

# MiscStorageCursorPositioning

**Adopted By:** MiscStorage  
**Declared In:** MiscProtocols.h

## Protocol Description

The **MiscStorageCursorPositioning** protocol is a set of calls for a Storage class for moving through. These methods let you set a *cursor* which keeps track of the current positioning in a StorageStorage class. The rest of the methods allow a program to move forward, backward, and to determine the current position. This protocol is designed for loop constructs.

## Method Types

Setting the position

- setFirstElement
- setLastElement

	- setNextElement
	- setPreviousElement
	- setTo:
Querying the position	- currentPosition

## Instance Methods

### **currentPosition**

- (unsigned int)**currentPosition**

Returns the index of the record to which the cursor is currently pointing.

### **setFirstElement**

- (void \*)**setFirstElement**

Sets the cursor to point to the first record in the container and returns that record. Returns **nil** if the container holds no records.

### **setLastElement**

- (void \*)**setLastElement**

Sets the cursor to point to the last record in the container and returns that record. Returns **nil** if the container holds no records.

### **setNextElement**

- (void \*)**setNextElement**

Sets the cursor to point to the next record in the container and returns that record. Returns **nil** and doesn't move the cursor if it's currently pointing to the last record.

### **setPreviousElement**

- (void \*)**setPreviousElement**

Sets the cursor to point to the previous record in the container and returns that record. Returns **nil** and doesn't move the cursor if it's currently pointing to the first record.

### **setTo:**

- (void \*)**setTo:**(unsigned int)*index*

Sets the cursor to point to the *index*'th record in the container and returns that record. Returns **nil** and doesn't move the cursor if *index* is out of bounds.