

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
Class isa;
} *id;
typedef struct objc_object {

```

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**)

