Lesson 5: Cocoa Touch and Design Patterns
Key Terms and Definitions

Term	Definition
Cocoa Touch	An application development environment built from Objective-C that includes frameworks to make iOS development easier.
Cocoa	An application development environment built from Objective-C used to develop applications that run on OS X.
Frameworks	A set of libraries dynamically shared, so multiple apps can access the framework code and resources at the same time.
Delegation	A design pattern in which one class has another class carry out specific actions on its behalf.
Protocol	A set of methods that do a certain job or perform a certain role.
Notification Center	Part of the Foundation framework that broadcasts a message to any object that is setup to watch for messages.
Key-Value Observing	One object sees the property of another object so that changes between related objects can be synchronized.
Model-View-Controller (MVC)	A design pattern in which objects in an app are assigned a role: model, view, or controller. Models handle the data; views display the interface and make up the content; and controllers handle the interaction between views and models.
Foundation Framework	Takes the Core Foundation Framework (C Framework) and wraps it in Objective-C. The Foundation framework determines how all of the components interact with each other.
UIK framework	This framework is required for interface creation and interaction and includes features such as user interface management and touch and motion based events.
Core Graphics Framework	This framework consists of the interfaces for drawing 2D images and includes support for images, colors, and pdf document creation and display.