

`(id)setSize:(NSSize)aSize`
`(NSSize)size`

Sets the size of the image.
Returns the size of the image.

`(id)bitsPerSample`
`(NSString *)colorSpaceName`
`(BOOL)hasAlpha`
`(BOOL)isOpaque`
`(int)pixelsHigh`

Returns the number of bits per pixel in each component.
Returns the name of the image's color space.
Returns whether there is a coverage component.
Returns whether the representation is opaque.
Returns the height specified in the image data.

`id)setPixelsWide:(int)anInt`

Informs the receiver that its data is for an image anInt pixels

`BOOL)draw`

Implemented by subclasses to draw the image.

`BOOL)drawAtPoint:(NSPoint)aPoint`

Modifies current coordinates so the image is drawn at aPoint

`BOOL)drawInRect:(NSRect)aRect`

Modifies current coordinates so the image is drawn in aRect