C Language Basics

Data-Type	short int float long double
Branch-Structure	if...else switch...case
Loop-Structure	while do...while for for...in

Class Implementation

```
@implemention ClassName
- (type) object Method{
        return type;
}
+ (type) classM ethod{
        return type;
}
@end
```

Class Declaration

```
@interface ClassName :
NSObject{
        Type member Var -
iable;
}
@property Type member -
Pro perty;
- (type) object Method;
+ (type) classM ethod;
@end
```