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# TrickyClass

<b>Inherits From:</b>	MySuperObject
<b>Conforms To:</b>	MyProtocol
<b>Declared In:</b>	TrickyClass.h
<b>Depends On:</b>	MySecondClass.h

## Class Description

This class is a simple dummy which show that the Classeditor can even handle the tricky cases of method naming. See the method docus for a hint why they are a problem.

## Instance Variables

```
id firstID;  
id secondID;
```

firstID

Just a temp.

secondID

Another temp.

# Method Types

- myMethod

## Class Methods

**name**

**+ name**

This is the class method.

It is no problem to maintain class and instance methods with the same selector.

**See also:** - name

# Instance Methods

**init**

- **init**

The init method. Silly searching<sup>1</sup>/<sub>4</sub>as I did it in v0.3<sup>1</sup>/<sub>4</sub>caused some trouble cause **init** was even part or **initWith** an depnding on the order in which they appeared this cause some damage.

**See also:** - **initWith**

**initWith**

- **initWith**

Looks almost like init...but it is different.

**See also:** - init,

**name**

- name

This is the instance method.

As you can see it is no problem to maintain class and instance methods with the same selector.

**See also:** - name