

FCSet

Inherits From: FCUnorderedCollection : FCCollection : Object

Declared In: FCSet.h

Class Description

FCSet is a subclass of FCUnorderedCollection that implements the behavior of a set. A set is a unique, unordered collection of objects.

Some examples of sets include: states whose name begins with "W", members of congress, the primary colors, movies not starring Michael Caine.

The real advantage to FCSet is that you don't have to enforce uniqueness yourself when you want a unique collection. That is, you can avoid checking to see if an object already exists in the collection before adding it, because FCSet does this for you in a quite efficient way.

FCSet inherits from FCUnorderedCollection and FCCollection. The interface documented here only covers the methods that are new or different in FCSet, but all the methods in FCCollection and FCUnorderedCollection will work on an FCSet as well. Refer to the documentation on those classes to complete the description of an FCSet.

Instance Variables

Inherited from Object

None declared in this class.

Inherited from FCCollection

id **_fc_contents** ;

Class **_fc_class** ;

SEL **_fc_sortSelector** ;

BOOL **_fc_archiveByReference** ;

Inherited from FCUnorderedCollection

None declared in this class.

Declared in FCSet

None declared in this class.

Method Types

Accessing the Behavior of the Collection

-uniqueElements

Modifying the FCSet

-difference:

-intersection:

-union:

Instance Methods

difference:

- **difference:otherCollection;**

Removes from this collection all the objects in *otherCollection* that appear in this collection. *otherCollection* is not affected.

This method is actually just a mnemonic cover for the **removeObjectsFrom:** method.

See also: - **removeObjectsFrom:** (FCCollection)

intersection:

- **intersection:otherCollection;**

Removes all the objects from this collection, except those which also appear in *otherCollection*. *otherCollection* is not affected.

This method is actually just a mnemonic cover for the **removeObjectsNotContainedIn:** method.

See also: - **removeObjectsNotContainedIn:** (FCCollection)

union:

- **union:otherCollection;**

Adds all the objects in *otherCollection* to this collection. The objects are not removed from

otherCollection .

This method is actually just a mnemonic cover for the **addObjectsFrom:** method.

See also: - **addObjectsFrom:** (FCCollection)

uniqueElements

- (BOOL)**uniqueElements;**

Returns YES to indicate that, unlike in FCCollection, a single object may not appear multiple times in instances of this class (by definition of a set).

See also: - **uniqueElements** (FCCollection)