

iOS

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

int main(int argc, const char * argv[])
{
    @autoreleasepool {
        NSLog(@"Hello, World!");
    }
    return 0;
}
```

Categories

```
@interface Foo (Bar)
```

```
- (void)baz;
```

```
@end
```

Protocols

```
@interface Student <NSCopying> {  
}
```

```
...
```

```
@end
```

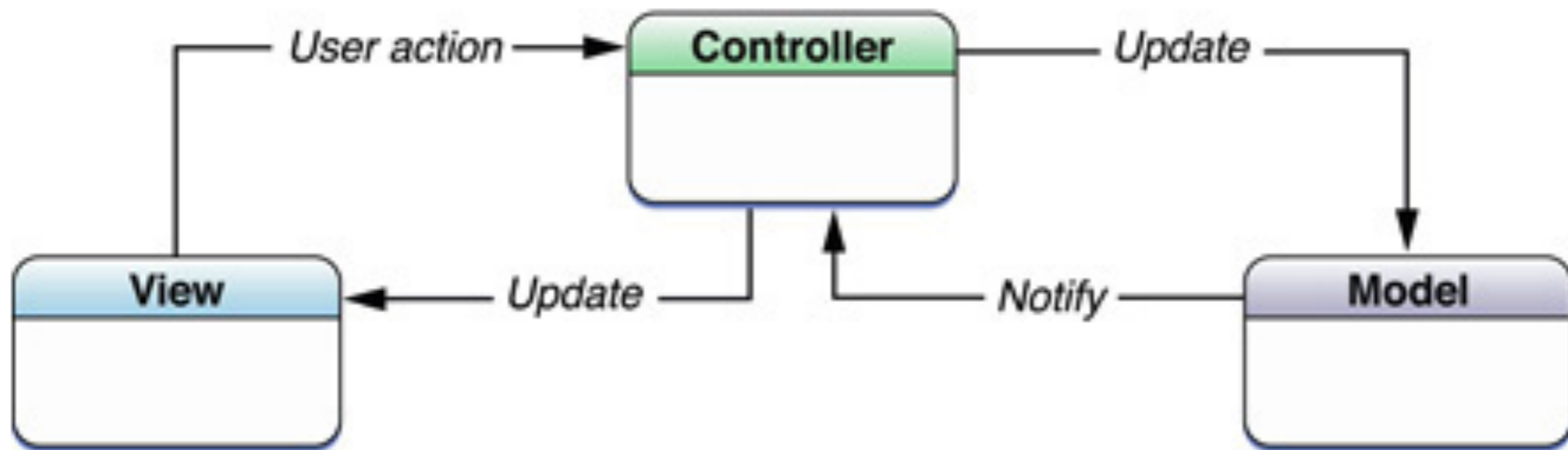
NSException

```
@try {  
    // try something here  
}  
  
@catch (NSException *e) {  
    // handle exception here  
}  
  
@finally {  
    // do something here  
}
```

NSError

```
NSError *e = nil;  
if ([foo bar:baz error:&e] == nil)  
{  
    // handle error  
}
```

MVC



UIKit

UIApplication

UIApplicationDelegate

UIView

UIViewController

UIWindow

...

templates

Master-Detail Application

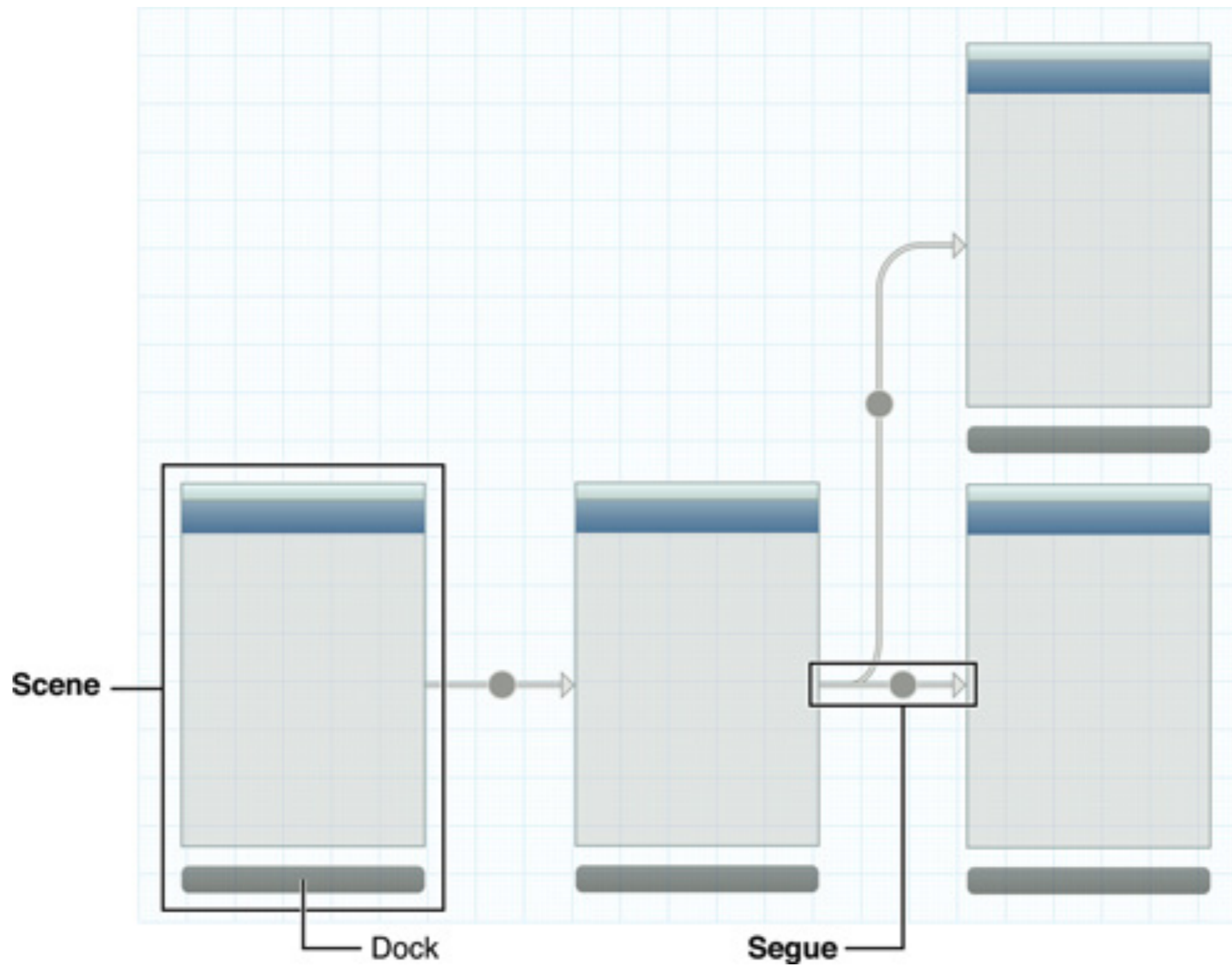
Single View Application

Tabbed Application

Utility Application

...

storyboards



to be continued...