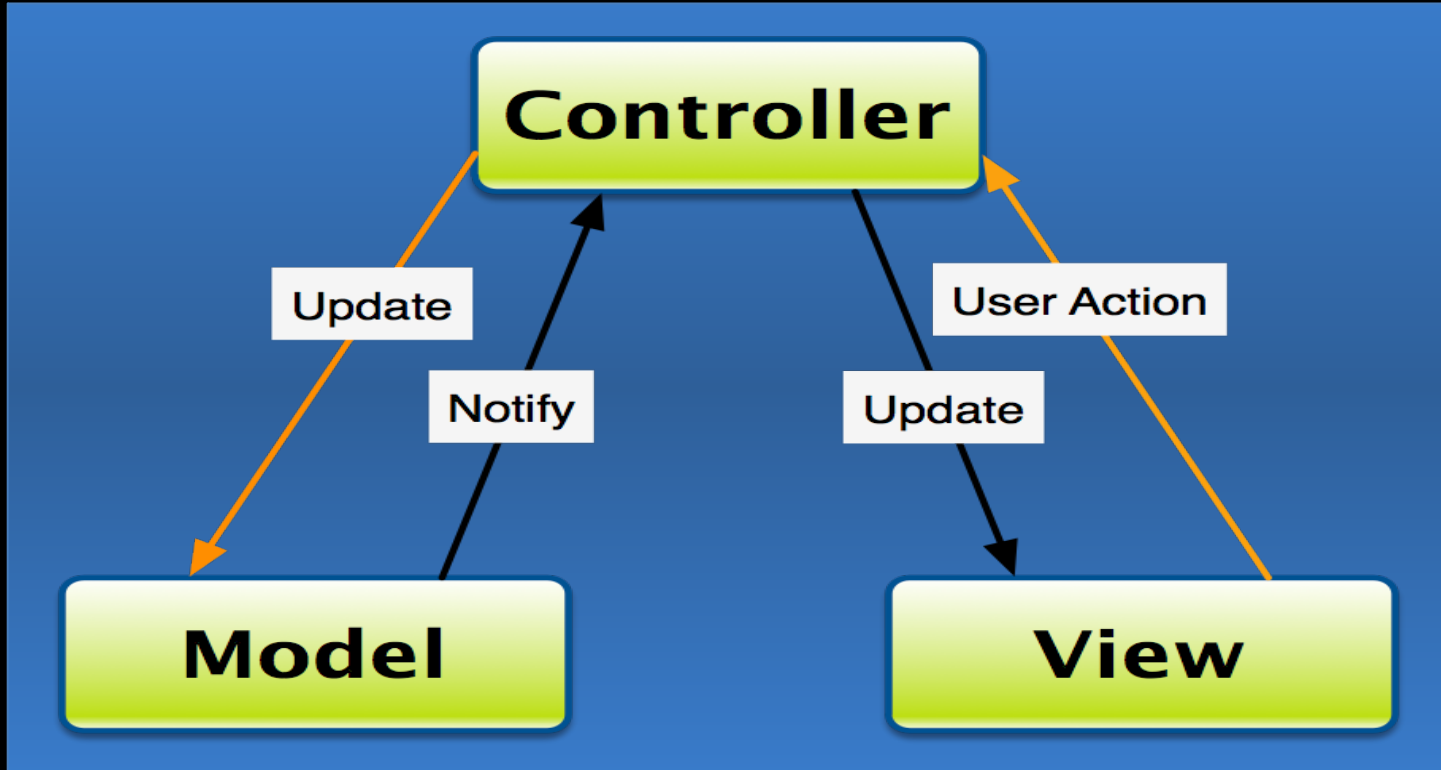
```
// this is an instance method
- (return type)myMethodTakesAString:(NSString*)stringVar AndAFloat:(float)floatVar;

// this is a class method
+ (return type)myClassMethodTakesAString:(NSString*)string;
```

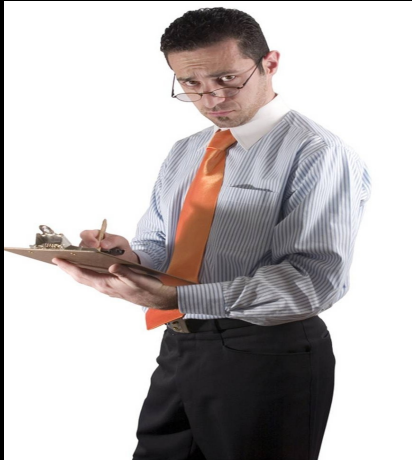
```
MyClass* instance = [[MyClass alloc] init];
[instance myMethodTakesAString:@"Hello!" andAFloat:1.5];
[MyClass myClassMethodTakesAString:@"Hello Again!"];
```



# Model View Controller



# Analogy



Model



Controller



View

# Code Example: Scary Bugs

# Final Tips

Make a small practice app  
before you jump into  
the final project!

Usegitto collaborate with  
partners and save work!

Run your code often  
to catch bugs early!

# Resources

[raywenderlich.com](http://raywenderlich.com)

Stanford iOS Course (2013)

<http://rypress.com/tutorials/objective-c>