

# 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