

<code>initWithCapacity:(unsigned int)aNumItems</code>	Initializes a newly allocated <code>NSMutableDictionary</code> , giving it enough allocated memory to hold <code>numEntries</code> entries.
<code>(id)addEntriesFromDictionary:(NSDictionary *)otherDictionary</code>	Adds the entries from <code>otherDictionary</code> to the receiver.
<code>(id)removeAllObjects</code>	Empties the receiver of its entries.
<code>(id)removeObjectForKey:(id)theKey</code>	Removes <code>theKey</code> and its associated value object from the dictionary. Raises <code>NSInvalidArgumentException</code> if <code>aKey</code> is nil.
<code>(id)removeObjectsForKeys:(NSArray *)keyArray</code>	Removes from the receiver one or more entries as identified by the keys in <code>keyArray</code> .
<code>(id)setObject:(id)anObject forKey:(id)aKey</code>	Adds an entry to the receiver, consisting of <code>anObject</code> and its corresponding key <code>aKey</code> . Raises <code>NSInvalidArgumentException</code> if either <code>anObject</code> or <code>aKey</code> is nil.
<code>(id)setDictionary:(NSDictionary *)otherDictionary</code>	Sets the contents of the receiver to the keys and values in <code>other</code> .