

ClassAdditions

Category Of: Object
Declared In: ClassHierarchy.h

Category Description

This category adds a method that allows one to determine what classes immediately inherit from a

receiving class, within certain restraints. In addition, a method is provided to retrieve all of the selectors to which instances of a class respond, again with certain restraints.

Instance Methods

subclasses:allowPosers:filterWith:

+ (int)**subclasses:(id)list allowPosers:(BOOL)yn filterWith:(CAObjectFilterFunc)aFunc**

Fills the provided *list* (if not nil) with the subclasses of the receiver. TheIf *yn* is true, classes posing as others will be allowed. The function *aFunc* must be of the form:

```
int someFunction(id son, id father)
```

in which a non-zero result indicates that the class represented by *son* is indeed the child of *father*. The number of subclasses found is returned; to find out if Button has any subclasses at all, for

example, do:

```
int func(id son, id father)
{
    if ()
        return 0;
    else
        return 1;
}
```

```
if ([Button subclasses:nil allowPosers:NO filterWith:func])
    blah
else
    blah
```

methodSelectors:includeAncestors:filterWith:

+ (int)**methodSelectors:(id)storage includeAncestors:(BOOL)yn filterWith:**
(CAElementFilterFunc)aFunc

Fills the provided *storage* with the subclasses of the receiver. TheIf *yn* is true, all methods to which the receiver's instances respond to will be included (rather than just the ones added by the receiver). The function *aFunc* must be of the form:

```
int someFunction(id aClass, SEL aSelector)
```

in which a non-zero result indicates that the selector represented by *aSelector* to be included. The number of method selectors found is returned.