ASCIIExampleClass

Inherits From: Object

Declared In: ASCIIExampleClass.h

Class Description

This is the docu to a plain ASCII source. Take a look at it to see which kind of coding style the editor is designed for. People who place method defs and the method-body braces differently will most likely run into touble.

note:

Instance Variables

id **name**;
id **selectorName**;

| name | Used to store the full method name. |
| selectorName | No description. |

Method Types

- free
- init
- initFromText:
+ initialize
- isInstanceMethod
- name
- selectorName

Class Methods

initialize
+ **initialize**

Just sets the version of the class.

See also:

Instance Methods

freeAll
- **freeAll**

Method description here.

See also: - **myReference**

doNothing:butWithSpeed:
- (void *)**doNothing:**(int)*right* **butWithSpeed:***forTesting*

Just to test a mulit param method. And it will work !

See also:

free
- **free**

Frees the objec and all its properties.

See also:

init
- **init**

Just calls initFromText with the argument "".

See also:

initFromText:
- **initFromText:***theLine*

This is the designated init meth.

See also:

isInstanceMethod

- (BOOL)**isInstanceMethod**

Returns YES if this mehtod is a instance method of the given class.

See also:

name
- (char *)**name**

Returns the name of the method.

See also:

selectorName
- (char *)**selectorName**

Returns a character pointer to the selector name. Selector names are the shorted versions of the method names. E.g: **addObject:atIndex:** or **move:::** . Don't modify the providided object !

See also: