

isEmpty
firstObject
boolAtIndex:
charAtIndex:
floatAtIndex:
doubleAtIndex:

(BOOL)boolAtIndex:(unsigned)index

Uses objectAtIndex: to find the right target and if it responds to the message boolValue it returns the related value. If the object does not respond to that message the value NO is returned (is NO really the best value for a failure ??)

(char)charAtIndex:(unsigned)index

Uses objectAtIndex: to find the right target and if it responds to the message charValue it returns the related value. If the object does not respond to that message the value 0 is returned (is "0" really the best value for a failure ??)

(double)doubleAtIndex:(unsigned)index

Uses objectAtIndex: to find the right target and if it responds to the message doubleValue it returns the related value. If the object does not respond to that message the value 0 is returned (is "0" really the best value for a failure ??)

(id)firstObject

If there are object in this array this methods returns the objectAtIndex 0. Returns nil if the array is empty.

(float)floatAtIndex:(unsigned)index

Uses objectAtIndex: to find the right target and if it responds to the message floatValue it returns the related value. If the object does not respond to that message the value 0 is returned (is "0" really the best value for a failure ??)

