

```
1. //
2. // AppDelegate.h
3. // BetterTextField
4. //
5. // Created by Tommy MacWilliam on 3/7/12.
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
```

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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. }
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. // main.m
3. // BetterTextField
4. //
5. // Created by Tommy MacWilliam on 3/7/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. #import "AppDelegate.h"
12.
13. int main(int argc, char *argv[])
14. {
15.     @autoreleasepool {
16.         return UIApplicationMain(argc, argv, nil, NSStringFromClass([AppDelegate class]));
17.     }
18. }
```

```
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2. // ViewController.h
3. // BetterTextField
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5. // Created by Tommy MacWilliam on 3/7/12.
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7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @interface ViewController : UIViewController <UITextFieldDelegate>
12.
13. @property (nonatomic, strong) IBOutlet UILabel* label;
14. @property (nonatomic, strong) IBOutlet UITextField* textField;
15.
16. @end
```

```
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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.
21. - (void)viewDidUnload
22. {
23.     [super viewDidUnload];
24. }
25.
26. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
27. {
28.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
29. }
30.
31. - (BOOL)textFieldShouldReturn:(UITextField *)textField
32. {
33.     self.label.text = self.textField.text;
34.     [self.textField resignFirstResponder];
35.
36.     return YES;
37. }
38.
39. @end
```

```
1. //
2. // main.m
3. // GDB
4. //
5. // Created by Tommy MacWilliam on 3/5/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <Foundation/Foundation.h>
10.
11. void f(int, int);
12.
13. int main(int argc, const char * argv[])
14. {
15.
16.     @autoreleasepool {
17.         NSString* s = @"Hi!";
18.         NSLog(@"%@", s);
19.
20.         for (int i = 0; i < 2; i++)
21.             NSLog(@"loop");
22.
23.         f(1, 2);
24.     }
25.     return 0;
26. }
27.
28. void f(int x, int y) {
29.     NSLog(@"%d, %d", x, y);
30. }
```

```
1. //
2. // AppDelegate.h
3. // TextFieldExample
4. //
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7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @class ViewController;
12.
13. @interface AppDelegate : UIResponder <UIApplicationDelegate>
14.
15. @property (strong, nonatomic) UIWindow *window;
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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
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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
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
```

```
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2. // main.m
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8.
9. #import <UIKit/UIKit.h>
10.
11. #import "AppDelegate.h"
12.
13. int main(int argc, char *argv[])
14. {
15.     @autoreleasepool {
16.         return UIApplicationMain(argc, argv, nil, NSStringFromClass([AppDelegate class]));
17.     }
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```

```
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2. // ViewController.h
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7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @interface ViewController : UIViewController
12.
13. @property (nonatomic, strong) IBOutlet UILabel* label;
14. @property (nonatomic, strong) IBOutlet UITextField* textField;
15. @property (nonatomic, strong) IBOutlet UIButton* button;
16.
17. - (IBAction)buttonPressed:(id)sender;
18.
19. @end
```

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7. //
8.
9. #import "ViewController.h"
10.
11. @implementation ViewController
12.
13. @synthesize button = _button;
14. @synthesize label = _label;
15. @synthesize textField = _textField;
16.
17. - (void)viewDidLoad
18. {
19.     [super viewDidLoad];
20. }
21.
22. - (void)viewDidUnload
23. {
24.     [super viewDidUnload];
25. }
26.
27. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
28. {
29.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
30. }
31.
32. - (void)buttonPressed:(id)sender
33. {
34.     self.label.text = self.textField.text;
35.     self.textField.text = @" ";
36. }
37.
38. @end
```

```
1. //
2. // AppDelegate.h
3. // TicTacToe
4. //
5. // Created by Tommy MacWilliam on 3/5/12.
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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;
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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
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46.     // background.
47. }
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```
45. - (void)applicationDidBecomeActive:(UIApplication *)application
46. {
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48.     background, optionally refresh the user interface.
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53. }
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55. @end
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```
1. //
2. // main.m
3. // TicTacToe
4. //
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7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. #import "AppDelegate.h"
12.
13. int main(int argc, char *argv[])
14. {
15.     @autoreleasepool {
16.         return UIApplicationMain(argc, argv, nil, NSStringFromClass([AppDelegate class]));
17.     }
18. }
```

```
1. //
2. // ViewController.h
3. // TicTacToe
4. //
5. // Created by Tommy MacWilliam on 3/5/12.
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7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @interface ViewController : UIViewController <UIAlertViewDelegate>
12.
13. @property (nonatomic, strong) NSMutableArray* board;
14. @property (nonatomic, strong) IBOutlet UIButton* gameButton;
15. @property (nonatomic, assign) BOOL turn;
16.
17. - (BOOL)check:(int)x with:(int)y and:(int)z;
18. - (BOOL)checkColumns;
19. - (BOOL)checkRows;
20. - (IBAction)game:(id)sender;
21. - (IBAction)play:(id)sender;
22. - (BOOL)won;
23.
24. @end
```

```
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2. // ViewController.m
3. // TicTacToe
4. //
5. // Created by Tommy MacWilliam on 3/5/12.
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7. //
8.
9. #import "ViewController.h"
10.
11. @implementation ViewController
12.
13. @synthesize board = _board;
14. @synthesize gameButton = _gameButton;
15. @synthesize turn = _turn;
16.
17. - (void)viewDidLoad
18. {
19.     [super viewDidLoad];
20.
21.     // initialize properties
22.     self.turn = YES;
23.     self.board = [[NSMutableArray alloc] init];
24.
25.     // start a new game
26.     [self game:nil];
27. }
28.
29. - (void)viewDidUnload
30. {
31.     [super viewDidUnload];
32. }
33.
34. - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
35. {
36.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
37. }
38.
39. /**
40.  * Congratulatory alert view is dismissed
41.  *
42.  */
43. - (void)alertView:(UIAlertView *)alertView didDismissWithButtonIndex:(NSInteger)buttonIndex
44. {
45.     // start a new game
46.     [self game:nil];
47. }
48.
```

```
49. /**
50.  * Create a new game
51.  *
52.  */
53. - (void)game:(id)sender
54. {
55.     // X always goes first
56.     self.turn = YES;
57.
58.     // clear the previous board
59.     [self.board removeAllObjects];
60.
61.     // reset button states and initialize board
62.     for (int i = 1; i <= 9; i++) {
63.         // clear cell text
64.         UIButton* cell = (UIButton*)[self.view viewWithTag:i];
65.         [cell setTitle:@" " forState:UIControlStateNormal];
66.
67.         // represent empty cell with a 0
68.         [self.board addObject:[NSNumber numberWithInt:0]];
69.     }
70. }
71.
72. /**
73.  * Make a move on the board
74.  *
75.  */
76. - (void)play:(id)sender
77. {
78.     // get the cell that was tapped
79.     UIButton* cell = (UIButton*)sender;
80.     int i = cell.tag - 1;
81.
82.     // make sure cell is blank
83.     if ([[self.board objectAtIndex:i] intValue] == 0) {
84.         // X's turn
85.         if (self.turn) {
86.             [cell setTitle:@"X" forState:UIControlStateNormal];
87.             [self.board replaceObjectAtIndex:i withObject:[NSNumber numberWithInt:1]];
88.         }
89.
90.         // O's turn
91.         else {
92.             [cell setTitle:@"O" forState:UIControlStateNormal];
93.             [self.board replaceObjectAtIndex:i withObject:[NSNumber numberWithInt:2]];
94.         }
95.
96.         // exchange turns
```

```
97.         self.turn = !self.turn;
98.     }
99.
100.    // check if game has been won
101.    if ([self won]) {
102.        // display congratulatory message
103.        UIAlertView* alert = [[UIAlertView alloc] initWithTitle:@"Congrats!"
104.                                                                message:@"You win!"
105.                                                                delegate:self
106.                                                                cancelButtonTitle:@"I'm the best"
107.                                                                otherButtonTitles:nil];
108.        [alert show];
109.    }
110. }
111.
112. /**
113.  * Check if 3 cells have the same non-blank value (designating a win)
114.  *
115.  */
116. - (BOOL)check:(int)x with:(int)y and:(int)z
117. {
118.     // all three cells must be filled in
119.     if ([[self.board objectAtIndex:x] intValue] == 0 || [[self.board objectAtIndex:y] intValue] == 0 ||
120.         [[self.board objectAtIndex:z] intValue] == 0) {
121.         return NO;
122.     }
123.
124.     // row is a win if cells are the same
125.     return ([[self.board objectAtIndex:x] intValue] == [[self.board objectAtIndex:y] intValue] &&
126.             [[self.board objectAtIndex:y] intValue] == [[self.board objectAtIndex:z] intValue]);
127. }
128.
129. /**
130.  * Check if a win is found in any column
131.  *
132.  */
133. - (BOOL)checkColumns
134. {
135.     // check each column
136.     for (int i = 0; i < 3; i++)
137.         // compare each cell in the column
138.         if ([self check:i with:(i + 3) and:(i + 6)])
139.             return YES;
140.
141.     return NO;
142. }
143.
144. /**
```

```
145.  * Check if a win is found in any row
146.  *
147.  */
148.  - (BOOL)checkRows
149.  {
150.      // check each row
151.      for (int i = 0; i < 3; i++)
152.          // compare each cell in the row
153.          if ([self check:(i * 3) with:(i * 3 + 1) and:(i * 3 + 2)])
154.              return YES;
155.
156.      return NO;
157.  }
158.
159. /**
160.  * Check if the game has been won
161.  *
162.  */
163.  - (BOOL)won
164.  {
165.      // game is won if row, column, or diagonal is the same
166.      return [self checkRows] || [self checkColumns] || [self check:0 with:4 and:8] || [self check:2 with:4 and:6];
167.  }
168.
169. @end
```

```
1. //
2. // AppDelegate.h
3. // UtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/7/12.
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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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.
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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.
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41. }
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43. - (void)applicationWillEnterForeground:(UIApplication *)application
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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
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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
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. // UtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/7/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @class FlipsideViewController;
12.
13. @protocol FlipsideViewControllerDelegate
14. - (void)flipsideViewControllerDidFinish:(FlipsideViewController *)controller;
15. @end
16.
17. @interface FlipsideViewController : UIViewController
18.
19. @property (weak, nonatomic) id <FlipsideViewControllerDelegate> delegate;
20.
21. - (IBAction)done:(id)sender;
22.
23. @end
```

```
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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. - (IBAction)done:(id)sender
37. {
38.     [self.delegate flipsideViewControllerDidFinish:self];
39. }
40.
41. @end
```

```
1. //
2. // main.m
3. // UtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/7/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. #import "AppDelegate.h"
12.
13. int main(int argc, char *argv[])
14. {
15.     @autoreleasepool {
16.         return UIApplicationMain(argc, argv, nil, NSStringFromClass([AppDelegate class]));
17.     }
18. }
```

```
1. //
2. // MainViewController.h
3. // UtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/7/12.
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
```

```
1. //
2. // MainViewController.m
3. // UtilityApp
4. //
5. // Created by Tommy MacWilliam on 3/7/12.
6. // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
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. - (void)flipsideViewControllerDidFinish:(FlipsideViewController *)controller
36. {
37.     [self dismissModalViewControllerAnimated:YES];
38. }
39.
40. - (IBAction)showInfo:(id)sender
41. {
42.     FlipsideViewController *controller = [[FlipsideViewController alloc] initWithNibName:@"FlipsideViewController" bundle:nil];
43.     controller.delegate = self;
44.     controller.modalTransitionStyle = UIModalTransitionStylePartialCurl;
45.     [self presentModalViewController:controller animated:YES];
46. }
47.
48. @end
```