

```
1. //
2. // AppDelegate.h
3. // AnnotatedUtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @class MainViewController;
12.
13. @interface AppDelegate : UIResponder <UIApplicationDelegate>
14.
15. @property (strong, nonatomic) UIWindow *window;
16.
17. @property (strong, nonatomic) MainViewController *mainViewController;
18.
19. @end
```

```
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2. // AppDelegate.m
3. // AnnotatedUtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "AppDelegate.h"
10.
11. #import "MainViewController.h"
12.
13. @implementation AppDelegate
14.
15. @synthesize window = _window;
16. @synthesize mainViewController = _mainViewController;
17.
18. - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
19. {
20.     self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
21.     // Override point for customization after application launch.
22.     self.mainViewController = [[MainViewController alloc] initWithNibName:@"MainViewController" bundle:nil];
23.     self.window.rootViewController = self.mainViewController;
24.     [self.window makeKeyAndVisible];
25.     return YES;
26. }
27.
28. - (void)applicationWillResignActive:(UIApplication *)application
29. {
30.     // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions
31.     // (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
32.     // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause
33.     // the game.
34. }
35.
36. - (void)applicationDidEnterBackground:(UIApplication *)application
37. {
38.     // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to
39.     // restore your application to its current state in case it is terminated later.
40.     // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
41. }
42.
43. - (void)applicationWillEnterForeground:(UIApplication *)application
44. {
45.     // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the
46.     // background.
47. }
```

```
45. - (void)applicationDidBecomeActive:(UIApplication *)application
46. {
47.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the
48.     background, optionally refresh the user interface.
49. }
50. - (void)applicationWillTerminate:(UIApplication *)application
51. {
52.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
53. }
54.
55. @end
```

```
1. //
2. // FlipsideViewController.h
3. // AnnotatedUtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @class FlipsideViewController;
12.
13. // Define a new protocol that will be implemented by another controller(s)
14. @protocol FlipsideViewControllerDelegate
15. - (void)flipsideViewControllerDidFinish:(FlipsideViewController *)controller;
16. @end
17.
18. @interface FlipsideViewController : UIViewController
19.
20. // Instance of the controller that will implement our protocol
21. @property (weak, nonatomic) id <FlipsideViewControllerDelegate> delegate;
22.
23. - (IBAction)done:(id)sender;
24.
25. @end
```

```
1. //
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5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "FlipsideViewController.h"
10.
11. @interface FlipsideViewController ()
12.
13. @end
14.
15. @implementation FlipsideViewController
16.
17. @synthesize delegate = _delegate;
18.
19. - (void)viewDidLoad
20. {
21.     [super viewDidLoad];
22. }
23.
24. - (void)viewDidUnload
25. {
26.     [super viewDidUnload];
27. }
28.
29. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
30. {
31.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
32. }
33.
34. #pragma mark - Actions
35.
36. /**
37.  * Fired when user presses done button in top-left of menu bar
38.  *
39.  */
40. - (IBAction)done:(id)sender
41. {
42.     // tell the delegate to fire the flipsideViewControllerDidFinish method, where we hide this controller
43.     [self.delegate flipsideViewControllerDidFinish:self];
44. }
45.
46. @end
```

```
1. //
2. // MainViewController.h
3. // AnnotatedUtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "FlipsideViewController.h"
10.
11. @interface MainViewController : UIViewController <FlipsideViewControllerDelegate>
12.
13. - (IBAction)showInfo:(id)sender;
14.
15. @end
```

```
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7. //
8.
9. #import "MainViewController.h"
10.
11. @interface MainViewController ()
12.
13. @end
14.
15. @implementation MainViewController
16.
17.
18. - (void)viewDidLoad
19. {
20.     [super viewDidLoad];
21. }
22.
23. - (void)viewDidUnload
24. {
25.     [super viewDidUnload];
26. }
27.
28. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
29. {
30.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
31. }
32.
33. #pragma mark - Flipside View
34.
35. /**
36.  * Defined in FlipSideViewControllerDelegate and fired from the FlipSideViewController.
37.  * Signifies the FlipSideViewController has finished and can be hidden
38.  *
39.  */
40. - (void)flipsideViewControllerDidFinish:(FlipsideViewController *)controller
41. {
42.     [self dismissModalViewControllerAnimated:YES];
43. }
44.
45. /**
46.  * Fired when user taps the info button in the bottom-right corner
47.  *
48.  */
```

```
49. - (IBAction)showInfo:(id)sender
50. {
51.     // create new instance of the viewcontroller for the other side
52.     FlipsideViewController *controller = [[FlipsideViewController alloc] initWithNibName:@"FlipsideView" bundle:nil];
53.     // this is the delegate for the controller (where we'll define any methods specified in the protocol)
54.     controller.delegate = self;
55.
56.     // define the transition for the new controller
57.     controller.modalTransitionStyle = UIModalTransitionStyleFlipHorizontal;
58.     // show the controller
59.     [self presentModalViewController:controller animated:YES];
60. }
61.
62. @end
```



```
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10.
11. @class ViewController;
12.
13. @interface AppDelegate : UIResponder <UIApplicationDelegate>
14.
15. @property (strong, nonatomic) UIWindow *window;
16.
17. @property (strong, nonatomic) ViewController *viewController;
18.
19. @end
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11. #import "ViewController.h"
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13. @implementation AppDelegate
14.
15. @synthesize window = _window;
16. @synthesize viewController = _viewController;
17.
18. - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
19. {
20.     self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
21.     // Override point for customization after application launch.
22.     self.viewController = [[ViewController alloc] initWithNibName:@"ViewController" bundle:nil];
23.     self.window.rootViewController = self.viewController;
24.     [self.window makeKeyAndVisible];
25.     return YES;
26. }
27.
28. - (void)applicationWillResignActive:(UIApplication *)application
29. {
30.     // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions
31.     // (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
32.     // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause
33.     // the game.
34. }
35.
36. - (void)applicationDidEnterBackground:(UIApplication *)application
37. {
38.     // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to
39.     // restore your application to its current state in case it is terminated later.
40.     // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
41. }
42.
43. - (void)applicationWillEnterForeground:(UIApplication *)application
44. {
45.     // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the
46.     // background.
```

```
45. - (void)applicationDidBecomeActive:(UIApplication *)application
46. {
47.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the
48.     background, optionally refresh the user interface.
49. }
50. - (void)applicationWillTerminate:(UIApplication *)application
51. {
52.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
53. }
54.
55. @end
```

```
1. //
2. // CA.h
3. // CustomProtocolExample
4. //
5. // Created by Tommy MacWilliam on 3/20/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <Foundation/Foundation.h>
10. #import "ViewController.h"
11.
12. @interface CA : NSObject <GraderProtocol>
13.
14. @end
```

```
1. //
2. // CA.m
3. // CustomProtocolExample
4. //
5. // Created by Tommy MacWilliam on 3/20/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "CA.h"
10.
11. @implementation CA
12.
13. - (int)grade
14. {
15.     return 100;
16. }
17.
18. - (void)distributeGrades:(NSArray *)grades toStudents:(NSArray *)students
19. {
20.     NSLog(@"Pfft, way ahead of you");
21. }
22.
23. @end
```

```
1. //
2. // TF.h
3. // CustomProtocolExample
4. //
5. // Created by Tommy MacWilliam on 3/20/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <Foundation/Foundation.h>
10. #import "ViewController.h"
11.
12. @interface TF : NSObject <GraderProtocol>
13.
14. @end
```

```
1. //
2. // TF.m
3. // CustomProtocolExample
4. //
5. // Created by Tommy MacWilliam on 3/20/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "TF.h"
10. #import <stdlib.h>
11.
12. @implementation TF
13.
14. - (int)grade
15. {
16.     return arc4random() % 100;
17. }
18.
19. - (void)distributeGrades:(NSArray *)grades toStudents:(NSArray *)students
20. {
21.     NSLog(@"All done!");
22. }
23.
24. @end
```

```
1. //
2. // ViewController.h
3. // CustomProtocolExample
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @protocol GraderProtocol
12.
13. - (int)grade;
14. - (void)distributeGrades:(NSArray *)grades toStudents:(NSArray *)students;
15.
16. @end
17.
18. @interface ViewController : UIViewController
19.
20. @end
```



```
1. //
2. // ViewController.m
3. // CustomProtocolExample
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "ViewController.h"
10. #import "CA.h"
11. #import "TF.h"
12.
13. @implementation ViewController
14.
15. - (void)viewDidLoad
16. {
17.     [super viewDidLoad];
18.
19.     // create staff objects
20.     TF *tommy = [[TF alloc] init];
21.     TF *rob = [[TF alloc] init];
22.     CA *bob = [[CA alloc] init];
23.
24.     // create collection of staff
25.     NSArray *staffers = [NSArray arrayWithObjects:tommy, rob, bob, nil];
26.
27.     // iterate through staff and assign grades
28.     for (id<GraderProtocol> staff in staffers)
29.         NSLog(@"Grade is: %d", [staff grade]);
30. }
31.
32. - (void)viewDidUnload
33. {
34.     [super viewDidUnload];
35. }
36.
37. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
38. {
39.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
40. }
41.
42. @end
```

```
1. //
2. // AppDelegate.h
3. // HiddenUITextFieldExample
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @class ViewController;
12.
13. @interface AppDelegate : UIResponder <UIApplicationDelegate>
14.
15. @property (strong, nonatomic) UIWindow *window;
16.
17. @property (strong, nonatomic) ViewController *viewController;
18.
19. @end
```

```
1. //
2. // AppDelegate.m
3. // HiddenUITextFieldExample
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "AppDelegate.h"
10.
11. #import "ViewController.h"
12.
13. @implementation AppDelegate
14.
15. @synthesize window = _window;
16. @synthesize viewController = _viewController;
17.
18. - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
19. {
20.     self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
21.     // Override point for customization after application launch.
22.     self.viewController = [[ViewController alloc] initWithNibName:@"ViewController" bundle:nil];
23.     self.window.rootViewController = self.viewController;
24.     [self.window makeKeyAndVisible];
25.     return YES;
26. }
27.
28. - (void)applicationWillResignActive:(UIApplication *)application
29. {
30.     // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions
31.     // (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
32.     // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause
33.     // the game.
34. }
35.
36. - (void)applicationDidEnterBackground:(UIApplication *)application
37. {
38.     // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to
39.     // restore your application to its current state in case it is terminated later.
40.     // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
41. }
42.
43. - (void)applicationWillEnterForeground:(UIApplication *)application
44. {
45.     // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the
46.     // background.
```

```
45. - (void)applicationDidBecomeActive:(UIApplication *)application
46. {
47.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the
    background, optionally refresh the user interface.
48. }
49.
50. - (void)applicationWillTerminate:(UIApplication *)application
51. {
52.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
53. }
54.
55. @end
```

```
1. //
2. // ViewController.h
3. // HiddenUITextFieldExample
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @interface ViewController : UIViewController <UITextFieldDelegate>
12.
13. @property (weak, nonatomic) IBOutlet UILabel *label;
14. @property (weak, nonatomic) IBOutlet UITextField *textField;
15.
16. @end
```

```
1. //
2. // ViewController.m
3. // HiddenUITextFieldExample
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "ViewController.h"
10.
11. @implementation ViewController
12.
13. @synthesize label = _label;
14. @synthesize textField = _textField;
15.
16. - (void)viewDidLoad
17. {
18.     [super viewDidLoad];
19.
20.     // hide text field by default
21.     self.textField.hidden = YES;
22.
23.     // display keyboard
24.     [self.textField becomeFirstResponder];
25. }
26.
27. - (void)viewDidUnload
28. {
29.     [super viewDidUnload];
30. }
31.
32. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
33. {
34.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
35. }
36.
37. /**
38.  * Called whenever the user presses a key, but before the text field is actually updated
39.  *
40.  */
41. - (BOOL)textField:(UITextField *)textField shouldChangeCharactersInRange:(NSRange)range replacementString:(NSString *)string
42. {
43.     // append newly typed letter to display label
44.     self.label.text = [NSString stringWithFormat:@"%@@%", self.label.text, string];
45.
46.     // allow text field to change
47.     return YES;
48. }
```

49.

50. @end

```
1. //
2. // AppDelegate.h
3. // NSUserDefaultsExample
4. //
5. // Created by Tommy MacWilliam on 3/21/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @class ViewController;
12.
13. @interface AppDelegate : UIResponder <UIApplicationDelegate>
14.
15. @property (strong, nonatomic) UIWindow *window;
16.
17. @property (strong, nonatomic) ViewController *viewController;
18.
19. @end
```



```
1. //
2. // AppDelegate.m
3. // NSUserDefaultsExample
4. //
5. // Created by Tommy MacWilliam on 3/21/12.
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7. //
8.
9. #import "AppDelegate.h"
10.
11. #import "ViewController.h"
12.
13. @implementation AppDelegate
14.
15. @synthesize window = _window;
16. @synthesize viewController = _viewController;
17.
18. - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
19. {
20.     self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
21.     // Override point for customization after application launch.
22.     self.viewController = [[ViewController alloc] initWithNibName:@"ViewController" bundle:nil];
23.     self.window.rootViewController = self.viewController;
24.     [self.window makeKeyAndVisible];
25.     return YES;
26. }
27.
28. - (void)applicationWillResignActive:(UIApplication *)application
29. {
30.     // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions
31.     // (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
32.     // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause
33.     // the game.
34. }
35.
36. - (void)applicationDidEnterBackground:(UIApplication *)application
37. {
38.     // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to
39.     // restore your application to its current state in case it is terminated later.
40.     // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
41. }
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43. - (void)applicationWillEnterForeground:(UIApplication *)application
44. {
45.     // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the
46.     // background.
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```
45. - (void)applicationDidBecomeActive:(UIApplication *)application
46. {
47.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the
    background, optionally refresh the user interface.
48. }
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50. - (void)applicationWillTerminate:(UIApplication *)application
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54.
55. @end
```

```
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4. //
5. // Created by Tommy MacWilliam on 3/21/12.
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7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @interface ViewController : UIViewController
12.
13. @property (weak, strong) IBOutlet UITextField *textField;
14.
15. - (IBAction)buttonPressed:(id)sender;
16.
17. @end
```

```
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3. // NSUserDefaultsExample
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5. // Created by Tommy MacWilliam on 3/21/12.
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7. //
8.
9. #import "ViewController.h"
10.
11. @implementation ViewController
12.
13. @synthesize textField = _textField;
14.
15. - (void)viewDidLoad
16. {
17.     [super viewDidLoad];
18.
19.     // set default values
20.     NSMutableDictionary *defaultValues = [[NSMutableDictionary alloc] init];
21.     [defaultValues setObject:@"" forKey:@"text"];
22.
23.     // register defaults
24.     NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];
25.     [defaults registerDefaults:defaultValues];
26.
27.     // load saved text into text field
28.     self.textField.text = [defaults stringForKey:@"text"];
29. }
30.
31. - (void)viewDidUnload
32. {
33.     [super viewDidUnload];
34. }
35.
36. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
37. {
38.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
39. }
40.
41. - (void)buttonPressed:(id)sender
42. {
43.     // save value
44.     NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];
45.     [defaults setObject:self.textField.text forKey:@"text"];
46.     [defaults synchronize];
47.
48.     // hide keyboard
```

```
49.     [self.textField resignFirstResponder];
50. }
51.
52. @end
```

```
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2. // AppDelegate.h
3. // PropertyListExample
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13. @implementation AppDelegate
14.
15. @synthesize window = _window;
16. @synthesize viewController = _viewController;
17.
18. - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
19. {
20.     self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
21.     // Override point for customization after application launch.
22.     self.viewController = [[ViewController alloc] initWithNibName:@"ViewController" bundle:nil];
23.     self.window.rootViewController = self.viewController;
24.     [self.window makeKeyAndVisible];
25.     return YES;
26. }
27.
28. - (void)applicationWillResignActive:(UIApplication *)application
29. {
30.     // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions
31.     // (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
32.     // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause
33.     // the game.
34. }
35.
36. - (void)applicationDidEnterBackground:(UIApplication *)application
37. {
38.     // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to
39.     // restore your application to its current state in case it is terminated later.
40.     // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
41. }
42.
43. - (void)applicationWillEnterForeground:(UIApplication *)application
44. {
45.     // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the
46.     // background.
```

```
45. - (void)applicationDidBecomeActive:(UIApplication *)application
46. {
47.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the
48.     background, optionally refresh the user interface.
49. }
50. - (void)applicationWillTerminate:(UIApplication *)application
51. {
52.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
53. }
54.
55. @end
```



```
1. //
2. // ViewController.h
3. // PropertyListExample
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @interface ViewController : UIViewController
12.
13. @end
```

```
1. //
2. // ViewController.m
3. // PropertyListExample
4. //
5. // Created by Tommy MacWilliam on 3/19/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "ViewController.h"
10.
11. @implementation ViewController
12.
13. - (void)viewDidLoad
14. {
15.     [super viewDidLoad];
16.
17.     // load plist file into dictionary
18.     NSMutableDictionary *staff = [[NSMutableDictionary alloc] initWithContentsOfFile:
19.                                     [[NSBundle mainBundle] pathForResource:@"Staff" ofType:@"plist"]];
20.
21.     // iterate over values in the staff array
22.     int y = 10;
23.     for (NSString *tf in [staff valueForKey:@"staff"]) {
24.         // create a label to display staff info
25.         UILabel *label = [[UILabel alloc] initWithFrame:CGRectMake(30, y, 300, 20)];
26.         label.text = tf;
27.
28.         // add the staff label to the view
29.         [self.view addSubview:label];
30.
31.         // the next label should be displayed below this one
32.         y += 30;
33.     }
34. }
35.
36. - (void)viewDidUnload
37. {
38.     [super viewDidUnload];
39. }
40.
41. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
42. {
43.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
44. }
45.
46. @end
```