

Defined Types

BOOL

DECLARED IN objc/objc.h

SYNOPSIS `typedef char BOOL;`

DESCRIPTION	This type carries the basic boolean distinction between YES and NO (true and false).
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Class

DECLARED IN objc/objc.h

SYNOPSIS `typedef struct objc_class *Class;`

DESCRIPTION Class is the data type for class objects. The **objc_class** structure it refers to holds information compiled from the class definition; details of its contents can be found in Chapter 15, ^aRun-Time System.^o

Every object has an **isa** instance variable of this type, which enables the object to identify its class.

Class objects can also be assigned to type **id**. But just as instances of a class can be statically typed by using the class name, class objects can be more particularly typed with the `Class` data type.

id

DECLARED IN objc/objc.h

```

SYNOPSIS                                     typedef struct objc_object {
Class isa;
} *id;

```

DESCRIPTION The **id** data type designates an Objective C object of any class. All objects, including both instances and class objects, can be assigned to this type.

IMP

DECLARED IN objc/objc.h

SYNOPSIS `typedef id (*IMP) (id, SEL, ...);`

DESCRIPTION This is the data type returned by Object's **methodFor:** method to identify a method implementation. It's defined as a pointer to a function that returns an **id** and takes an object (**self**)

and a selector (**_cmd**) as its first two arguments.

SEL

DECLARED IN objc/objc.h

SYNOPSIS `typedef struct objc_selector *SEL;`

DESCRIPTION The SEL type identifies method selectors. Valid SEL values are assigned only by the run-time system. They are never 0.

STR

DECLARED IN objc/objc.h

SYNOPSIS typedef char *STR;

DESCRIPTION	This type is a rarely used shorthand for a character string. It's mainly of historical interest.
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Symbolic Constants

Boolean Constants

DECLARED IN objc/objc.h

SYNOPSIS	YES (BOOL)1
NO	(BOOL)0

DESCRIPTION	YES and NO are the standard values assigned to BOOL variables.
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Empty Objects

DECLARED IN objc/objc.h

SYNOPSIS	nil	(id)0
Nil	(Class)0	

DESCRIPTION **nil** is the common notation for a NULL object. **Nil** is sometimes used for a NULL class object, but **nil** typically serves this purpose as well.