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## Quiz 4: Objective-C

1. Which of the following is the correct syntax for a message in Objective-C?
  - a. NSDate=[datebyAddingTimeInterval:100000];
  - b. NSDate \*later={today datebyAddingTimeInterval:100000};
  - c. NSDate \*later=[today datebyAddingTimeInterval:100000];
  - d. NSDate={datebyAddingTimeInterval:100000};
2. A/an \_\_\_\_\_ is a generic data type that is required when there is an instance variable that has a pointer
  - a. id
  - b. collection class
  - c. message
  - d. superclass
3. How would a single line comment be indicated?
  - a. Enclose the comment in curly braces { }
  - b. Enclose the comment in brackets [ ]
  - c. Use the /\*characters to begin the comment
  - d. Use the // characters to begin the comment

Refer to the code below to answer questions 4-6

```
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
@property (weak, nonatomic) IBOutlet UIImageView *picView;
@property (weak, nonatomic) IBOutlet UILabel *picLabel;
- (IBAction)showButton:(id)sender;

@end
```

4. In the code shown above, how many instance variables are being declared?
  - a. 0
  - b. 1
  - c. 2
  - d. 3
5. How is an action or method which will be visible inside the Interface Builder section indicated?
  - a. # import
  - b. @interface
  - c. @property
  - d. - (IBAction)
6. Which file would contain this code?
  - a. Header (.h) file
  - b. Implementation (.m) file
  - c. .xib



- d. Storyboard file
7. Which of the following is an invalid variable name?
- a. PuPPy
  - b. 1puppy
  - c. Puppy1
  - d. \_1Puppy
8. Blocks are used to handle a problem with callbacks. Which character is used to indicate a block?
- a. //
  - b. ^
  - c. @
  - d. \*
9. A timer with a time interval, a target, and an action is created. After the interval has elapsed, the timer sends the action message to its target. What type of callback is being used?
- a. Helper object
  - b. Notification
  - c. Target-action
  - d. This example would not use a callback

Refer to the code below for questions 9 and 10.

```
1 - (IBAction)capButton:(id)sender
2     NSString *message=_capInput.text;
3     _capLabel.text=message;
     [_capInput resignFirstResponder];
}
```

10. Which line of code above has an error?
- a. Line 1
  - b. Line 2
  - c. Line 3
  - d. There are no errors in the code
11. What is the result of the last line of code?
- a. Clears the screen
  - b. Clears the keyboard
  - c. Clears the message
  - d. Clears the action

