ClassAdditions

Category Of: Object

Declared In: ClassHierarchy.h

Category Description

This category adds a method that allows one to determine what classes immediately inherit

from a receiving class, within certain restraints.   In addition, a method is provided to retrieve all of the selectors to which instances of a class respond, again with certain restraints.

Instance Methods

subclasses:allowPosers:filterWith:
   + (int)**subclasses:**(id)list **allowPosers:**(BOOL)yn **filterWith:** (CAObjectFilterFunc)aFunc

Fills the provided *list* (if not nil) with the subclasses of the receiver.   TheIf *yn* is true, classes posing as others will be allowed.   The function *aFunc* must be of the form:

```
int someFunction(id son, id father)
```

in which a non-zero result indicates that the class represented by *son* is indeed the child of *father*.   The number of subclasses found is returned; to find out if Button has any subclasses at all, for example, do:

```
int func(id son, id father)
{
   if ()
     return 0;
   else
     return 1;
}

if ([Button subclasses:nil allowPosers:NO filterWith:func])
   blah
else
   blah
```

methodSelectors:includeAncestors:filterWith:
   + (int)**methodSelectors:**(id)storage **includeAncestors:**(BOOL)yn **filterWith:**
       (CAElementFilterFunc)aFunc

Fills the provided *storage* with the subclasses of the receiver.   TheIf *yn* is true, all methods
to which the receiver's instances respond to will be included (rather than just the ones
added by the receiver).   The function *aFunc* must be of the form:

```
int someFunction(id aClass, SEL aSelector)
```

in which a non-zero result indicates that the selector represented by *aSelector* to be
included.   The number of method selectors found is returned.