

Fully answer the following questions based on the corresponding lecture of Prof. Tegarty's Stanford iOS course.

1. What design paradigm is used for iPhone app development in Objective-C?
2. List the four layers that Prof. Hegarty breaks iOS into?
3. List the four components of the developer's platform?
4. Explain the difference between model, view, and controller.
5. Explain the difference between a delegate and a data source.
6. Why should the View not speak to the Model?
7. Explain why the View should occasionally & carefully be allowed to talk to the Controller?
8. Should the Model talk to the Controller?
9. How can MVC groups work together?
10. How are instance variables and properties used differently in Objective-C than in Java?