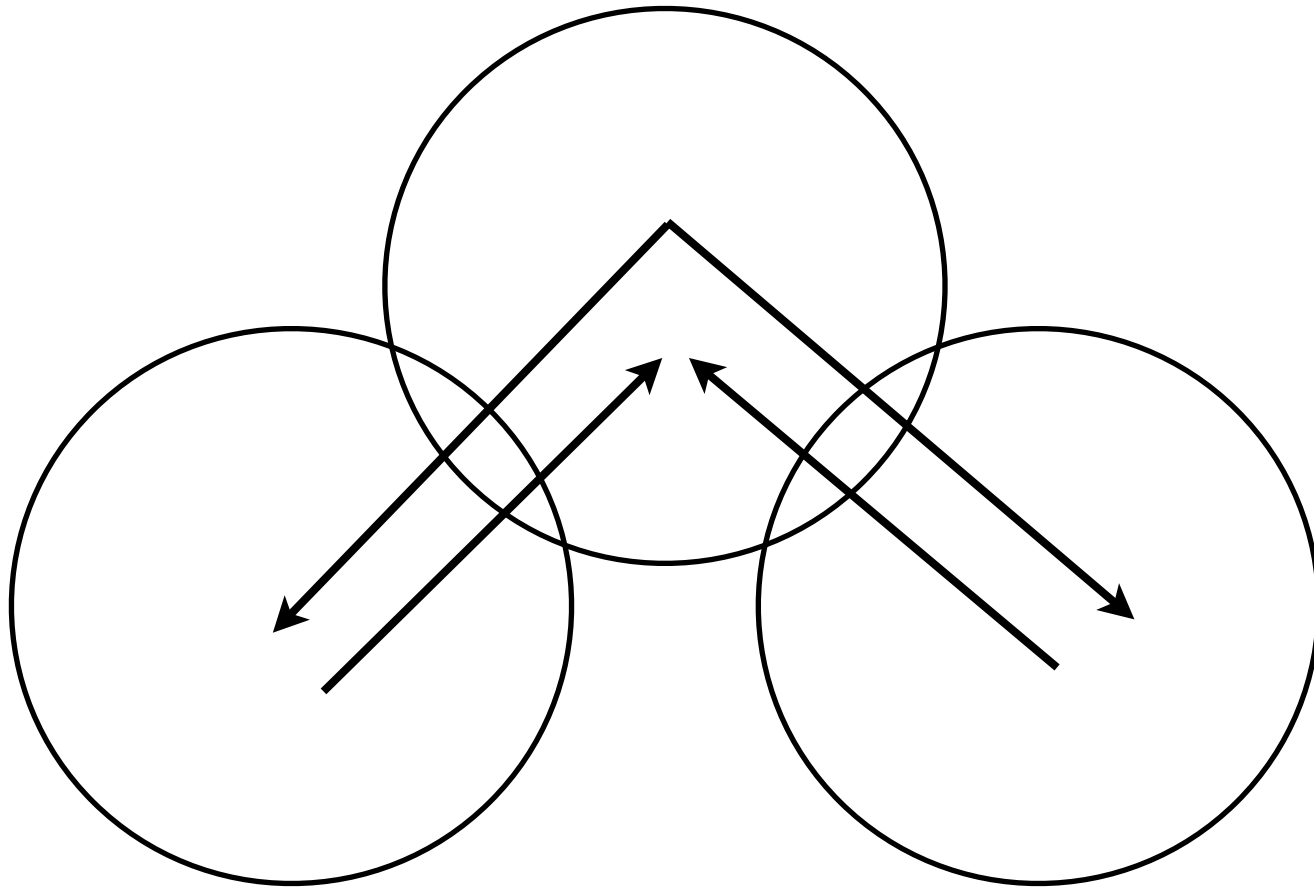


# iPhone Game Development

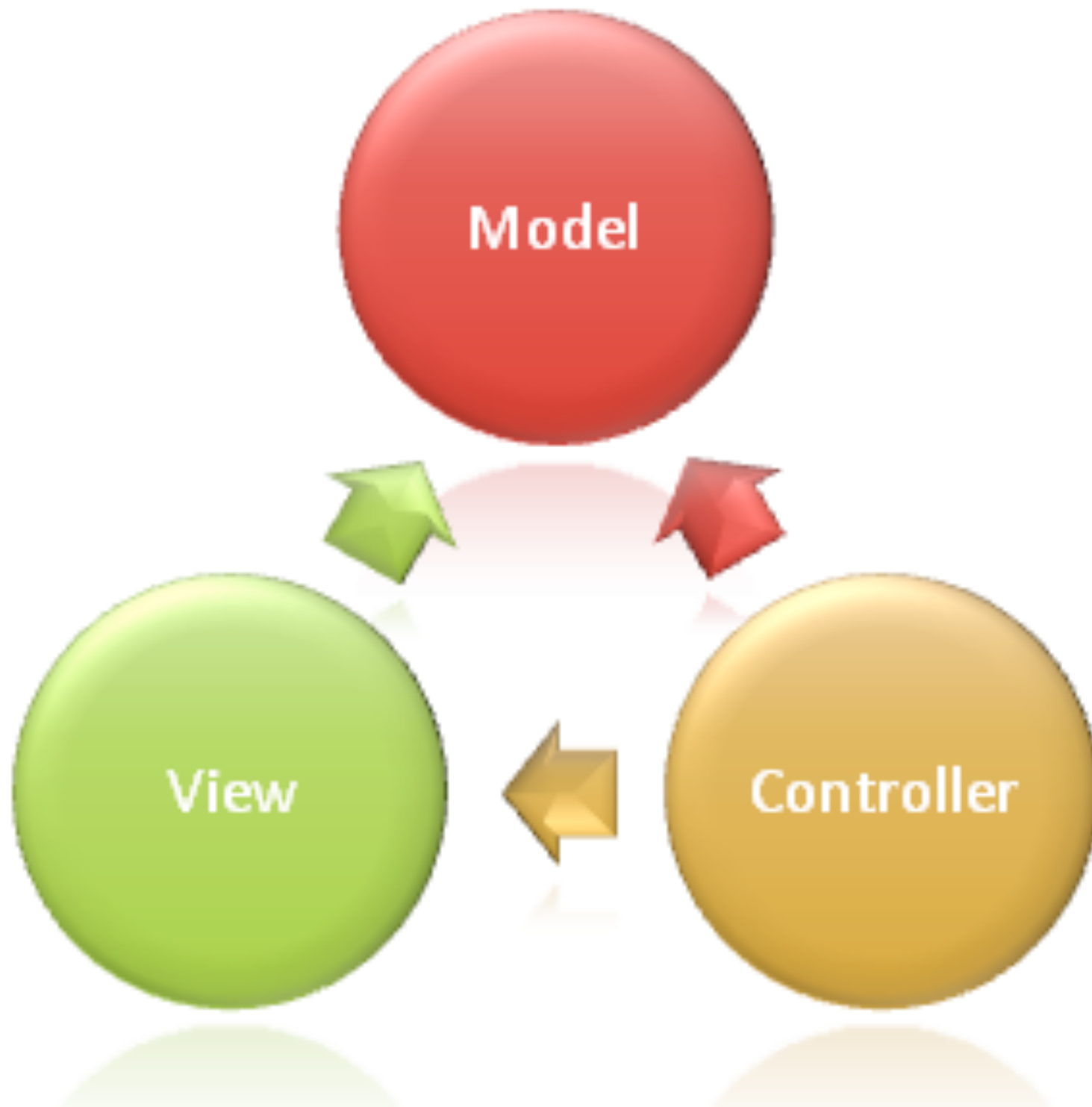
model view controller (again), NotificationCenter,  
UIAlertView

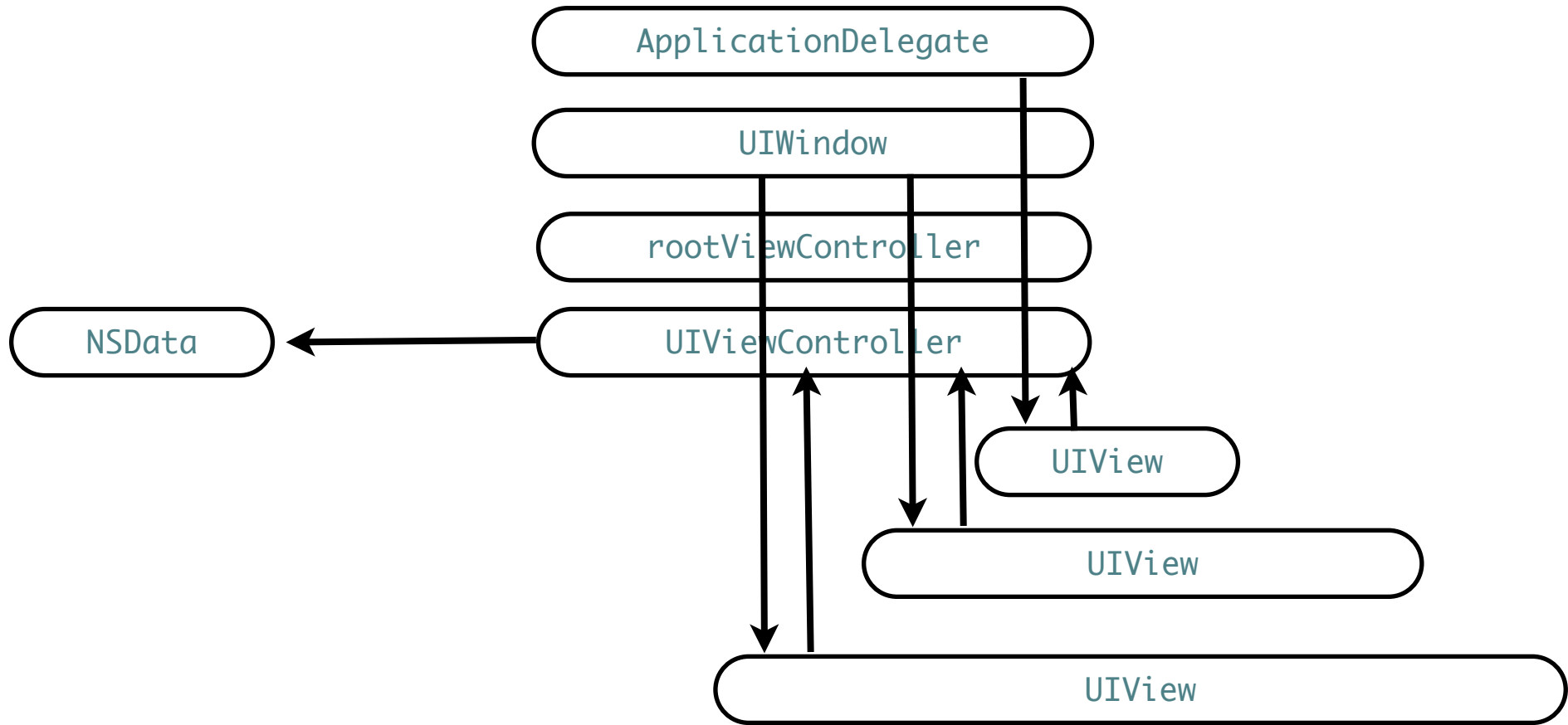
**controller**

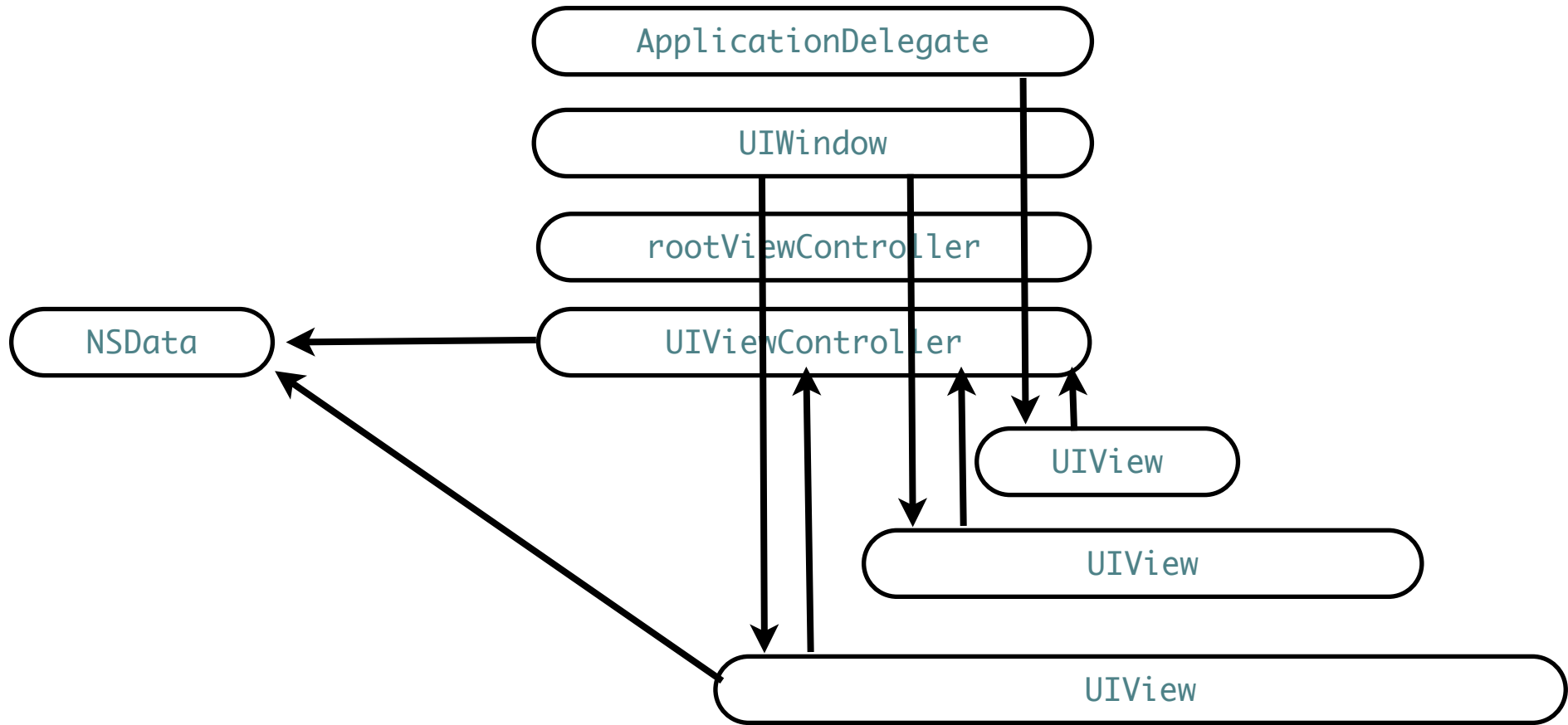


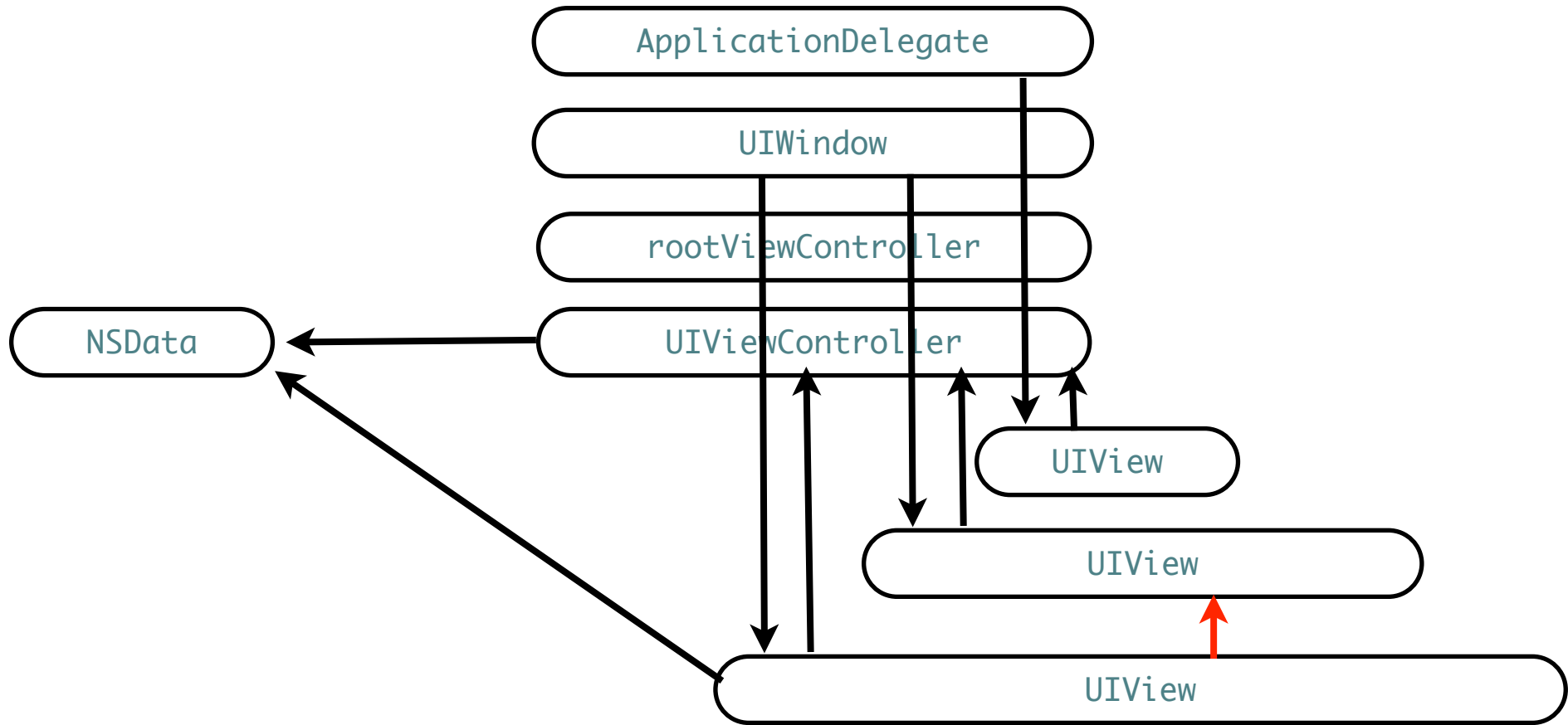
**model**

**view**









## setting the observer:

```
flipView *V=[[flipView alloc] initWithFrame:CGRectMake(i*10, j*10, 10,
10)];
[[NSNotificationCenter defaultCenter]
    addObserver:V
    selector:@selector(flipit:)
    name:@"hit"
    object:NULL];
```

## evoking the notification:

```
[[NSNotificationCenter defaultCenter] postNotificationName:@"hit"
object:self.superview];
```

# NSTimer

```
NSTimer *T = [NSTimer scheduledTimerWithTimeInterval:1.0  
              target:self  
              selector:@selector(timerCalled:)  
              userInfo:nil  
              repeats:YES];
```

```
-(void) timerCalled:(id) sender{  
    [self setNeedsDisplay];  
}
```



# exercise

- make two views
- each view covers either side of the phone
- each view has an individual color
- if a view is touched the other view should change color

# left overs, what else?

- CGGraphic
- NavController
- Table View and its controller (OMFGIHTSM)
- CoreLocation
- Quicktime video