

Writing class definitions



A class is usually (always) defined in a pair of files. Both have the same name, which is the name of the class. One has a .h extension, the other has .m extension.

.h is the header file. It contains the interface declaration, which includes the data members of the class, a class it inherits from and declarations for the methods (subroutines) associated with the class.

.m is the implementation file. It contains the actual code for the methods.

You can use C++ in an iPhone app. Any implementation file that contains or imports a file with C++ must have the extension “.mm”.

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

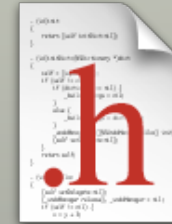
```
@interface Person: NSObject
```

```
{  
    NSString *name;  
    int age;  
}
```

```
// method declarations
```

```
- (Person*) init;  
- (void) dealloc  
  
- (NSString *) name;  
- (void) setName:(NSString *) value;  
- (int) age;  
- (void) setAge:(int)age;  
- (BOOL) canLegallyVote;  
- (void) castBallot;
```

```
@end
```



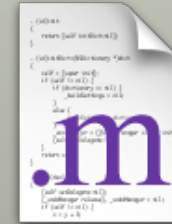
```
#import "Person.h"
```

```
@implementation Person
```

```
- (id)init  
{  
    if (self = [super init]) {  
        name = [[NSString alloc] init];  
        age = 0;  
    }  
    return self;  
}
```

```
- (void)dealloc {  
    [name release];  
    [super dealloc];  
}
```

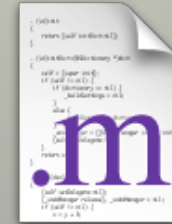
```
//... and other methods  
@end
```



```
//some other methods
```

```
- (int)age  
{  
    return age;  
}
```

```
- (void)setAge:(int)value  
{  
    age = value;  
}
```



```
//more methods
```

```
- (BOOL)canLegallyVote  
{  
    return ([self age] >= 18);  
}
```

```
- (void)castBallot  
{  
    if ([self canLegallyVote])  
    {  
        // do voting stuff  
    } else {  
        NSLog (@“I’m not allowed to vote!”);  
    }  
}
```

