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(BOOL)addJoin:(EOJoin *)aJoin

(NSString *)definition

Returns the data path of a flattened relationship for example `^toDepartment.toFacility^`. If the relationship is not flattened, returns nil.

(NSArray *)destinationAttributes

Returns the destination EOAttributes of a simple (nonflattened) relationship. These correspond one-to-one with the attributes returned by sourceAttributes. Returns nil if the relationship is flattened.

joins

(EOEntity *)destinationEntity

Returns the relationship's destination entity, which is determined by the destination entity of its join relationship, and by whatever ends the data path for a flattened relationship. For example, if a flattened relationship definition is `^toDepartment.toFacility^` the destination entity is the destination entity.

(EOEntity *)entity

Returns the relationship's source entity.

destinationEntity, addRelationship: (EOEntity *)

initWithName:(NSString *)name

Initializes a newly allocated EORelationship with name as its name. The EORelationship needs to have a definition before it's usable. This is the designated initializer for the EORelationship class. Returns self.

(BOOL)isCompound

Returns YES if the relationship has more than one join (that is, if it joins more than one pair of attributes), NO if it has only one join or is a flattened relationship. See `^Creating a Simple Relationship^` in the class description for more on compound relationships.

(BOOL)isFlattened

Returns YES if the relationship traverses more than two entities, NO otherwise. See `^Creating a Flattened Relationship^` in the class description for an example of a flattened relationship.

(NSArray *)joins

Returns all joins used by the relationship, or nil if the relationship is flattened.

sourceAttributes, destinationAttributes

(NSString *)name

Returns the relationship's name.

(BOOL)referencesProperty:aProperty

Returns YES if aProperty is an EORelationship in the relationship's data path or is an EOAttribute relationship's joins, NO otherwise. See the class description for information of how relationships r

referencesProperty: (EOEntity)

(void)removeJoin:(EOJoin *)aJoin

Deletes aJoin from the relationship. Does nothing if the relationship is flattened.

(void)setDefinition:(NSString *)definition

Changes the relationship to a flattened relationship by releasing all of its joins and setting definition example "toDepartment.toFacility". If the relationship doesn't have an entity, this method does not. Flattened Relationship" in the class description for more information on flattened relationships.

setEntity:

(void)setEntity:(EOEntity *)anEntity

Sets the entity of the relationship to anEntity. You only need to use this method when creating a flattened EOEntity's addRelationship: to associate an existing relationship with an entity.

setDefinition:

(BOOL)setName:(NSString *)name

Sets the relationship's name to name. Returns YES if successful, NO if name is already in use by another relationship of the same entity.

Sets the dictionary of auxiliary data, which your application can use for whatever it needs. aDictionary must be an NSArray object (that is, it must contain only NSString, NSData, NSArray, and NSDictionary objects).

(NSArray *)sourceAttributes

Returns the source EOAttributes of a simple (nonflattened) relationship. These correspond one-to-one with the attributes returned by destinationAttributes. Returns nil if the relationship is flattened.

joins

(NSDictionary *)userDictionary

Returns a dictionary of user data. Your application can use this data for whatever it needs. This dictionary must be an NSDictionary object (that is, it contains only NSString, NSData, NSArray, and NSDictionary objects).