



Download Latest Mobile IPTV [Free] App. PC Phone Post PC Free Download. Mac OSX Free Download. Talk with someone around the world for free with this application. Talk App Full Version Free Download Cheat Engine. Posted: 19.04.2017 12:08 Have you or someone you know got this site bookmarked for handy? | Get latest tips and tricks and more from PC games.Q: Switching a singleton object over to a variable I have been working on an assignment in school where we are trying to use objective-c with cocoa. The assignment calls for us to use the Singleton pattern, I have been working with this pattern for 2 days now and have managed to get one of the design patterns to work with 2 files. My question is after we add in one more file, I want to switch to using a global variable to hold my singleton class. I'm not quite sure how to do this. I've never done this before. The diagram below shows what I've been able to create and the way I understand how it needs to be. I know I'm missing something as this is a pretty simple concept. This is my header file: #import @interface SingletonClass : NSObject @property (nonatomic, retain)NSString *myString; @end This is my implementation file: #import "SingletonClass.h" @implementation SingletonClass @synthesize myString; @end This is my first file #import "SingletonClass.h" SingletonClass* temp_obj = [[SingletonClass alloc]init]; [temp_obj setMyString:@"test"]; SingletonClass* temp_obj2 = [[SingletonClass alloc]init]; NSLog(@"%@",temp_obj2.myString); [temp_obj2 release]; SingletonClass* obj = [[SingletonClass alloc]init]; NSLog(@"%@",obj.myString); [obj release]; This is my second file #import "SingletonClass.h" NSString *myVariable = @"world"; @implementation SingletonClass @synthesize myString;

