NSDictionary

Inherits From: NSObject

Conforms To: NSCoding
NSCopying
NSMutableCopying
NSObject

Declared In: foundation/NSDictionary.h

Allocating and Initializing

+ (id)**allocWithZone:**(NSZone *)*zone*
Creates and returns an uninitialized dictionary object in *zone*.

+ (id)**dictionary**
Creates and returns an empty dictionary object.

+ (id)**dictionaryWithContentsOfFile:**(NSString *)*path*
Creates and returns a dictionary object from the keys and values found in the file specified by *path*.

+ (id)**dictionaryWithObjects:**(NSArray *)*objects*
forKeys:(NSArray *)*keys*
Creates and returns a dictionary object that associates objects from the *objects* array with keys from the *keys* array.   Keys must be strings.

+ (id)**dictionaryWithObjects:**(id *)*objects*
forKeys:(id *)*keys*
count:(unsigned int)*count*
Creates and returns a dictionary object containing *count* objects from the *objects* array.   The objects are associated with *count* keys taken from the *keys* array.

+ (id)**dictionaryWithObjectsAndKeys:**(id)*firstObject, ...*
Creates and returns a dictionary object that associates objects and keys

from the argument list. The list must be in form: *object1*, *key1*, *object2*, *key2*, ..., **nil**.

- (id)**initWithContentsOfFile:**(NSString *)*path* — Initializes a newly allocated dictionary object using the keys and values found in *filename*.

- (id)**initWithDictionary:**(NSDictionary *)*dictionary* — Initializes a newly allocated dictionary object by placing in it the keys and values contained in *otherDictionary*.

- (id)**initWithObjectsAndKeys:**(id)*firstObject*... — Initializes a newly allocated dictionary object by placing in it the objects and keys from the argument list. The list must be in form: *object1*, *key1*, *object2*, *key2*, ..., **nil**.

- (id)**initWithObjects:**(NSArray *)*objects* **forKeys:**(NSArray *)*keys* — Initializes a newly allocated dictionary object by associating objects from the *objects* array with keys from the *keys* array. Keys must be strings.

- (id)**initWithObjects:**(id *)*objects* **forKeys:**(id *)*keys* **count:**(unsigned)*count* — Initializes a newly allocated dictionary object by associating *count* objects from the *objects* array with an equal number of keys from the *keys* array.

Accessing Keys and Values

- (NSArray *)**allKeys** — Returns an array containing the dictionary's keys or an empty array if the dictionary has no entries.

- (NSArray *)**allKeysForObject:**(id)*object* — Finds all occurrences of the value *anObject* in the dictionary and returns an array with the corresponding keys.

- (NSArray *)**allValues** — Returns an array containing the dictionary's values, or an empty array if the dictionary has no entries.

- (NSEnumerator *)**keyEnumerator** — Returns an enumerator object that lets you access each key in the dictionary.

- (NSEnumerator *)**objectEnumerator** — Returns an enumerator object that lets you access each value in the dictionary.

- (id)**objectForKey:**(id)*aKey* — Returns an entry's value given its key, or **nil** if no value is associated with *aKey*.

Counting Entries

- (unsigned)**count**

Returns the number of entries in the dictionary.

Comparing Dictionaries

- (BOOL)**isEqualToDictionary:**(NSDictionary *)*other*

Compares the receiving dictionary object to *otherDictionary*. If the contents of *otherDictionary* are equal to the contents of the receiver, this method returns YES. If not, it returns NO.

Storing Dictionaries

- (NSString *)**description**

Returns a string that represents the contents of the receiver.

- (NSString *)**descriptionInStringsFileFormat**

Returns a string that represents the contents of the receiver. Key-value pairs are represented in a appropriate for use in ª.stringsº files

- (NSString *)**descriptionWithLocale:**(NSDictionary *)*localeDictionary*

Returns a string representation of the NSDictionary object. Included are the key and values that represent the locale data from *localeDictionary*.

- (NSString *)**descriptionWithLocale:**(NSDictionary *)*localeDictionary*
  indent:(unsigned int)*level*

Returns a string representation of the NSDictionary object. Included are the key and values that represent the locale data from *localeDictionary*. Elements of the array are indented from the left margin by *level* + 1 multiples of four spaces, to make the output more readable.

- (BOOL)**writeToFile:**(NSString *)*path*
  atomically:(BOOL)*useAuxiliaryFile*

Writes a textual description of the contents of the dictionary to *filename*. If *useAuxiliaryFile* is YES, the data is written to a backup file and then, assuming no errors occur, the backup file is renamed to the intended file name.