

TestExampleClass

Inherits From: Object

Declared In:

Class Description

Now this is a simple example class that should show how the ClassEditor application works.

Instance Variables

id **name**;

id **selectorName**;

name

Used to store the full method name.

selectorName

No description.

Method Types

- free
- init
- initWithText:

- + initialize
- isInstanceMethod
- name
- selectorName

Class Methods

initialize
+ **initialize**

Just sets the version of the class.

See also:

Instance Methods

freeAll
- **freeAll**

Method description here.

See also: - **myReference**

doNothing:butWithSpeed:
- (void *)**doNothing:(int)***right butWithSpeed:forTesting*

Just to test a mulit param method. And it will work !

See also:

free
- **free**

Frees the objec and all its properties.

See also:

init

- **init**

Just calls `initWithText` with the argument "".

See also:

initWithText:

- **initWithText:***theLine*

This is the designated init meth.

See also:

isInstanceMethod

- (BOOL)**isInstanceMethod**

Returns YES if this method is an instance method of the given class.

See also:

name

- (char *)**name**

Returns the name of the method.

See also:

selectorName

- (char *)**selectorName**

Returns a character pointer to the selector name. Selector names are the shortened versions of the method names. E.g: **addObjectAtIndex:** or **move:::**. Don't modify the provided object !

See also: