

# Defined Types

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## **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, “Run-Time System.”

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.

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## **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.

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## **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.

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## **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.

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## 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.

# Symbolic Constants

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## 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.