

signed int)hash

Returns an unsigned integer that can be used as a table address in a hash table structure. Two objects that are equal must hash to the same value.

BOOL)isEqual:(id)anObject

Returns YES if the receiver and anObject have equal values otherwise returns NO.

self

Returns the receiver.

class)class

Returns the class object for the receiver's class.

class)superclass

Returns the class object for the receiver's superclass.

OSZone *)zone

Returns a pointer to the zone from which the receiver was allocated.

perform:(SEL)aSelector

Sends an aSelector message to the receiver and returns the result of the message. If aSelector is null, an NSInvalidArgumentException is raised.

perform:(SEL)aSelector
withObject:(id)anObject

Sends an aSelector message to the receiver with anObject as an argument. If aSelector is null, an NSInvalidArgumentException is raised.

perform:(SEL)aSelector
withObject:(id)anObject
withObject:(id)anotherObject

Sends the receiver an aSelector message with anObject and anotherObject as arguments. If aSelector is null, an NSInvalidArgumentException is raised.

BOOL)isProxy

Returns YES to indicate that the receiver is an NSProxy, rather than an object that descends from NSObject. Otherwise, it returns NO.

BOOL)isKindOfClass:(Class)aClass

Returns YES if the receiver is an instance of aClass or an instance of any class that inherits from aClass. Otherwise, it returns NO.

BOOL)isMemberOfClass:(Class)aClass

Returns YES if the receiver is an instance of aClass. Otherwise, it returns NO.

BOOL)conformsToProtocol:(Protocol *)aProtocol

Returns YES if the class of the receiver conforms to aProtocol, and NO if it doesn't.

(instancetype)initWithCoder:(NSCoder *)aDecoder (void)release	event loop. As defined in the NSObject class, decrements the receiver's reference count. When the count reaches 0, the object is automatically deallocated immediately.
(void)retain	As defined in the NSObject class, retain increments the receiver's reference count. You send an object a retain message when you want to keep it from being deallocated without your express permission. Retain is used for convenience.
(NSUInteger)retainCount	Returns the receiver's reference count for debugging purposes.
(NSString *)description	Returns a human-readable description of the receiver.