

Types and Constants

Defined Types

BOOL

typedef char **BOOL**;

Class

typedef struct objc_class ***Class**;

id

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

IMP

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

SEL

typedef struct objc_selector ***SEL**;

STR

typedef char ***STR**;

Symbolic Constants

Boolean Constants

YES	(BOOL)1
NO	(BOOL)0

Empty Objects

nil	(id)0
Nil	(Class)0