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ExampleClass

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
- isInstanceOfMethod
- name
- selectorName

Class Methods

initialize
+ **initialize**

Just sets the version of the class.

See also:

Instance Methods

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

Just to test a mulit line method. And it will work !
But this kind of method will no be created by the auto-document
feature. You have to copy/paste the rulers on your own!

See also:

free

- **free**

Frees the objec and all its properties.

See also:

init

initFromText:

- **init**
- **initFromText:***theLine*

This is a multimethod documentation. It serves the init and

initFromText method.

See also:

isInstanceMethod

- (BOOL)**isInstanceMethod**

Returns NO if this mehtod is a 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 shorted versions of the method names. E.g:

addObjectAtIndex: or **move:::** . Don't modify the provided object !

See also: