

# MiscEndCompare

**Adopted By:** MiscEndCompare

**Declared In:** MiscProtocols.h

## Protocol Description

The **MiscEndCompare** protocol is a set of calls for an object to respond to allow for comparison between two instances of an object. Functionally, it is the same as **MiscCompare**, except it compares the ends of objects. For most objects, one or two methods only need to be implemented, and the rest of the methods can be created by calling those methods.

## Method Types

Comparing two objects	± endCompare:
	± endCompare:ignoreCase:

	± endCompare:length:
	± endCompare:length:ignoreCase:
Comparing an object to a literal	± endCompareLiteral:
	± endCompareLiteral:ignoreCase:
	± endCompareLiteral:length:
	± endCompareLiteral:length:ignoreCase:

## Instance Methods