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Alle unsere Objective-C Klassen verwenden einen einheitlichen Style.

## Protokolle

Für Protokolle verwenden wir folgenden Style:

### ProtocolTemplate

```
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 *
 *
 * History
 *
 * dd.MM.yyyy - [XX] - creation
 */

/*!
 @protocol Foo
 @abstract Protocol implemented by Bar.
 @discussion That's what they do.
 */
@protocol Foo

#pragma mark -
#pragma mark Required

/*!
 @method requiredMethod:
 @abstract Validates the specified item.
 @param pItem The item to be validated.
 */
- (void)requiredMethod:(id) pItem;
```

```
/*!
 * @method anotherRequiredMethod:
 * @abstract Applies validation rules.
 */
- (void)anotherRequiredMethod;

#pragma mark -
#pragma mark Optional

@optional

/*!
 * @method anOptionalMethod:
 * @abstract Checks optional things.
 */
- (void)anOptionalMethod;

/*!
 * @method anotherOptionalMethod:
 * @abstract Checks another optional things.
 */
- (void)anotherOptionalMethod;

@end
```

Folgende Regeln werden durch diese Vorlage definiert:

- Zuerst werden die erforderlichen Methoden definiert
- danach alle optionalen Methoden
- Gruppierung mit #pragma mark ...
- Im Header erstellen wir bei wichtigen Änderungen einen Hinweis mit Zeitstempel und Autor
- Dokumentation für die Protokoll Deklaration und alle Methoden

## Interfaces

Für Interfaces (.h files) verwenden wir folgenden Style:

### InterfaceTemplate

```
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 */
```

```

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*
*
* History
*
* dd.MM.yyyy - [XX] - creation
*/

#import "Bar.h"

/*!
 @class Foo
 @abstract Foo provides a UI element.
 @discussion A Foo object is a simple view that can do two things:
 Jump, Run.
 */
@interface Foo : Bar
{
    #pragma mark -
    #pragma mark Instance variable declarations

    @private

    /*! @var value the value of foo. */
    float value;
}

#pragma mark -
#pragma mark Property declarations

/*! @property value the value property. */
@property float value;

#pragma mark -
#pragma mark Initialization

/*!
 @method initWithString:
 @abstract Creates a new foo with string representation of width and
 height.
 @param pString the width and height
 @result a new Foo instance.

```

```

*/
- (id)initWithString:(NSString *)pString;

#pragma mark -
#pragma mark Method declarations

/*!
 @method concatWidth:height:
 @abstract Concatenates the width and height.
 @param pWidth the width.
 @param pHeight the height.
 @result the string representation.
 */
+ (NSString *)concatWidth:(float)pWidth height:(float):pHeight;

/*!
 @method setWidth:height:
 @abstract Sets the foo width and height.
 @param pWidth the width.
 @param pHeight the height.
 */
- (void)setWidth:(float)pWidth height:(float)pHeight;

@end

```

Folgende Regeln werden durch diese Vorlage definiert:

- Gruppierung mit #pragma mark ...
- Im Header erstellen wir bei wichtigen Änderungen einen Hinweis mit Zeitstempel und Autor
- Dokumentation für die Klassen Deklaration, ALLE Methoden, Properties und Variablen

## Klassen

Für Klassen (.m files) verwenden wir folgenden Style:

### ClassTemplate

```

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limitations under  
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*  
*  
* History  
*  
* dd.MM.yyyy - [XX] - creation  
*/  
  
#import "Foo.h";  
  
@implementation Foo  
  
#pragma mark -  
#pragma mark Properties  
  
@synthesize value;  
  
#pragma mark -  
#pragma mark Initialization  
  
- (id)initWithString:(NSString *)pString  
{  
    ...  
}  
  
#pragma mark -  
#pragma mark Method declarations  
  
+ (NSString *)concatWidth:(float)pWidth height:(float)pHeight  
{  
    ...  
}  
  
- (void)setWidth:(float)pWidth height:(float)pHeight  
{  
    ...  
}  
  
@end
```

Folgende Regeln werden durch diese Vorlage definiert:

- Gruppierung mit #pragma mark ...

- Im Header erstellen wir bei wichtigen Änderungen einen Hinweis mit Zeitstempel und Autor

## Unit Tests

Als Testing Framework kommt OCUit zum Einsatz.

Für Unit Tests verwenden wir folgenden Style:

### TestTemplate

```
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 * the License.
 *
 *
 * History
 *
 * dd.MM.yyyy - [XX] - creation
 */

#import "Foo.h"

@implementation FooTest

#pragma mark -
#pragma mark Internal methods

#pragma mark -
#pragma mark Test methods

/*!
 @abstract Tests the init method.
 */
```

```
- (void)testInit
{
    ...
}

@end
```

Folgende Regeln werden durch diese Vorlage definiert:

- Gruppierung mit #pragma mark ...
- Jede Test Klasse endet mit "Test"
- Jede Test Methode beginnt mit "test"
- Im Header erstellen wir bei wichtigen Änderungen einen Hinweis mit Zeitstempel und Autor
- Dokumentation für die Klassen Deklaration und alle Test Methoden

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