

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).

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.

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.

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.		

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.		