)initWithString:(NSString *)aString

Initializes the receiver, a newly allocated scanner, to scan aString. Returns self.

NSString *)string

Returns the string object that the scanner was created with.

OOL)caseSensitive

Returns YES if the scanner distinguishes case, and NO otherwise. Scanners are by default not case sensitive.

SCharacterSet *)charactersToBeSkipped

Returns a character set object containing those characters that the scanner ignores when looking for an element. The default set is the whitespace and newline character set.

SDictionary *)locale

Returns a dictionary object containing locale information. Returns nil if the locale dictionary has not been set.

signed)scanLocation

Returns the character index at which the scanner will begin its next scanning operation.

id)setCaseSensitive:(BOOL)flag

If flag is YES, the scanner considers case when scanning characters. If flag is NO, it ignores case distinctions. NSScanners are by default not case sensitive.

id)setCharactersToBeSkipped:(NSCharacterSet *)aSet

Sets the scanner to ignore characters from aSet when scanning its string.

id)setLocale:(NSDictionary *)localeDictionary

Sets the receiver's dictionary object containing locale information.

id)setScanLocation:(unsigned int)anIndex

Sets the location at which the next scan will begin to anIndex.

OOL)scanCharactersFromSet:(NSCharacterSet *)aSet
    intoString:(NSString **)value

Scans the string as long as characters from aSet are encountered, accumulating characters into an optional string that's returned by reference in value. If any characters are scanned, returns YES otherwise returns NO.

	scanned NO otherwise. INT_MAX or INT_MIN is put Returns YES in overflow cases.
OOL)scanLongLong:(long long *)value	Scans a long long int into value if possible. Returns YES i expression was scanned NO otherwise. LONG_LONG LONG_LONG_MIN is put in value on overflow. Retu cases.
OOL)scanString:(NSString *)aString intoString:(NSString **)value	Scans for aString, and if a match is found returns by reference in the optional value argument a string objec matches the characters at the scan location, returns YE NO.
OOL)scanUpToCharactersFromSet:(NSCharacterSet *)aSet intoString:(NSString **)value	Scans the string until a character from aSet is encountered characters encountered into a string that's returned by optional value argument. If any characters are scanned returns NO.
OOL)scanUpToString:(NSString *)aString intoString:(NSString **)value	Scans the string until aString is encountered, accumulating characters encountered into a string that' in the optional value argument. If any characters are sc otherwise returns NO.
OOL)isAtEnd	Returns YES if the scanner has exhausted all characters in are characters left to scan.