

# Using selectors and introspection in Cocoa Touch

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See next example:

```
main.m // using selectors and introspection#import <Foundation/Foundation.h>

int main (int argc, const char * argv[])
{

    @autoreleasepool {

        NSMutableArray *array1 = [NSMutableArray array];

        NSString *element;

        NSString *string1 = [NSString stringWithFormat:@"This is a string"];
        NSMutableString *string2 = [NSMutableString stringWithFormat:@"This is a mutable string"];
        NSMutableString *string3 = [NSMutableString stringWithFormat:@"This is another mutable string"];

        NSURL *url1 = [NSURL URLWithString: [NSString stringWithFormat:@"http://www.freebsdonline.com"]];
        NSProcessInfo *process1 = [NSProcessInfo processInfo];
        NSMutableDictionary *dict1 = [NSMutableDictionary dictionary];

        [dict1 setObject:@"casa" forKey:@"house"];
        [dict1 setObject:@"gato" forKey:@"cat"];
        [dict1 setObject:@"perro" forKey:@"dog"];
        [dict1 setObject:@"ratón" forKey:@"mouse"];

        [array1 addObject:string1];
        [array1 addObject:string2];
        [array1 addObject:string3];
        [array1 addObject:url1];
        [array1 addObject:process1];
        [array1 addObject:dict1];
    }
}
```

```
BOOL isMember;

BOOL isKind;

BOOL respondsToSelector;

for (element in array1) {
    isMember = NO;

    isKind = NO;

    respondsToSelector = NO;

    NSLog(@"Name of the class: %@", [element className]);

    if ([element isKindOfClass:[NSString class]]) {
        isMember = YES;
    }

    NSLog(@"Class is member of NSString: %@", isMember?@"YES":@"NO");

    if ([element isKindOfClass:[NSString class]]) {
        isKind = YES;
    }

    NSLog(@"Class is kind of NSString: %@", isKind?@"YES":@"NO");

    SEL selector1 = @selector(uppercaseString);

    if ([element respondsToSelector:selector1]) {
        respondsToSelector = YES;
    }

    NSLog(@"Class responds touppercaseString: %@", respondsToSelector?@"YES":@"NO");

    NSLog(@"-----");
}

}
```

```
return 0;  
}
```